





LEVELING UP



When a character gains the amount of experience listed on the table to the right, they must level up. **Leveling up only occurs in town.**

When a character reaches a new level, add **one** new card to their active card pool. The card selected must be from the character's class and have a card level **equal to or less than the character's new level**.

Additionally, when leveling up, the player can mark **one** of the **perk** boxes on the right side of their character sheet. This signifies an evolution of the character's attack modifier deck. Apply the bonuses of the marked perk box to the character's modifier deck using the class's accompanying deck of available modifier cards. If a perk has multiple check boxes next to it, this means that the perk can be gained multiple times for the cost of one perk each.


Level	Experience
1	0
2	45
3	95
4	150
5	210
6	275
7	345
8	420
9	500

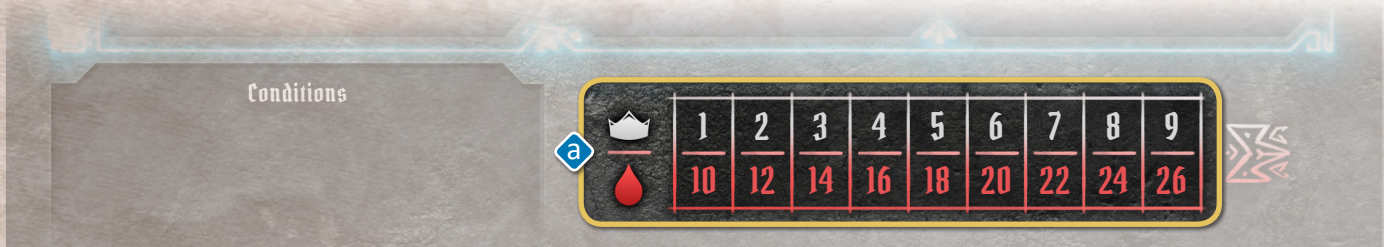
Example: The Brute marks the "Replace one  card with one  card," so he removes a  card from his attack modifier deck and adds a  card (taken from his Brute modifier deck) in its place.

☒ Replace one  card with one  card



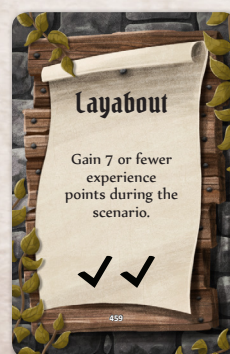
Brute Deck Icon














Lastly, leveling up also increases a character's hit point total , as indicated on their character mat. Leveling up **never** changes a character's maximum hand size. This is fixed for each class.








ADDITIONAL PERKS

Any time a character successfully completes a battle goal card at the end of a scenario, they receive a number of checkmarks, which are tracked in the specified area of the notes section of their character sheet. For every three checkmarks a character earns, he or she immediately gains an additional perk on their character sheet and applies its effects to their attack modifier deck. Any checkmarks from a battle goal that are left over after achieving a perk are applied toward the next perk. A character can achieve a total of six additional perks in this way.



- ☐ Add two  PIERCE  3 cards
- ☐ Add one  STUN  card
- ☐ Add one  DISARM  card and one  MUDDLE  card
- ☐ Add one  ADD TARGET  card
- ☐ Add one  Shield  1, Self card
- ☐ Ignore negative item effects and add one  card

Notes		
✓: 	✓: 	✓: 
✓: 	✓: 	✓: 