

DARK AEONS COST CHARTS

The following charts have been created to assist new Actors (players) in understanding the costs of both Attributes and Skills within the Dark Aeons: The Atlantean Chronicles Role-Playing Game.

ATTRIBUTES COST TABLE

Rank	Cost	
1	0	<p>The easiest way to handle the cost of raising Attributes is to remember that every time that you want to raise your attribute to the next rank, you pay the Study Point cost in the chart to the left. In basics by the Dark Aeons core book, to go from one Attribute Rank to the Rank above it, you have to pay the Rank that you are going to times 2 (Next Rank x2). This cost pattern changes to Next Rank x3 when a Persona is going from Attribute Rank 5 to Attribute Rank 6 or higher. It should be noted that the reason that Rank 1 is listed as 0 Study Points is because all Personas gain Rank 1 for free.</p> <p>Example: <i>If Bob is currently at 3 ranks in Agility, but he wants to raise his Agility Attribute to 4 ranks, then Bob would spend 8 Study Points to raise his Agility Attribute to 4 Ranks.</i></p>
2	4	
3	6	
4	8	
5	10	
6	18	
7	21	
8	24	
9	27	
10	30	

SKILLS COST TABLE

Rank	Cost	
1	1	<p>The easiest way to handle the cost of raising Skill is to remember that every time that you want to raise your Skill to the next rank; you pay the Study Point cost in the chart to the left. In basics by the Dark Aeons core book, to go from one Skill Rank to the Rank above it, you have to pay the Rank that you are going to (Rank that you are rising to). This cost pattern changes to Next Rank x2 when a Persona is going from Skill Rank 5 to Skill Rank 6 or higher. It should be noted that the Occupational Skill Set and the Combat Skills (Dodge, Grapple, Strike, and Throw) automatically start out at Rank 1, so in this instance the Actor pays the cost of the Next Rank to raise the Skill.</p> <p>Example: <i>If Bob is currently has 2 Ranks in Dodge, but he wants to raise his Dodge Skill to 3 ranks, then Bob would spend 3 Study Points to raise his Dodge Skill to 3 Ranks.</i></p>
2	2	
3	3	
4	4	
5	5	
6	12	
7	14	
8	16	
9	18	
10	20	