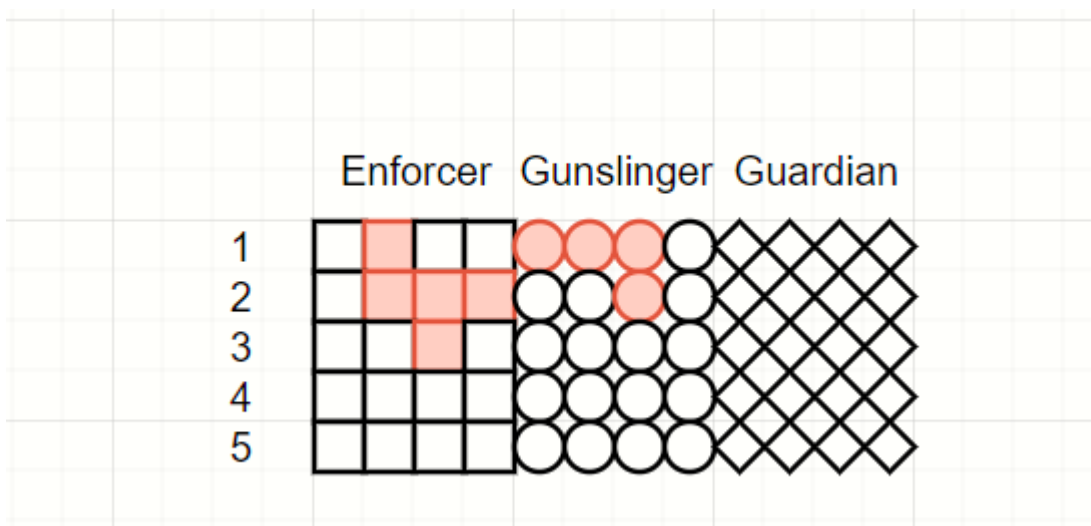


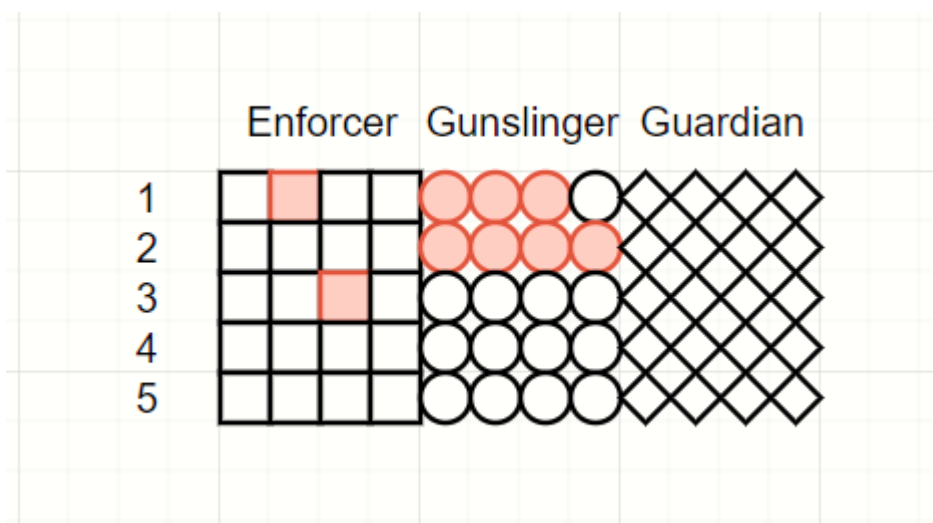
Character Advancement

- Every time you play a Mission you gain 1 XP to spend on the character you played.
- Every time you Monster a Mission you gain 1 XP to spend on any character you have played at least once (or you can bank this unassigned XP for later use).
- Every time you are a GM or co-GM for a Mission you gain 2 XP: 1 for running the Mission and 1 for writing up the OC Mission Report.
- XP is spent on new Abilities from your Class (or on Experimental Abilities).
- You may only spend XP in Ranks you have unlocked for that character.
- You unlock new Ranks by spending 4 XP in Abilities up to the Rank below, and playing at least one Mission at that Rank.
 - (4 XP to Rank 2, 8 XP to Rank 3, etc...)
- At Rank 1, Rank 3 and Rank 5, you unlock a free Class Feature - this does not cost XP to access.
- You may also access [General Abilities](#) with the same rules of Rank (but have no Class or Subclass restrictions)

For example, a Valid XP Spend:



An invalid XP Spend (no XP spent on Rank 2 Enforcer, so can't access Rank 3 Enforcer):



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