

# LEVELING

HP, BASE ATTACK BONUS, SAVE BONUS, CLASS FEATS/ABILITIES, ABILITY SCORE	OTHER PURCHASED FEATS	TRAINED SKILLS	DIVINE SPELLCASTERS	ARCANE SPELLCASTER, SORCERER AND BARD
Automatic when leveling – reflects the Character getting more experienced through adventuring	Purchases Feats are automatically gained and reflect the development of the Characters abilities during adventuring. When Leveling and spending Feat point these learned abilities are fully developed and can be used	<p><b>EXISTING SKILLS:</b> (Where Character has at least 1 rank): Can use gained skill points to get new ranks automatically and for free when leveling – reflects more increased experience and practice due to use of the skill</p> <p><b>NEW SKILLS:</b> Can only be trained during <i>downtime</i> and takes 2 weeks of training for the first rank and cost 50 GP paid to a Trainer – after this use rules for trained Skills</p>	<p><b>DIVINE SPELLCASTER:</b> Just get new spells automatically when leveling reflecting the increased insight and Power granted to them by their Deity.</p>	<p><b>BARD:</b> During <i>downtime</i> needs to visit another higher level Bard to study new music/songs/poems etc.</p> <p><b>SORCERER:</b> During <i>downtime</i> needs to contact their Patron: A supernatural intelligent entity (Demon, Lammasu. Dragon etc..)</p> <p><b>WIZARD:</b> During <i>downtime</i> needs to Research at Arcane Library in Mage Guild or City for 1 full day per spell to automatically get the two spells (Can be any level the wizard can cast – no rolls required for writing into spellbook)</p>

## DEFINITION OF DOWNTIME:

*Downtime is not normally role-played unless special circumstances apply. However downtime can only occur between adventuring/on mission/in dungeons etc. The Downtime resembles a Wizard studying for weeks in the Arcane Library, The Fighter attending combat training at a Veteran Warrior or Military camp etc. The Player just add up the needed time, state it to the DM and calculate the cost and pays this cost before starting the training. When the time expires the character can continue adventuring. No checks or rolls are needed for the above listed improvements.*