

IMPROVEMENT SUMMARY

Improve your Attributes (see Step 1)

You can add or modify an attribute descriptor using your experience points. You can either add one point to an attribute or reduce a penalty. The descriptor must be related to the attribute you're modifying. See the chart below for the cost. Additionally, if you modify an attribute, update the skills related to it on your character's sheet. Keep in mind that you can only add one point at a time.

Improve a skill level (see Step 2)

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

Add an Edge or remove a Hindrance (see Step 4)

You can purchase a new edge using your experience points. Alternatively, you can remove a Hindrance instead of adding an Edge. The cost of additional edges is listed on the chart below.

Add a Power from a Mastery (See Step 5)

You can purchase a new power within one of your masteries. To choose a power of a higher level, you must already possess a power of the previous level. Set your Mastery Level to match your highest power level in that mastery. For specializations, you can also buy a power from another specialization by paying a small additional fee. Again, you'll need a power of the previous level.

Advancement Cost (XP) Summary															
Level	1	2	3	4	5	6	7	8	9	10					
Attribute Level	3	6	9	12	15	18	21	24	27	30					
Power Level	3	6	9	12	15										
Specialization Level outside the chosen Mastery	3	6	9												
Specialization Level	2	4	6												
New Edge	2														
Skill Level	1	2	3	4	5	6	7	8	9	10					