

First Circle



Tough **+8**
Initiative **0**
Move **0**
Capacity **+2**
Actions **3**

10-24 Card Points.
Pay 10 RP Points to buy new Ace cards. At 25 CP must convert to Second Circle.

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Second Circle



Tough **+12**
Initiative **+1**
Move **0**
Capacity **+3**
Actions **3**

25-49 Card Points.
Pay 20 RP Points to buy new Ace cards. At 50 CP must convert to Third Circle.

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Third Circle



Tough **+16**
Initiative **+1**
Move **0**
Capacity **+4**
Actions **4**

50-99 Card Points.
Pay 30 RP Points to buy new Ace cards. At 100 CP must convert to Fourth Circle.

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Fourth Circle



Tough **+20**
Initiative **+1**
Move **+1**
Capacity **+5**
Actions **4**

100-149 Card Points.
Pay 40 RP Points to buy new Ace cards. At 150 CP must convert to Fifth Circle.

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Fifth Circle



Tough **+24**
Initiative **+1**
Move **+1**
Capacity **+6**
Actions **5**

150-199 Card Points.
Pay 50 RP Points to buy new Ace cards. At 200 CP must convert to Sixth Circle.

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Sixth Circle



Tough **+28**
Initiative **+2**
Move **+1**
Capacity **+7**
Actions **5**

200-249 Card Points.
Pay 60 RP Points to buy new Ace cards. At 250 CP must convert to Seventh Echelon.

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Seventh Circle



Tough **+32**
Initiative **+2**
Move **+1**
Capacity **+8**
Actions **6**

250-299 Card Points.
Pay 70 RP Points to buy new Ace cards. At 300 CP must convert to Eighth Circle.

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Eighth Circle



Tough **+36**
Initiative **+2**
Move **+2**
Capacity **+9**
Actions **6**

300-399 Card Points.
Pay 80 RP Points to buy new Ace cards. At 400 CP must convert to Ninth Circle.

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Ninth Circle



Tough **+48**
Initiative **+3**
Move **+2**
Capacity **+10**
Actions **7**

400 and up Card Points.
Pay 100 RP Points to buy new Ace cards.
You are now a Master.

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