

Character Leveling

In Super Dungeon Adventure, characters do not actually "level", or rather a character's "level" is equal to the number of "Power Ups" bestowed upon the character by the DM.

A "Power Up" can be used for several things.

1 Power Up:

"Absorbing" Loot

Add 1 star to a stat

Add 1 sapphire die to a stat

Replace a citrine die with an amethyst die

Replace a amethyst die with an citrine die

Replace a sapphire die with an ruby die

Replace a ruby die with an sapphire die

2 Power Up:

"Absorbing" Treasure

Add 1 movement

Add 1 potion slot

Add 1 ruby die to a stat

Replace a ruby die with an emerald die

Replace a emerald die with an ruby die

3 Power Up:

"Absorbing" Legendary Treasure

Add 1 action

Add 1 green die to a stat

Replace a emerald die with an citrine die

Replace a citrine die with an emerald die

Replace a emerald die with an amethyst die

Replace a amethyst die with an emerald die

Add skill

4 Power Up:

"Absorbing" Boss Loot

Add ability

Add 1 citrine die to any stat

Add 1 amethyst die to any stat

After carrying an amulet for so long, its power becomes one with the user: the amulet itself shattering on the meld between user and artifact.