

Character Progression

Level	Game	General Skill Points	Class Skill Points	Resistance Points
1	Prior to the 1st game	3	3	1
	Following game 1	2	0	0
	Following game 2	0	2	0
2	Following game 3	3	3	2
	Following game 4	2	0	0
	Following game 5	0	2	0
3	Following game 6	3	3	3
	Following game 7	2	0	0
	Following game 8	0	2	0
4	Following game 9	3	3	4
	Following game 10	2	0	0
	Following game 11	0	2	0
5	Following game 12	3	3	5
	Following game 13	2	0	0
	Following game 14	0	2	0
6	Following game 15	3	3	6
	Following game 16	2	0	0
	Following game 17	0	2	0
7	Following game 18	3	3	7
	Following game 19	2	0	0
	Following game 20	0	2	0
8	Following game 21	3	3	8
	Following game 22	2	0	0
	Following game 23	0	2	0
9	Following game 24	3	3	9
	Following game 25	2	0	0
	Following game 26	0	2	0
10	Following game 27	1	1	1
	Following game 28	1	1	1
	Following game 29	1	1	1
11	Following game 30	1	1	1
	Following game 31	1	1	1
	Following game 32	1	1	1
12	Following game 33	1	1	1
	Following game 34	1	1	1
	Following game 35	1	1	1
13	Following game 36	1	1	1

Please note Progression table above surpasses level (13); characters may continue progression.

Characters receive additional resistance points equal to their characters level. For example, a seventh level player character would have twenty-eight resistance points. One resistance point for the first level, two for the second level, three for the third level, and so on. Please note, depending on a character's race, characters may begin with more than one resistance point.

Characters achieving 10th level or higher will only receive one general skill point, one class skill point, and one resistance point every game. Upon tenth level, player characters may choose to Multiclass without restrictions (see Multiclass for restrictions). For example, a mage at the 10th level may acquire druid specific spells or even warrior skills. This is slightly different for those seeking to multiclass prior to 10th level.

Level ten characters receive five resistance points.

Characters attaining tenth level obtain title e.g., Paladin, Arch-Wizard, Master Thief, or Head Merchant.