

Leveling Improvements

FORTUNE	LEVELS 2 - 10	Gain 3 Fortune points
	LEVELS 11 - 20	Gain 2 Fortune points
DEFENSE & TOUGHNESS	EVERY 4TH LEVEL (LEVEL 4, 8, 12, ETC.)	Increase Defense or Toughness . Cannot increase the same trait twice in a row.
ABILITY ADVANCEMENT	<ul style="list-style-type: none"> • Every level up, you get 1 advancement to spend on one ability of your choice. • You cannot advance the same ability two levels in a row. • Spent advancements does not do anything until the required number has been reached, so keep track of it. • Improvement of an ability score improves everything based on that score as well. (Improvement of Dexterity also increases Defense and Speed, for example) 	
	NEW ABILITY SCORES UP TO 5	Requires 1 advancement
	NEW ABILITY SCORES 6 - 8	Requires 2 advancements
	NEW ABILITY SCORES 9 - 12	Requires 3 advancements
ABILITY FOCUS	LEVELS 2 - 10	Choose one new ability focus . You cannot choose a new focus for the same ability two levels in a row.
	LEVELS 11+	You can choose a focus you already have and increase its bonus from +2 to +3. Or you can choose a new focus, as normal.
TALENT IMPROVEMENT	EACH LEVEL	Choose a new novice talent OR gain a degree in a talent your character already has.
	LEVEL 4 AND 12	Choose a specialization instead of a talent.
INCOME	Regain 1 point of depleted Income , if it's been depleted previously.	
GOALS	REVISIT YOUR GOALS: Have any been achieved? Have any changed from the last level? Do you have any new goals?	