

## Possessions

While equipment may be used for particular circumstances, you have a background and a life, so a few standard items are likely always in pack, pouch or pocket.

- Clothing appropriate to person, status: casual and/or formal.
- Appropriate cash in hand and savings appropriate to status, or not.
- Personal item(s) relating to family, past as heirlooms, trinkets, keepsakes
- Skills related items e.g.
  - Shooting skilled likely own a gun of some sort or two.
  - Wilderness skilled and shooting, perhaps a fowling piece or bow.
  - Weapons skilled will have a basic sword appropriate to their status, likely a dagger, or more as role suggests
  - Craft - tools appropriate if speciality noted and can be sensibly lugged around (budding Blacksmiths note that man-portable forges are yet to be invented) .
  - Etc - consider background that would amount to the abilities you have, and hence the personal items likely carried or owned. Note that **not** all high status comes with money and lands...

## Experience Points

Experience points translate directly to build points for IA's and GA's. They can be kept pending allocation. They may be allocated to and used as Gloriana Points directly.

## Gloriana Points

Points may be awarded at GM discretion. Or spare Experience points may be used as such. A Gloriana point spend may add or subtract 1 from a die roll, enable a re-roll, make some minor detail True, or temporarily nullify a blessing or curse for a brief period. All uses require justification.