**Experience**

Your hero starts young and inexperienced. As he uses his powers to battle crime, he will become more powerful and learn new capabilities.

**Experience Points**

Every game session, you will gain experience points. In addition, the GM will award additional experience points for nearly all activities in which you engage in your superhero career.

Each game session in which you participate gives you 1xp. Additional awards are based on what happened during that session. For each activity you engage in, you get one additional xp. You cannot gain more than 1xp for a given activity, no matter how many times you complete that activity in a single game session.

Awards are divided into ***Group Awards*** and ***Personal Awards.*** Most awards are group-based, and if any member of the group earns the award, everyone in the group gains the xp. There are a few awards that are personal and only the character that completes the activity earns the award.

Group Awards

* Capture a villain
* Complete a story arc
* Engage in combat
* Interact with the public
  + Give an interview
  + Sign an autograph
  + Affect a rescue
* Investigate a crime
* Learn a secret of the campaign
* Learn an important piece of lore

Personal Awards

* Complete a personal arc/goal
* Get voted “Best Quote/Quip” of a session
* Get voted “Coolest Move” of a session
* Get voted MVP of a session
* Suffer from one of your weaknesses

**Hero Tiers**

Every three level increment (including character creation) is considered a ***Hero Tier***.

|  |  |
| --- | --- |
| **Levels** | **Tier** |
| 1-2 | Trainee |
| 3-5 | Rookie |
| 6-8 | Journeyman |
| 9-11 | Veteran |
| 12-14 | Seasoned |
| 15-17 | Elite |
| 18+ | Legend |

Hero tiers have an effect mainly on the speed at which powers can be enhanced. You can generally assume that heroes and villains in the same tier have similar levels of enhancement on their powers, and thus have damage and armor numbers that are within a similar range. Heroes of a higher tier than their opponents will have more damage dice, more armor, and higher combat skills than those they are fighting.

**Leveling Up**

Once you earn 10xp, you gain a level. Each time you gain a level, you earn 20 power points with which to purchase new powers, or improve powers you already have. In addition, you may choose one level up bonus, and apply it to your hero.

**Spending Your Power Points**

When you level, you get 20 power points to spend. You can either spend these to get a new power, or to buy enhancements to existing powers. Any points you do not spend are saved until your next level up.

**Enhancement Rules**

Power enhancements have a few rules regarding their purchase. Generally, these rules are meant to encourage you to purchase a diverse set of enhancements, and limit the speed at which certain aspects of your powers increase.

* Each enhancement has a maximum number of times it can be purchased on a given power. This limit is listed with the enhancement in the power list.
* A single power can be enhanced once each level up.
* You can only enhance a single power a maximum of six times.
* Multiple instances of a single enhancement can only be purchased once each hero tier. For example, if you have a power that can have its accuracy enhanced three times. You can purchase one of those enhancements at character creation, once again at level 3, and finally at level 6.
* Certain enhancements are locked to a certain tier and cannot be purchased until you have reached that tier.
  + Armor – Rookie
  + Damage – Rookie
  + ???