



The concept of “Leveling” is something that is rather common to the roleplaying community. As a brief definition, a “Level” is a number that represents the whole of a character’s experience and erudition gained from adventuring and completing tasks either given by others as a job or for themselves.

The characters themselves have no concept of what a Level is and is not part of the fantasy world, not is any Rank or numerical portrayal of something real. A Level is purely a mechanic that defines a certain amount of progress where the difference between what a character was before and after is significant.

The Story of Adventure

This is what the Storyteller crafts: the story for others to follow, unfold and explore the world of Wrymsbane through a specific lens. Think of any number of fantast movies and shows – each had a plot of some kind. Following that plot to discover what lies next is what a character does. This is their purpose and one does not simply go off into the woods and “farm kills” on wolves or wild hogs.

Characters are adventurers, and they’re services and talents play a very important role in Wrymsbane. They guard caravans, or hunt down monsters terrorizing villages, investigate old ruins that are said to be haunted, save captives and more.

Far more is covered in the Storyteller’s Tome on how to craft a good adventure for your Players to follow. The most important aspect is that this is the Players’ game. It is the Player that get to choose what they want to do, and a linear path through a pre-defined story arc is not what pen and paper RPGs are all about. It is about the interaction and exploration of options and ideas that each Player brings to the party.

That said, the Storyteller will craft an adventure for the Players, and it would be good of the Players to try and stay on track. This is not some ambiguous reason for the sake of reasons. The characters start the game as just-graduated adventurers, hungry to test their years of training and hard work in the world. They want to explore and go on dangerous quests. If someone wanted to go out into the woods and kill wolves and pigs, they should have been a hunter.

The important thing is that through the exploration of this story does life evolve for the characters, they grow in experiences and develop from neophyte adventurers into powerful figures of renown.

Experience Points

A character raises in Level through the collection of Experience Points (XP). These are given to the Players by the Storyteller for tasks they accomplish that are part of the story. It is important to note that XP is only available through questing and following, or striving to unfold, the story that is central to the Players’ characters.

While more is available in the Storyteller’s Tome, one should note that XP is not granted through combat alone, and then only when it is connected to the story. In fact, XP from defeating monsters is small compared to accomplishing tasks.

As an example. A Storyteller may craft an adventure. For 1st Level characters, accomplishing that adventure may grant them 100 XP. Over the course of a few sessions, they fight 10 monsters worth 2 XP each. When the characters have finished the story laid out in front of them, they are rewarded 120 XP.

Many times, a Storyteller will write a grand multi-layered adventure, with “chapters”. Each chapter might be several sessions of gaming. At the end of each chapter, the characters are given XP, but the story continues, grows more complex, larger and more challenging to keep up with the characters’ rising power.

Also remember that Pips for Skills and Mastery Styles are completely separate from XP. Skills develop from using them under stressful situations and Master Styles accumulate from battle. A character may go out into the woods and fight monsters with no quests in mind, and should they survive, their Mastery Styles would develop but they’d gain no XP. Conversely, if the characters go through an adventure without ever drawing their weapon, they will receive XP, but no Pips to advance their martial skills.

Level Up!

Each Character Class descriptions has a chart that shows how much XP a character needs to reach the next Level. This is a cumulative marker, i.e. if a character need 50 XP for Level 2 and 150 for Level 3, when they reach a total of 50 XP, they rise to Level 2, when they have a total of 150 XP, they hit Level 3.

XP is always given at a place of relative safety. This is when a Level up would occur. When a character's XP total is more than what is listed on the Character Class description chart for that next Level, a few things happen:

Immediately assume the next Level.

This means that your character is now that next Level. Make the change on your character sheet. It also means that any Abilities or Spells that have a Level restriction are now unlocked. In the case of Abilities, your character may immediately use anything newly gained. For spells, you may use them immediately if you already have the spell in your repertoire. Characters do not automatically learn new spells but must either find them or research them (see the Magic Chapter).

Roll Hit Points

Roll Hit Points for that new Level and set the new Maximum Hit Points and Death Number, if applicable. Do not add Hit Points to your current pool – these will fill through time (See Hit Points Chapter).

Gain Spell Point Maximum

Your character's Magic Well maximum increases as per your Character Class, Mysticism, Chosen Magic Priority and any Traits you have. Your current Spell Points fill in time (See Magic Chapter).

Modify Resistances

At certain Levels, and depending on your Character Class's Phylum, your Resistance Score may improve.

New Abilities

Aside from those listed in your Character Class, you acquire a new Racial Ability when reaching Level 3 and 7, and a new Phylum Ability when reaching Level 5. Both these Abilities are available for immediate use.

Skill Slots

Depending on your Level and Phylum, you may gain additional Skill Slots, Preferred Weapon Slots or Master Style Slots. There are two things you can do:

You may spend PWS and MSS on already-known Weapon Skills if desired, increasing their power. Or, you may cannibalize newly gains SS to raise an already-known Skill one Rank, if desired.

You may "store" SS, PWS and MSS to "buy" unknown skills in the future.

In both cases, the one skill slot you gain may not be enough to realize a better bonus or buy a new skill. Characters may always pool their gained skill slots to use later when they have enough to buy a new skill or the amount to improvement preferred weapons.

Other Considerations

When you reach a new Level, the conceptual assumption is that your character has gained the insight through their trials to see themselves and the world in a different light, bringing with new-found capabilities. Much in the same way a new professional athlete knows all the skills and talents a more accomplished athlete possesses but doesn't have them personally yet. At some point in their career, through practice and hard work, they will gain those talents and use them. In reality, this is a continuous process with no set "Level" when people can all-of-the-sudden do something a moment sooner they could not.

The concept of Level is in the game to allow for progression and to simulate that same growth. Moreover, this is not reality, but fantasy. In the case of all the fantastic Abilities, spells and skills, assume a person needs a certain amount of understanding of themselves and the magical world to unlock their internal potential.

Combatant

Level	Res vs. Nat	Res vs. Myc	Res vs. Mag	SS	PWS	MSS	Phylum Abilities	Racial Abilities
1	Base						2	1+1
2	-1	0	0					
3	-1	-1	0		+1	+1		+1
4	-1	-1	0	+1				
5	-2	-1	0		+1		+1	
6	-2	-1	0			+1		
7	-2	-1	-1		+1			+1
8	-2	-1	-1	+1				
9	-3	-1	-1		+1	+1		
10	-3	-2	-1					

Rogue

Res vs. Nat	Res vs. Myc	Res vs. Mag	SS	PWS	MSS	Phylum Abilities	Racial Abilities
Base						2	1+1
0	-1	0	+1				
0	-1	0					+1
-1	-1	0		+1			
-1	-1	-1				+1	
-1	-2	-1	+1				
-1	-2	-1			+1		+1
-2	-2	-1					
-2	-2	-2	+1				
-2	-2	-2					

Wizard

Level	Res vs. Nat	Res vs. Myc	Res vs. Mag	SS	PWS	MSS	Phylum Abilities	Racial Abilities
1	Base						2	1+1
2	0	-1	-1	+1				
3	0	-1	-1					+1
4	0	-1	-2	+1				
5	0	-1	-2				+1	
6	0	-1	-3	+1				
7	-1	-1	-3		+1			+1
8	-1	-2	-3			+1		
9	-1	-2	-4	+1				
10	-1	-2	-4					

Battle Mage

Res vs. Nat	Res vs. Myc	Res vs. Mag	SS	PWS	MSS	Phylum Abilities	Racial Abilities
Base						2	1+1
-1	0	0					
-1	-1	0	+1	+1			+1
-1	-1	-1					
-1	-1	-1		+1	+1	+1	
-2	-1	-1	+1				
-2	-2	-1					+1
-2	-2	-2		+1	+1		
-2	-2	-2					
-2	-2	-2					