

REVO Ability Level	Stamina Point Cost
0 (Cantrip)	0
1	2
2	3
3	5
4	6
5	7
6	9
7	10
8	11
9	13

Weapon + to Hit Equation:

STR (melee) or DEX (ranged) modifier +
proficiency bonus (if proficient) +
REVO Enhancement bonus (if REVO Enhanced) =
Total to Hit Modifier

Weapon Damage Equation:

Dice roll associated with weapon +
STR (melee) or DEX (ranged) modifier +
REVO Enhancement bonus (if REVO Enhanced) =
Total Damage

Name Reference for Essential NPC's:

Chief Medical Officer: Doctor John Baker

Squad 45 Analyst and Linguist: Jean Robinson

Lead Science Officer: Agent 21

Chief Engineer & Designer: Kenneth "24" Braxton

REVO Biology Expert: Doctor Lydia Hyde

Commander of the NRT: Laurence Roberts

Rank/ Level	Title	XP
0	Grunt	0
1	Cadet Third Class	0
2	Cadet Second Class	300
3	Cadet First Class	900
4	Ensign	2,700
5	Ensign Third Class	6,500
6	Ensign Second Class	14,000
7	Ensign First Class	23,000
8	Agent	34,000
9	Agent Third Class	48,000
10	Agent Second Class	64,000
11	Agent First Class	85,000
12	Special Agent	100,000
13	Special Agent Third Class	120,000
14	Special Agent Second Class	140,000
15	Special Agent First Class	165,000
16	Elite Agent	195,000
17	Officer – Second Lieutenant Operative – Elite Agent Third Class	225,000
18	Officer – First Lieutenant Operative – Elite Agent Second Class	265,000
19	Officer – Lieutenant Commander Operative – Elite Agent First Class	305,000
20	Commander	355,000