

First Circle



Value --
 Melee +0
 Ranged +0 (00ft)
 Tough +10
 Defense +0
 Initiative +0
 Fortitude +0
 Move +0
 Capacity +0
 Actions +1

From 0 to 99 card points.
 Gain 100% of Experience.

CIRCLE RANKING

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Second Circle



Value --
 Melee +0
 Ranged +0 (00ft)
 Tough +20
 Defense +0
 Initiative +0
 Fortitude +0
 Move +0
 Capacity +0
 Actions +2

From 100 to 199 card points.
 Gain 80% of Experience.
 Replaces First Circle.

CIRCLE RANKING

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Third Circle



Value --
 Melee +0
 Ranged +0 (00ft)
 Tough +30
 Defense +0
 Initiative +0
 Fortitude +0
 Move +0
 Capacity +0
 Actions +3

From 200 to 299 card points.
 Gain 70% of Experience.
 Replaces Second Circle.

CIRCLE RANKING

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Fourth Circle



Value --
 Melee +0
 Ranged +0 (00ft)
 Tough +40
 Defense +0
 Initiative +0
 Fortitude +0
 Move +0
 Capacity +0
 Actions +4

From 300 to 399 card points.
 Gain 60% of Experience.
 Replaces Third Circle.

CIRCLE RANKING

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Fifth Circle



Value --
 Melee +0
 Ranged +0 (00ft)
 Tough +50
 Defense +0
 Initiative +0
 Fortitude +0
 Move +0
 Capacity +0
 Actions +5

From 400 to 499 card points.
 Gain 50% of Experience.
 Replaces Fourth Circle.

CIRCLE RANKING

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Sixth Circle



Value --
 Melee +0
 Ranged +0 (00ft)
 Tough +60
 Defense +0
 Initiative +0
 Fortitude +0
 Move +0
 Capacity +0
 Actions +6

From 500 to 699 card points.
 Gain 40% of Experience.
 Replaces Fifth Circle.

CIRCLE RANKING

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Seventh Circle



Value --
 Melee +0
 Ranged +0 (00ft)
 Tough +70
 Defense +0
 Initiative +0
 Fortitude +0
 Move +0
 Capacity +0
 Actions +7

From 700 to 999 card points.
 Gain 30% of Experience.
 Replaces Sixth Circle.

CIRCLE RANKING

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Eighth Circle



Value --
 Melee +0
 Ranged +0 (00ft)
 Tough +80
 Defense +0
 Initiative +0
 Fortitude +0
 Move +0
 Capacity +0
 Actions +8

Over 1,000 card points.
 Gain 20% of Experience.
 Replaces Seventh Circle.

CIRCLE RANKING

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Circle Rank Guide

When a character acquires the listed number of card points they move upward in the Circle Rankings gaining Toughness and Actions.

It gets more difficult to add cards as characters progress. At the end of an adventure a GM will award experience. For characters of higher circles they will multiply that experience by their Circles percentage and they get that lowered number of experience points.

Cards cost 25 experience per card point on the card.

Schools cost 250 experience and you must find a Mentor to teach you the new school.

CIRCLE RANKING

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