

## CHARACTER IMPROVEMENT SUMMARY

### Step 1: Update your attributes

You can add, modify or remove an attribute descriptor using your experience points to add one point to an attribute or to reduce a penalty. 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. You can only add one point at the time.

### 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 a skill level

You can update the skill level of a skill by using experience points and referring to the chart below. You can only raise one level at the time.

### Step 5: Add a power from a Mastery

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. For specializations, it's possible to buy a power from another specialization buy paying a little bit more. As always, it requires to have a power of the previous level.

## Update Derived Statistics

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

### Muscular

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

### Advancement Cost Summary

Level	1	2	3	4	5	6	7	8	9	10
Desired total attributes points	5	10	15	20	25	30	35	40	45	50
Desired Power Level	5	10	15	20	25	-	-	-	-	-
Desired Specialization Level outside Source	4	8	12	-	-	-	-	-	-	-
Desired Specialization Level	3	6	9	-	-	-	-	-	-	-
Desired number of Edges over the number of Hindrances	2	2	2	2	2	2	2	2	2	2
Desired Skill Level	1	2	3	4	5	6	7	8	9	10