

Level UP

- 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.