This is designed to be a Player Managed character progression system. This is a more complicated system, but it should become rather easy to follow along with for new users. This system also incentivises players to pursue progression on their own, actually seeking training or practice. Character Creation functions the same as normal. Additionally, gaining Elite Advances should be something done in the Narrative, but for those EA perks/talents/abilities that require purchase may be purchased using Perk Points at a value of 1 Perk Point for every 100xp/crp in the cost of the article. (rounded to the nearest hundred)

***Skill Points***

In order to progress in this system, you must earn Skill Points. Each skill tracks their own Skill Points, you gain 1 Skill Point for every Successful Skill test. This test must be initiated by the player and must provide some useful result (as judged by common sense), the only skills that can gain Skill Points from a GM initiated test are Evade, Observe, Commerce, Deceive, and Persuade. You gain a bonus Skill Point for every 10 in a Penalty imposed on a skill by the GM, not from negative traits, conditions, or wounds. (So a -20 test rewards +2 Skill Points)

During a Long Rest in a safe location players may “Meditate” on what they have learned. This allows them to test their Skill Points to advance their skills. They may select an amount of Skills equal to their IntB to test at a time. You roll a Die based on the progression difficulty and if you roll under the amount of Skill Points you have in that skill, the Skill’s TN goes up by +1 (+2 if governed by a Favored Characteristic). Failing this results in a Loss of Skill Points based on the “Progression Difficulty”. Luck has no effect on Skill Point tests, rolling Lucky #s or unlucky ones do nothing and you cannot spend Luck Points to reroll them.

For the effects that require your “Skill Rank” (Novice-Master), you still have those, but they increase by 1 after your TN increases by 10 (so you get to the Skill Bonus equal to that rank)

***Converting Exp to Skill Points***

For those who wish to switch to this system in the middle of a campaign, should allow their players to convert their remaining unspent Exp into Skill Points. Every 10 exp is equal to 1 Skill Point, these skill points are then divided amongst whatever skills the Players choose.

***Progression Difficulty***

The GM must select one of the following difficulties for their players to follow.

* Easy

Easy progression uses a d10 for it’s Skill Point tests. Failing a Skill Point test results in the loss of all skill points for the skill.

* Medium

Medium progression uses a d20 for it’s Skill Point tests. Failing a Skill Point test results in the loss of half the skill points for the skill.

* Hard

Hard progression uses a d% for it’s Skill Point tests.Failing a Skill Point test results in the loss of 2 skill points in the tested skill.

***Perk Points***

Every 5 points that you gain in a Skill’s TN earns you a Perk Point. These are spent to gain Talents at a cost equal to the Level/Rank of the talent. You can also spend 1 Perk Point to gain a Specialization in a Skill you have at least Novice Rank in with GM permission.

***Characteristic Points***

Every 10 points that you gain in a Skill’s TN earns you 2 Characteristic Points. These may be spent to increase your Characteristics by 1 Point, 2 points if it is a Favored Characteristic. Using this system caps all Characteristics at 40 + You Racial Baseline.

***Training for Points***

***Points as Rewards***

A GM may wish to reward their players with occasional Points (Skill < Perk < Characteristic) for completing story arcs or defeating an especially difficult challenge (such as one that the GM greatly miscalculated the threat). The amount of the reward should be based on the significance of the accomplishment.