

As you should have finished the choosing of your Origin Path and the benefits that come with it, now you must understand the process in which your progression will take place. This is known as the Leveling System. As said previously, the max level a Chosen can reach is Level 12. In this segment you will learn the following:

Your Racial Rank & Level Dice Increase:

As you level up your Chosen, their Racial Rank will rank up every third level. This also includes the upgrade in your **Level Dice** (the die that you roll when recovering Stamina and/or Energy). For more information, see the **Ranking System** on **Scan 65-66**.

Your Starting CP & Level Cost:

At each level you will receive specific bonuses, however in order to truly progress, it is your decision to make whether you level up or not. For each level, you will have the **Starting CP**; the amount of Chosen Points you would start with if you made your Chosen at a specific level. When you do decide to level up, each level has a cost to it in CP; **Level Cost**. This grants each Chosen an opportunity to level up on their own terms; whether they want to level up, rank up, or obtain new power. Once again presenting you with a choice to make.

Your SFA Slots & Primary Slots:

Through the progression of the Leveling System, you will receive two types of slots that will allow you to customize your Chosen into your ultimate character concept. This is what makes creating a Chosen so unique, for instead of choosing a specific class (or Vocation in this manner) you get to choose the specific **Skills, Feats, and/or Abilities (SFA)** that will set you aside from all other Chosen. However, when obtaining an SFA you will need to make sure you have a **SFA Slot** open for it. You will receive new SFA Slot(s) per level.

When it comes to the **Primary Slots**, they will be for your main Skills, Feats, and/or Abilities that you use in-combat. You will receive a new Primary Slot every third level just as you do with the Racial Rank. For more information on the SFA & Primary Slots see **Segment 2-6 : Scan ???**.

The following Archival Information presents the benefits found in Levels 1-4. **Tier 1** represents beginning level play

Level 1 : Tier 1

Racial Rank: Rank 1

Level Dice: 1D4 + 1

Starting CP: 12 Chosen Points

Level Cost: No Cost; Level 1 is the conception of your Chosen

SFA Slot(s): 1 SFA Slot

Primary Slot(s): 1 Primary Slot

Talent Points: Starting Origin TP

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Attribute Scores: Calculate your Attribute Scores

Maneuver(s): 1 Maneuver each turn during combat

Level 2 : Tier 1

Racial Rank: Rank 1

Level Dice: 1D4 + 2

Starting CP: 24 Chosen Points

Level Cost: Level 2 costs 12 CP

SFA Slot(s): 2 SFA Slots

Primary Slot(s): 1 Primary Slot

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Status Increase: All Stats have a +1 Increase; see **Scan 20** for more information

Maneuver(s): 1 Maneuver each turn during combat

Level 3 : Tier 1

Racial Rank: Rank 2

Level Dice: 1D6 + 3

Starting CP: 36 Chosen Points

Level Cost: Level 3 costs 12 CP

SFA Slot(s): 3 SFA Slots

Primary Slot(s): 2 Primary Slot

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Status Increase: All Stats have a +1 Increase; see **Scan 20** for more information

Maneuver(s): 1 Maneuver each turn during combat

Level 4 : Tier 1

Racial Rank: Rank 2

Level Dice: 1D6 + 4

Starting CP: 60 Chosen Points

Level Cost: Level 4 costs 24 CP

SFA Slot(s): 4 SFA Slots

Primary Slot(s): 2 Primary Slot

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Attribute Points: Receive 3 AP

Status Increase: All Stats have a +1 Increase; see **Scan 20** for more information

Maneuver(s): 1 Maneuver each turn during combat

The following Archival Information presents the benefits found in Levels 5-8. **Tier 2** represents intermediate level play:

Level 5 : Tier 2

Racial Rank: Rank 2

Level Dice: 1D6 + 5

Starting CP: 84 Chosen Points

Level Cost: Level 5 costs 24 CP

SFA Slot(s): 6 SFA Slots

Primary Slot(s): 3 Primary Slots

Talent Points: 6 Talent Points

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Status Increase: All Stats have a +1 Increase and doubles due to the Tier Upgrade

Maneuver(s): 2 Maneuvers each turn during combat

Level 6 : Tier 2

Racial Rank: Rank 3

Level Dice: 1D8 + 6

Starting CP: 108 Chosen Points

Level Cost: Level 6 costs 24 CP

SFA Slot(s): 8 SFA Slots

Primary Slot(s): 3 Primary Slots

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Status Increase: All Stats have a +2 Increase; see **Scan 20** for more information

Maneuver(s): 2 Maneuvers each turn during combat

Level 7 : Tier 2

Racial Rank: Rank 3

Level Dice: 1D8 + 7

Starting CP: 132 Chosen Points

Level Cost: Level 7 costs 24 CP

SFA Slot(s): 10 SFA Slots

Primary Slot(s): 4 Primary Slots

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Status Increase: All Stats have a +2 Increase; see **Scan 20** for more information

Maneuver(s): 2 Maneuvers each turn during combat

Level 8 : Tier 2

Racial Rank: Rank 3

Level Dice: 1D8 + 8

Starting CP: 168 Chosen Points

Level Cost: Level 8 costs 36 CP

SFA Slot(s): 12 SFA Slots

Primary Slot(s): 4 Primary Slots

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Attribute Points: Receive 3 AP

Status Increase: All Stats have a +2 Increase; see **Scan 20** for more information

Maneuver(s): 2 Maneuvers each turn during combat

The following Archival Information presents the benefits found in Levels 9-12. **Tier 3** represents advanced level play

Level 9 : Tier 3

Racial Rank: Rank 4

Level Dice: 1D10 + 9

Starting CP: 204 Chosen Points

Level Cost: Level 9 costs 36 CP

SFA Slot(s): 15 SFA Slots

Primary Slot(s): 5 Primary Slots

Talent Points: 6 Talent Points

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Status Increase: All Stats have a +3 Increase and triples due to the Tier Upgrade

Maneuver(s): 3 Maneuvers each turn during combat

Level 10 : Tier 3

Racial Rank: Rank 4

Level Dice: 1D10 + 10

Starting CP: 240 Chosen Points

Level Cost: Level 10 costs 36 CP

SFA Slot(s): 18 SFA Slots

Primary Slot(s): 5 Primary Slots

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Status Increase: All Stats have a +3 Increase; see **Scan 20** for more information

Maneuver(s): 3 Maneuvers each turn during combat

Level 11 : Tier 3

Racial Rank: Rank 4

Level Dice: 1D10 + 11

Starting CP: 276 Chosen Points

Level Cost: Level 11 costs 36 CP

SFA Slot(s): 21 SFA Slots

Primary Slot(s): 6 Primary Slots

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Status Increase: All Stats have a +3 Increase; see **Scan 20** for more information

Maneuver(s): 3 Maneuvers each turn during combat

Level 12 : Tier 3

Racial Rank: Rank 5

Level Dice: 1D12 + 12

Starting CP: 324 Chosen Points

Level Cost: Level 12 costs 48 CP

SFA Slot(s): 24 SFA Slots

Primary Slot(s): 6 Primary Slots

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Attribute Points: Receive 3 AP

Status Increase: All Stats have a +3 Increase; see **Scan 20** for more information

Maneuver(s): 3 Maneuvers each turn during combat

Now it is time for you to learn the basic mechanic that dictates nearly all of *Reborn in Power*, the *Ranking System*. You see, I realize there is a lot that goes into the learning process of an entirely new system. Therefore to allow for a simpler transition into this system I designed almost all aspects of it around two numbers; **12 : 5**.

You already have an understanding of the reason behind the number 12, but now allow to explain the number 5. There's no real significance behind it other than the fact that when you read in this codex about anything that pertains to a *Rank*, it will be ranked up from 1-5:

BKFs: Basic Skills, Knowledges, and Forms:

When ranking up your **Basic Skills, Knowledges, and/or Forms (BKF)** they all begin at 0. You can rank each of them up through spending your Chosen Points on them. Once ranked up, your rank will determine the bonus you receive on that specific BKF. Here is the formula for rolling a BKF: $1D12 + \text{BKF Rank} + \text{Attribute Score} + \text{Talent Point (if any)}$:

Rank	Bonus	With Talent	Cost
Rank 1	+1 Bonus	+2 Bonus	1 CP
Rank 2	+2 Bonus	+3 Bonus	2 CP
Rank 3	+3 Bonus	+4 Bonus	3 CP
Rank 4	+4 Bonus	+5 Bonus	4 CP
Rank 5	+5 Bonus	+6 Bonus	5 CP

SFAs: Skills, Feats, and Abilities:

When ranking up your Skills, Feats, and/or Abilities, it is the same process as that of ranking up your BKF's. The only difference are the bonuses and obtaining of a SFA, as SFA have specific descriptions to each one and start off at Rank 1. See **Segment 2-6** for all SFA.

Gear: Items & Equipment:

As a Chosen, it is important to always gear up! That means taking along your Armor, Weapons, and all other gadgets you may be hiding under your robes. Each and every one of those gear pieces will also be ranked 1-5. The only differences is how they rank up and whether or not they can be ranked up. Instead of ranking up using CP you will be able to upgrade your gear using **Voltz (vz)**. See **Segment 2-5** for all Gear.

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As it has been explained, the Ranking system is a large part of Reborn in Power. If you can master it then I feel very confident in your ability to explore the vast existence of the CORE. Possibly even further beyond, but let us not get ahead of ourselves. There is still much more to be taught! If you are having trouble with the rankings I suggest reviewing everything once more and take a look at the table below. It holds all mechanics that incorporate the same ranking system:

BKF's Rank: 0 - 5 Cost: CP	SFAs Rank: 1 - 5 Cost: CP	Gear Rank: 1 - 5 Cost: Voltz
Crafts Rank: 1 - 5 Cost: Voltz	Racial Rank Rank: 1 - 5 Cost: Leveling Up	Runes Rank: 1 - 5 Cost: Energy

Once you have a complete understanding of the Ranking System; it is time to move onto the next segment which is your **Gear**! Be sure to take note of how many Voltz you have and spend them wisely...