

## Regaining Pool Points:

IA: end of each scenario

Stability: end of scenario

Health: 2 points per day of restful activity. Medic ability can restore some too. Hospitalised see above.

Physical GAs (Athletics, Drive, Scuffle, Shoot) recover after 24 hours since last expenditure.

Mental (Sorcery, etc) at end of scenarios like IA's

Restore depleted abilities in many different ways.

### General Abilities:

- Havens: If you are able to create a temporary haven for yourself in which you're free from danger and horror manifestations for an hour or more, you may refresh up to 3 **General Abilities**, except for **Health and Stability**. You lose all refreshed points if your place of safety is penetrated or reveals hazard. Only one opportunity for this accelerated refreshment per session.

### Stability:

- Diagnosis or Theology or significant achievement: Diagnosis or Theology or achievement of significant goals (impressive feats bolster characters Stability by restoring confidence) permit recovery of some Stability in game. Full refresh occurs between games but only if character can spend calm, undisturbed time associating with people and activities that are Sources of Stability.
- Sources of Stability: Reconnecting with a Source of Stability can refresh 2 points of Stability.

### Health:

- Rest: The Health pool refreshes over time, at a rate of 2 points per day of restful activity.
- Wounded characters heal at a different rate, over a period of hospitalisation; see **Injury and Death** section above.)
- Medico: Medico restore a number of Health points in session by binding wounds, etc. at a rate of 2 Health for every 1 Medico point spent.

### Automatic:

- Pools for the physical abilities of **Athletics, Driving, Weapons, Scuffling, and Shooting** are fully restored whenever 24 hours of game-world time has elapsed since the last expenditure.
- General Abilities and Investigative Abilities otherwise refresh at the end of each game.

## Experience:

Usually 2 points per scenario. These build points can add to IA or GA.

## Gloriana Points:

**Gloriana Points are gained at GM discretion with exceptional circumstances or play.**

1 GP = re-roll if you have a good reason that you can explain. (only once)

1 GP = adjust your dice roll +/-1 (with a good reason that you can explain)

1 GP = make a small detail true e.g. To ensure Jocasta can slip into the Hellfire Club despite being banned, Horatio creates a scene at the entrance to keep the attention of the door man focus on him for vital seconds.

1GP = temporarily nullify your own gift or fault for a brief period - only one action. Needs a damned good reason. And probably a will roll. And some sort of forfeit. Perhaps more, dependent on mood.