

ADVANCEMENT

STAR WARS

current level	Advancement Number								
	+1	+2	1D	1D+1	1D+2	2D	2D+1	2D+1	3D
1D	1	2	3	4	5	6	7	8	9
1D+1	1	2	4	6	8	11	14	17	21
1D+2	1	3	5	7	10	13	16	20	24
2D	2	4	6	9	12	15	19	23	27
2D+1	2	4	7	10	13	17	21	25	30
2D+2	2	5	8	11	15	19	23	28	33
3D	3	6	9	13	17	21	26	31	36
3D+1	3	6	10	14	18	23	28	33	39
3D+2	3	7	11	15	20	25	30	36	42
4D	4	8	12	17	22	27	33	39	45
4D+1	4	8	13	18	23	29	35	41	48
4D+2	4	9	14	19	25	31	37	44	51
5D	5	10	15	21	27	33	40	47	54
5D+1	5	10	16	22	28	35	42	49	57
5D+2	5	11	17	23	30	37	44	52	60
6D	6	12	18	25	32	39	47	55	63
6D+1	6	12	19	26	33	41	49	57	66
6D+2	6	13	20	27	35	43	51	60	69
7D	7	14	21	29	37	45	54	63	72
7D+1	7	14	22	30	38	47	56	65	75
7D+2	7	15	23	31	40	49	58	68	78
8D	8	16	24	33	42	51	61	71	81
8D+1	8	16	25	34	43	53	63	73	84
8D+2	8	17	26	35	45	55	65	76	87
9D	9	18	27	37	47	57	68	79	90

ATTRIBUTE: to increase +1 pip
 Cost = # of CP before the "D" times 10
 Training time: One week per CP spent with a teacher. Two weeks per CP spent without a teacher.
 All skills under attribute (except advanced) also increase accordingly

SKILL: to increase +1 pip
 Cost = as many CPs as the # before the "D" to improve a skill's die code by one pip.
 Training time: as attribute. (may reduce by 1 day per CP spent to reduce training time.)
 A skill can only improve +1 pip between each episode (no playing time) if the skill was used in the previous adventure.

SPECIALIZATION: to increase +1 pip
 Cost = 1/2 the # of "D" under skill (round up)
 Training time: as skill

ADVANCED SKILL: to increase +1 pip
 Cost = # of CPs before the "D" times 2
 Cost = prerequisite for skill + CP to learn at +1D under skill.
 Training time: as skill.

MOVEMENT: to increase by 1 meter
 Cost = CP of current move
 Training time: as skill.

FORCE SKILL: to increase +1 pip
 Genetic base skill cost = as attribute
 Choice base skill cost = as attribute + 2CP
 Powers cost = listed with power

Universal Standard	
1D	= below average human
2D	= average untrained human
3D	= average trained human
4D	= professional-level trained human
5D	= above average expertise human
6D	= 1 in 100,000 (city) will match training level
7D	= 1 in 10 million (large city/continent) will match training level
8D	= 1 in one billion (large continent/planet) will match training level
9D	= 1 in ten billion (large planet) will match training level
10D	= 1 in 100 billion (sector) will match training level
12D	= 1 in one trillion (region) will match training level
14D+	= among the best in the galaxy