

DRAGON BLOODED EXPERIENCE AND ADVANCEMENT

EXPERIENCE POINT COSTS:

<u>TRAIT:</u>	<u>COST:</u>
Increase Attribute:	Current Rating x4
Increase Favored Ability:	(Current Rating x2) -1
Increase Ability:	Current Rating x2
Increase Virtue:	Current Rating x4
Increase Willpower:	Current Rating x2
New Background:	3
Increase Background	3
Specialty:	2 (1 if a Favored or Aspect Ability)
Essence:	Current Rating x10
New Charm or Spell:	12(10 if a Favored or Aspect Ability)
New Immaculate Charm:	15 (12 if in Favored or Aspect Ability)
New Aspected Elemental Path:	6
New Unaspected Elemental Path:	7
Increase Aspected Elemental Path:	Current Path x3
Increase Unaspected Elemental Path:	Current Path x4
New Merit	Listed Cost x2

1pt in a New Ability = 3pts

MORTAL HENCHMEN EXPERIENCE AND ADVANCEMENT

EXPERIENCE POINT COSTS:

<u>TRAIT:</u>	<u>COST:</u>
Increase Attribute:	Current Rating x4
Increase Favored Ability:	(Current Rating x2) -1
Increase Ability:	Current Rating x2
Essence 2*:	20
Essence 3*:	40
New Merit	Listed Cost x2
New Background	3
Increase Background	3 (Cannot be higher than Mentor Rating)
Degree (Thaumaturgy)	10
Procedure (Thaumaturgy)	1

TRAINING TIME:

<u>TRAIT:</u>	<u>TIME:</u>
Increase Attribute:	(rating) months
Increase Favored Ability:	immediate
Increase Ability:	(rating) weeks
Increase Virtue:	immediate
Increase Willpower:	immediate
New Background:	in game
Increase Background	in game
Specialty:	3 weeks
Essence:	(rating) months
Favored/Aspect Charm:	(Min. Ability) days
Other Charm:	(Min. Ability + Min. Essence) days
New Immaculate Charm:	(Min. Ability + Min. Essence) days
New Aspected Elemental Path:	(Min. Essence) days
New Unaspected Elemental Path:	(current rating x2) days
Increase Aspected Elemental Path:	(Min. Essence x2) days
Increase Unaspected Elemental Path:	(current rating x2) days
New Merit	in game
Spell (Occult Favored/Aspect)	1 week
Spell (Not Favored/Aspect)	2 weeks
Degree (Thaumaturgy)	week per level of Degree
Procedure (Thaumaturgy)	1 day