

## IMPROVEMENT SUMMARY

### Update your Attributes (see Step 1)

You can add or modify an attribute descriptor using your experience points to add one point to an attribute or to reduce a penalty. The Descriptor must be related to the Attribute modified. See the chart below for the cost. If an attribute has been modified, also modify the skills related to that attribute on your character's sheet. You can only add one point at the time.

### Update a skill level (see Step 2)

You can update the skill level of a skill by using experience points and referring to the chart below. You can only raise one level at the time.

### Add an Edge or remove a Hindrance (see Step 4)

You can buy a new edge using your experience points. You can also remove a Hindrance instead of adding an Edges. The cost of additional edges is on the chart below.

### Add a power from a Mastery (See Step 5)

You can buy a new power in one of your masteries. You must have a power of the previous level to choose a power of a higher level. Set your Mastery Level equal to your highest power level in that mastery. For specializations, it's possible to buy a power from another specialization by paying a little bit more. As always, it requires to have a power of the previous level.

### Advancement Cost Summary

Level	1	2	3	4	5	6	7	8	9	10
Desired total attributes points	4	8	12	16	20	24	28	32	36	40
Desired Power Level	4	8	12	16	20	-	-	-	-	-
Desired Specialization Level outside the chosen Mastery	4	8	12	-	-	-	-	-	-	-
Desired Specialization Level	3	6	9	-	-	-	-	-	-	-
Desired number of Edges over the number of Hindrances	2	2	2	2	2	2	2	2	2	2
Desired Skill Level	1	2	3	4	5	6	7	8	9	10