Skill Advancement

<Mostly copied from Burning Wheel – Gold Edition>

# Testing:

Skill tests are the primary means of advancing one’s skills. Each test falls into one of three levels of difficulty for advancement: routine, difficult and challenging. The difficulty of a test is found by comparing the number of dice rolled against the DC. And it’s not just about a skill rank compared with the DC - Advantage, helping and FoRK dice all influence advancement.

|  |  |  |  |
| --- | --- | --- | --- |
| Difficulty of a test by dice rolled | | | |
| #ofDice | Routine | Difficult | Challenging |
| 1d | DC 1\* | DC 1\* | DC 2+ |
| 2d | DC 1 | DC 2 | DC 3+ |
| 3d | DC 1-2 | DC 3 | DC 4+ |
| 4d | DC 1-2 | DC 3-4 | DC 5+ |
| 5d | DC 1-3 | DC 4-5 | DC 6+ |
| 6d | DC 1-4 | DC 5-6 | DC 7+ |
| 7d | DC 1-4 | DC 5-7 | DC 8+ |
| 8d | DC 1-5 | DC 6-8 | DC 9+ |
| 9d | DC 1-6 | DC 7-9 | DC 10+ |
| 10d | DC 1-7 | DC 8-10 | DC 11+ |
| 11d | DC 1-8 | DC 9-11 | DC 12+ |
| 12d | DC 1-9 | DC 10-12 | DC 13+ |
| 13d | DC 1-10 | DC 11-13 | DC 14+ |
| 14d | DC 1-11 | DC 12-14 | DC 15+ |
| 15d | DC 1-12 | DC 13-15 | DC 16+ |
| 16d | DC 1-13 | DC 14-16 | DC 17+ |
| 17d | DC 1-14 | DC 15-17 | DC 18+ |
| 18d | DC 1-15 | DC 16-18 | DC 19+ |
| 19d | DC 1-16 | DC 17-19 | DC 20+ |
| 20d | DC 1-17 | DC 18-20 | DC 21+ |

\*For an DC 1 test on one die, the player may choose whether the test is routine or difficult.

**Note:** It is important to always use the total number of dice rolled for a test, not just the skill rank. Extra dice that make a test easier for the character also mean that he learns less when using such crutches.

# How Many Tests:

When a player (rather their character) accumulates enough routine, difficult and challenging tests for a skill, that skill immediately gets advanced to the next rank. The table below shows how many tests of each type are needed, depending on the current rank of the skill.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Current Rank | Routine | Difficult | | Challenging | |
| 0 | - | Special | | Special | |
| 1 | 1 | (1 | or | | 1) |
| 2 | 2 | (2 | or | | 1) |
| 3 | 3 | (2 | and | | 1) |
| 4 | 4 | (2 | and | | 2) |
| 5 | 5 | (3 | and | | 2) |
| 6 | 6 | (4 | and | | 2) |
| 7 | 7 | (4 | and | | 3) |
| 8 | 8 | (5 | and | | 3) |
| 9 | 9 | (6 | and | | 3) |
| 10 | 10 | (6 | and | | 4) |
| 11 | 11 | (7 | and | | 4) |
| 12 | - | - | | - | |

## Gaining the First Rank:

To go from being untrained (0 ranks) to being a novice (1 rank), the testing character needs a total of 8 tests which can be either difficult or challenging, in any combination.

# Pass or Fail:

With few exceptions, tests for advancement are earned regardless of whether the character was successful or not. Pass or fall, a test is earned.

## The Exceptions: Knowledge

When you roll a skill test to see what you know about a certain subject (related to the skill you’re testing) no test is earned. You can’t improve just by thinking about it.

# Series of Rolls = One Test

Occasionally in game, we have situations where players are testing the same skill over and over again—martial and social conflict being the prime examples. In any instance where a skill is tested multiple times to determine the outcome, only one test is earned toward advancement. Do not note a test for every punch thrown.

If the skill is tested against multiple different DCs, the player is free to choose any one of them for purposes of noting the test.

# Wipe the Slate Clean:

After the ability has advanced, all extra tests are discarded. You start over with a clean slate.

# Converting or Substituting Tests:

What if my character is one routine test from advancing his skill, but has tons of difficult tests? l can just convert a test, right? The answer to that is “No“, unless explicitly stated otherwise.

# Advancing Attributes:

When any of your skills gains a rank, you may mark a test for progressing its PGA - primary governing attribute (these tests don’t have tiers) if:

* The skill’s new rank is at least 4,
* The skill’s new rank is equal to or greater than twice the modifier of its PGA.

Once you’ve accumulated 6 tests for an attribute, erase them and increase that attribute by 1.

# Levelling Up:

Characters level up when they gain enough Experience Points (XP). These points are also gained by levelling up skills – advancing a skill 1 rank yields a number of Experience Points equal to the new rank of the skill.

The amount of XP needed to level up is equal to:

5 + [current level] × 3

**Note:** Excess XP can be carried over.

When a character levels up, his or her player gets a sense of pride and accomplishment and also gets to choose a new Perk for said character.