

# Subida de nivel

---

- Hay dos tipos de progresion con los heroes **ADVANCEMENT** y **EXPERIENCES**.
- **ADVANCEMENT**
  - Tiene un maximo de 3 veces
  - Consiste en:
    - 2 Skill points
    - 1 Feature
    - 1 Adrenaline
- **EXPERIENCES**
  - No es una subida en si y tiene beneficio o perjuicio segun la situacion
  - Hay 4 tipos:
    - **Achievement:** You have learned an important lesson, or accomplished something great. *"I've learned to put my trust in others."*
    - **Scar:** You've suffered physically, endured mental trauma, or were hugely disappointed. *"I was trapped in the flames."*
    - **Bond:** You made a bond with someone. You earned a good friend, a lover, or a bitter rival. *"Savar saved my life."*
    - **Reputation:** You've earned a good or bad reputation. People might have heard about you. *"I've put a big shot in the slammer."*
  - No deberian usarse durante una escena mas de una vez
  - Aportan +1 ó -1 a la tirada segun el caso

Para esta aventura yo recomiendo **ADVANCEMENT** es mas sencilla de aplicar, el otro tipo es mas situacional y requiere algo mas de entrenamiento en el juego en si.