

		Lvl1 Base	+Per Level
AR	X	0	+1.5
AR	G	0	+1
AR	M	0	+0.75
AR	B	0	+0.5

ISave	X	3	+2/3
ISave	G	2	+0.5
ISave	M	1	+0.4
ISave	B	0	+1/3

Def	X	4	+2/3
Def	G	3	+0.5
Def	M	1	+0.4
Def	B	0	+1/3

Rep	X	1	+0.5
Rep	G	0	+0.4
Rep	M	0	+1/3
Rep	B	0	+0.25

		+Per Level	Lvl	Feature
HP	X	1D12	1	Feat X 4/+1 to ability score
HP	G	1D10	=>2	Feat X 2/ +1 to ability score
HP	M	1D8		
HP	B	1D6		

Skills	X	9+Int Mod
Skills	G	7+Int Mod
Skills	M	5+Int Mod
Skills	B	3+Int Mod

AP	X	8+(½ level)
AP	G	7+(½ level)
AP	M	6+(½ level)
AP	B	5+(½ level)

X = 4 Points
G = 2 Points
M = 1 Points
B = 0 Points

Character Power
Extreme =< 16 points
High =< 12 points
Medium =< 8 points
Low =< 4 points

Each Character Starts Out with all bad characteristics and points to make there character more heroic with. Then as they play they gain Telents. This may be used to purchase a talent from any D20 Modern Suplement class. You Must though have all the requirements talent and have 3 plus the level of an advanced class talent or 9 plus the level of an prestige class talent to qualify for it.

For talents that are based on class level treat it as if you only have a max of ten levels when doing the calculations of its power. Unless it takes into consideration more than one class.

Any Talent that auto levels still does so without retaking. You can only level one auto leveling talent at a time. So you must choose at each level which auto leveling talent progresses , if you have more than one.

Every talents progression mimics its respective talents , starting level power , progression , everything.

Every Level you may choose to reassign your character points to better suit your build.