

## CHARACTER IMPROVEMENT SUMMARY

### Step 1: Update your the attributes

You can add, modify or remove an attribute descriptor using your experience points. See the chart below for the cost. If an attribute has been modified, also modify the skills related to that attribute on your character's sheet.

### Step 3: Add edge

You can buy a new edge using your experience points. The cost of additional edges is on the chart below.

### Step 4: Update your skill level

You can update the skill level of a skill you have trained using experience points and referring to the chart below.

### Step 5: Update your powers and specializations

You can buy a new power in one of your masteries. You must have a power of the previous level to choose a power of a higher level. Set your Mastery Level equal to your highest power level in that mastery.

## Update Derived Statistics

If you raise some skills you also have to modify your derived statistics.

### Acrobatics

- **Quick Move:** (Acrobatics / 2) + 2 (min 1)

### Athletics

- **Quick Move:** (Athletics / 2) + 2 (min 1)

### Muscular

- **Carrying Capacity:** 10 + Muscular
- **Health:** (Muscular / 2) + 3 (min 3, max 16)
- **Weight Lift:** 20 + (2 x Muscular)

## Advancement Cost Summary

Level or Point	Per total attributes points (x5)	Per power level (x5)	Per specialization level outside Source (x4)	Per specialization level (x3)	Per edge over the number of hindrances (x2)	Per skill level (x1)
1	5	5	4	3	2	1
2	10	10	8	6	2	2
3	15	15	12	9	2	3
4	20	20	-	-	2	4
5	25	25	-	-	2	5
6	30	-	-	-	2	6
7	35	-	-	-	2	7
8	40	-	-	-	2	8
9	45	-	-	-	2	9
10	50	-	-	-	2	10