

LEVEL

At Level 1: Generate stats. Social 5d6 and Exploration 4d6 assigning each die separately. 2 Social Skills, 1 Performance, and 1 Language gain Advantage (●).

4 Knowledge Skills +1 (👑), 3 Perception Skills +1 (👑), and 2 Covert Skills +1 (👑).

LEVEL TRACKER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Social Abilities	1						2								
Trait Abilities	3		4		5		6		7			8		9	10
Class Abilities	3	4		5		6		7	8			9		10	
Class / Trait Upgrades	0		1			2			3			4			5
Prestige Upgrades	0				1					2					3
	Perks					Adv. Perks (Unlocked after 5 Perks)									
<input type="radio"/> Social Stat +1 (max '+4')						<input type="radio"/> Social Stat +1 (max '+5')									
<input type="radio"/> Exploration Stat +1 (max '+3')						<input type="radio"/> Exploration Stat +1 (max '+4')									
<input type="radio"/> Social Upgrade						<input type="radio"/> Social Upgrade									
<input type="radio"/> Knowledge Skill +1 (👤) & Perception or Covert Skill +1 (👁️)						<input type="radio"/> 2 Knowledge Skills +1 (👤) & 2 Perception or Covert Skills +1 (👁️)									
<input type="radio"/> Luck Stat +2 (👑)						<input type="radio"/> Social Skill Improvement (👤)									
<input type="radio"/> Recoveries +2						<input type="radio"/> Retire to safety after this episode.									

FIGHTER

FIGHTER LEVEL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Fighter Abilities	①					②		③			④		⑤		
	Perks					Adv. Perks (Unlocked after 5 Fighter Perks)									
<input type="radio"/> Fighter Skill & Grit Save +1 (👊)						<input type="radio"/> Fighter Skill & Grit Save +1 (👊)									
<input type="radio"/> General & Fine +1 (👊&G)						<input type="radio"/> General & Fine +1 (👊&G)									
<input type="radio"/> Vitality +1						<input type="radio"/> Vitality +1 and a Minor Dmg. Resistance									
<input type="radio"/> Fighter Upgrade						<input type="radio"/> Fighter Upgrade									

ROGUE

ROGUE LEVEL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Rogue Abilities	(1)		(2)		(3)		(4)		(5)		(6)		(7)		
	Perks					Adv. Perks (Unlocked after 5 Rogue Perks)									
<input type="radio"/> Rogue Skill & Edge Save +1 (👊)						<input type="radio"/> Rogue Skill & Edge Save +1 (👊)									
<input type="radio"/> Grey & Fine +1 (👊&G)						<input type="radio"/> Grey & Fine +1 (👊&G)									
<input type="radio"/> Lowest Save +1 (👊)						<input type="radio"/> Lowest Save +1 (👊)									
<input type="radio"/> Rogue Upgrade						<input type="radio"/> <input type="radio"/> <input type="radio"/> Rogue Upgrade									
<input type="radio"/> Item Upgrade						<input type="radio"/> <input type="radio"/> <input type="radio"/> Item Upgrade									

MAGE

MAGE LEVEL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Mage Abilities			1			2			3			4			5
Spell Abilities	1	2		3	4		5	6		7	8		9	10	
	Perks					Adv. Perks (Unlocked after 5 Mage Perks)									
<input type="radio"/> Mage Skill & Focus Save +1 (👑)						<input type="radio"/> Mage Skill & Focus Save +1 (👑)									
<input type="radio"/> Obscure & Fine +1 (👑&G)						<input type="radio"/> Obscure & Fine +1 (👑&G)									
<input type="radio"/> Mage Upgrade						<input type="radio"/> Mage Upgrade									
<input type="radio"/> <input type="radio"/> <input type="radio"/> Spell Upgrade						<input type="radio"/> <input type="radio"/> <input type="radio"/> Single Spell Double-Upgrade									

THE CLASS

2. & SUBCLASS

Time Rng

Time Rng

CONSTITUTION:

■ & LINEAGE