

# Advancement Appendix

## Introduction

Every character has the opportunity to further their skills and advance in their chosen disciplines. Character may advance by purchasing training in between expeditions. Training costs Warbonds and will cost varying amounts depending on whether you are a Pure-Class or a Cross-Class. Regardless of how many Warbonds you have, you can only be trained in one level of any skill between each expedition. However, you can buy training in advance, if you wish.

## General Skills

Regardless of whether you are Pure- or Cross-Class, General Skills cost the same. A Skill where there is no advancement (such as *Stiff Upper Lip*) is considered a "Single" Skill, including *Old School Tie* (even though this may be purchased multiple times). Skills that can be bought multiple times (such as *Wherewithall*) are considered "Tiered" skills and cost different amounts per tier.

Level	Cost
<b>Single</b>	2500 Warbonds
<b>Tier 1</b>	1000 Warbonds
<b>Tier 2</b>	3000 Warbonds
<b>Tier 3</b>	5000 Warbonds

## Class Skills

For Class Skills, the cost is dependent on whether you are a Pure-Class or a Cross-Class.

Level	Pure	Cross Primary	Cross Secondary	Non-Class
<b>Tier 1</b>	1000 Warbonds	1500 Warbonds	2500 Warbonds	3000 Warbonds
<b>Tier 2</b>	3000 Warbonds	4000 Warbonds	5000 Warbonds	6000 Warbonds
<b>Tier 3</b>	5000 Warbonds	6000 Warbonds	7500 Warbonds	9000 Warbonds

## Further Advancement

There are exceptional and extraordinary people in the world that are at the very pinnacle of their respective fields of knowledge. These individuals have reached the zenith of their accomplishments and have published entries in scientific and military journals. It is eminently possible that player characters may also be able to reach these heady heights of knowledge and after enough role-play and effort is put in and a paper is written on their chosen field of expertise, they may be published and receive masters letters after their names and new in game skills or advantages. To begin this process of advancement a player must first have level 3 in his or her chosen skill path.

**Note:** *Players with dyslexia or other learning difficulties should not feel that this area of advancement is unavailable to them based on the writing of an in game document and need only speak to the game team who will find a way to facilitate this and help with the process.*

## Skill Mastery

There are some skills that may be advanced through training and roleplay in the real world environment. There are a number of TRIAC Officers and Associates that have extraordinarily advanced skills that they may be willing to teach to willing students that already have the Basic level skills. These skills can be taught to Advanced and Master levels, through the application of time and roleplay and do not cost Warbonds to advance in these areas.

Examples of such skills include:

- Strong Arm
- Lock Picking
- Forgery
- Stiff Upper Lip
- Shields

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Information Updated – “Skill Mastery” section added

