

Experience and Level System

Throughout the game, players will encounter events or carry out tasks that will grant them 'exp', there are three different experience types which a player can accumulate. Character level exp and power level exp are interchangeable, as they are acquired via the same means (succeeding in rolls, quests and encounters, simply roleplaying), however, husk powers, trades and proficiencies must be levelled up by succeeding in their respective rolls. For example, succeeding in using super strength, if you are a husk, will equate to 1 success for super strength, but that exp cannot be translated to another power or proficiency. Rolling a natural 20 grants an automatic 10 experience, or 2 successes if the roll was for a trade/proficiency. The same rules apply if the opponent you were rolling against rolled a natural 1.

Every character, no matter the species, has an overall level cap of 30. These 30 levels can be distributed in whichever way the player sees fit; husk powers and trades/proficiencies do not contribute to this overall level, so humans and husks will place all of their exp into character level, while all of their successes are applied normally. A superhuman may place 10 levels into their superpower and 20 into their character level, whereas an anomaly may place 10 levels into each of their powers and only 10 into character level. These are only examples and, as stated earlier, these levels may be distributed in any way the player sees fit.

Additionally, every 5 character levels, a character will gain 5 max health and when a power reaches level 10, that character's max health will increase by 10.

Character Level exp

When a character's level increases, they gain 1 "character point" (CP). This character point may be used to advance 1 of many of a character's stats: health, willpower, vitality, the 6 central stats, auxiliary stats or S-P modifier's value by 1. Each time a character's level increases, they gain 1 character point and, as displayed by the table below, the exp requirement to level up increases every 5 levels. Maximum character level is 30.

Exp Required	Character Level
50	0-5
100	6-10
150	11-15
200	16-20
250	21-25
300	26-30

Power Level exp

Acquired in the same way as character level exp, this exp is used to level up a character's power(s), resulting in increases to S-P modifier, then a choice between buffs and perks (increases to existing powers, or developing new uses for a power). When a player increases a power's level from 9-10, they are given the choice between an evolution and a mutation. The maximum level for each power is 10, while the maximum S-P modifier is also 10.

Exp Required	Power Level
50	1
100	2
150	3
200	4
250	5
250	6
250	7
250	8
250	9
300	10

Trades & Proficiencies

Whenever a player uses their trade, weapon, or husk superpowers, and succeed they will gain 1 success point or 10 Xp which can be tallied until leveling up. Each level, the player can either look at the proficiency perks table which will help them decide what they want to be able to do with their trade /proficiency, or, if the player is leveling their husk powers, they can grant themselves a buff or ability by looking at the husk perks table.

Successes Required	Proficiency Level	Modifier
5	1	+1
10	2	+2
15	3	+3
20	4	+4
25	5	+5
30	6	+6
35	7	+7
40	8	+8
45	9	+9
50	10	+10

Other actions that grant Xp

- If a player heals another character other than themselves they get the amount of xp per point of health healed multiplied by 10.
- Ailment / injury healing grants the player 50 xp for each separate successful healing roll.
- Achieving natural 20's grants 10 xp, as well as having an opposing roll come up natural 1.
- Succeeding rolls or roleplay based actions can grant an amount of Xp that the narrator can judge.

Milestones

Every time a player levels up five levels in any one trade, proficiency, power or character level, the character gains an extra 10 points To their max HP permanently.

Threat & Scale System

Enemies will have a threat and scale rating. Upon the defeat of an enemy, the player(s) will be rewarded an amount of experience according to the threat/scale level of said enemy. Mission reward points must be used for either player experience or power experience. Some missions will allow the player to choose their points use and other missions the use will be compulsory. Reward points are used directly for power experience or multiplied by 10 (ten) for player experience.

Threat

Threat rating is defined by level of the foe(s):

A. Alpha: 0-2 milestones

- Enemy 20xp
- Miniboss 50xp
- Boss 100 xp
- Enemy total level of 10, and no more than 1 milestone Miniboss total level of 14, and 2 milestone
- Max trade level of 5

B. Beta: 3-4 milestones

- Enemy 60xp
- Miniboss 100 xp
- Boss 200 xp
- Enemy total level of 19, and 3 milestone,max trade of 5
- Miniboss total level of 24, and 4 milestone,max trade of 7

C. Gamma: 5-6 milestones

- Enemy 150xp
- Miniboss 200xp
- Boss 350 xp
- Enemy total level of 29, and 5 milestone,max trade level of 7
- Miniboss total level of 34, and 6 milestone, max trade of 9

D. Omega: 7-9 milestones

- Enemy 300 xp
- Miniboss 400 xp
- Boss 600 xp
- Enemy total level of 39, and 7 milestone
- Miniboss total level of 49, and 9 milestone

E. Zeta: 10+ milestones

- Enemy 500 xp
- Miniboss 750 xp
- Boss 1000 xp
- Emery total level of 50+, and 10 milestone
- Miniboss total level of 59+, and 11-20 milestone

Scale

Scale rating is defined by either the amount of people/size of the area which the foe(s) threaten(s) or how many people are under their control/the size of their sphere of influence:

1. Enemy - Individual player / character, within the recommended level can fight / compete against this NPC with moderate to little challenge.
2. Mini boss - This NPC / creature can take on multiple players / characters at once, granting moderate challenge to those inside the recommended level.
3. Boss - A Boss will be able to fight an entire group of players / characters within the level recommendation and can provide great challenge or difficulty depending on the situation. Bosses are granted larger amounts of health based on threat rating (100 for alpha / beta, 200 for gamma / omega, and 300 for Zeta).

Reward Points

Xp granted		Threat rating (milestones)				
		Alpha (0-1)	Beta (2-3)	Gamma (4-5)	Omega (6-8)	Zeta (9-10+)
Scale rating	Enemy	20	60	150	300	500
	Mini boss	50	100	200	400	750
	Boss	100	200	350	600	1000