

## CHAPTER 7

# EXPERIENCE POINTS

This adventure is designed to encompass three or four game sessions. The goals for each day and the experience value for meeting them is summarised below.

### Chapter 3: The Wurstfest

#### ‡ JOURNEY AND ARRIVAL

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Avoiding trouble and getting the lay of the land:	50
Making friends with Dirk Moser:	25
Making friends with Alfred Fochs:	25
Good roleplaying:	0-25

#### ‡ ON THE JOB

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Making it through the first day:	50-150
Good roleplaying:	0-25

### Chapter 4: Black Rock Keep

Surviving the keep:	100
Defeating the mutants:	100
Puzzling out Heinz's conspiracy:	50
Good roleplaying:	0-25

### Chapter 5: Return from the Keep

Avoiding arrest:	20
Neutralizing Heinz as an adversary:	50
Neutralizing Wilf as an adversary:	20
Uncovering Gottlieb's plan:	50
Good roleplaying:	0-25

### Chapter 6: The Day of Vengeance

Surviving the day:	75
Conduct during the battle:	0-150 and 0-1 Fate Points
Good roleplaying:	0-25