

ADVANCEMENT

PC Advancement:

Each player keeps track of the experience points (xp) that their character earns.

During the game session, mark xp:

- When you make a desperate skill check. Mark 1 xp in the attribute for the skill you rolled. For example, if you roll a desperate Skirmish skill, you mark xp in Prowess. When you roll in a group action that's desperate, you also mark xp.

At the end of the session, review the xp triggers on your character sheet. For each one, mark 1 xp if it happened at all, or mark 2 xp if it happened a lot during the session. The xp triggers are:

- Your playbook-specific xp trigger. For example "Address a challenge with violence or coercion." To "address a challenge," your character should attempt to overcome a tough obstacle or threat. It doesn't matter if the action is successful or not. You get xp either way.
- You expressed your beliefs, drives, heritage, or background. Your character's beliefs and drives are yours to define, session to session. Feel free to tell the group about them when you mark xp.
- You struggled with issues from your vice or traumas. Mark xp for this if your vice tempted you to some bad action or if a trauma condition caused you trouble. Simply indulging your vice doesn't count as struggling with it (unless you overindulge).
- You may mark end-of-session xp on any xp tracks you want (any attribute or your playbook xp track).

When you fill an xp track, clear all the marks and take an advance. When you take an advance from your playbook track, you may choose an additional special ability. When you take an advance from an attribute, you may add an additional skill dot to one of the skills under that attribute.

Nadja is playing a Hound. At the end of the session, she reviews her xp triggers and tells the group how much xp she's getting. She rolled two desperate Hunt skill checks during the session, so she marked 2 xp on her Insight xp track. She addressed several challenges with tracking or violence, so she marks 2 xp for that. She expressed her heritage many times when dealing with the gang from her homeland, so she takes 2 xp for that. She also showcased her character's beliefs, but 2 xp is the maximum for that category, so she doesn't get any more. She didn't struggle with her vice or traumas, so no xp there. That's 4 xp at the end of the session. She decides to put it all in her Insight xp track. This fills the track, so she adds a new skill dot in Hunt.

You can also earn xp by training during downtime. When you train, mark xp in one of your attributes or in your playbook. A given xp track can be trained only once per downtime phase.

It is 5 xp to gain a +1d. It is 10xp to gain a +1 stand coin stat or +2d.