

APPENDIX: ABSENT AND REPLACEMENT CHARACTERS

1. Absent PC's and the DM's share

When a player does not show up for a session, his character does not earn any experience and does not gain any treasure (except for income from Farmland if appropriate). He still must pay maintenance for himself and his underlings, and must make appropriate loyalty checks.

Whenever a player with an active character DM's a session, the DM's character gains a number of experience points equal to the average earned by party for the session. In addition, he will get an amount of treasure equal to 50% of the average share of what other characters got during the session. This treasure share is all coin, and does not come from the actual treasure taken by the party, but represents money the character earned while "off stage."

2. New Players

When a new player joins the campaign, he will begin with some experience points, based on the other players' status. He will begin with 75% of the average XP points of the active characters in the campaign.

3. Replacement Characters

When a character is killed or retires during the course of a campaign, his replacement will begin with a certain portion of the original character's Experience points.

The base value is 50% of the original character's total, modified as follows:

Manner of Character's Death

| | |
|----------------------|------|
| Cowardly or Pathetic | -15% |
| Ordinary | +0% |
| Totally Metal | +15% |

The determination above is made by majority vote of those at the table.

Character's Funeral

| | |
|-------------------------------|------|
| Character becomes undead | -35% |
| Character's body is eaten | -25% |
| Body not recovered | -15% |
| Quick Burial | +0% |
| Elaborate Funeral | +10% |
| Most Expensive Funeral So Far | +20% |

Retired Characters

Retired character's replacement get a flat 50% of the retired character's experience point total.

4. Promoting Henchmen:

If a dead or retired character had a henchman, the player may opt to start playing the henchman as a replacement without any penalty.

5. Wills

If a character has a will, the recipient can inherit any property recovered (unless his treacherous comrades steal it all). If the player character dies without a will, his property goes to NPC kinsmen. A player can name an heir in a will, and then make that heir his replacement character—as long as the will was made before the character dies of course.