

LEVELING UP

Supers in **INDOMINANT** will progress by accomplishing tasks, defeating Enemies, and other methods. When they Level Up by getting enough **Experience** they get stronger, learning new **Powers**, **Talents**, and other abilities. The following section will provide the information needed to know how to gain Levels, what is gained with each Level, and other information related to progression.

LEVELING CHART

Below is the Leveling Chart for your Super. As they earn experience and ultimately level up, they will have access to new **Powers**, **Talents**, **Archetype Abilities & Upgrades**, **Stat Increases**, and **Skills Expertise**. A few notes to remember when Leveling Up:

- Health Points increase at every Level gained, refer to **CHAPTER 4: ARCHETYPES** for your chosen **Archetype's** Health Point increase per Level.
- **Stat Points** cannot be put into stats that are already at a base value of 10 or higher.

For everything else, use this as a quick reference when leveling up to know what new **Powers**, **Archetype Abilities**, **Talents**, **Stats**, and when you gain **Skill Expertise**:

LEVEL	POWERS GAINED	TALENT GAINED	AT ABILITIES	STAT POINTS	SKILL EXPERTISE	DRIVE RECOVERY
1	+2 Base & +2 Tier 1 Powers		AT Ability #1	+5 Stat Points		1
2	+1 Tier 1 Power	+1 Tier 1 Talent		+1 Stat Point		1
3	+2 Tier 2 Powers		AT Ability #2			1
4	+1 Tier 2 Power	+1 Tier 2 Talent		+1 Stat Point	+1 Skill Expertise	3
5	+3 Tier 3 Powers					3