

# Character Leveling

In Super Dungeon Adventure, characters do not actually "level", or rather a character's "level" is equal to the number of "Power Ups" bestowed upon the character by the DM.

A "Power Up" can be used for several things.

1 Power Up:

"Absorb" Loot

Add 1 star to a stat

Add 1 sapphire die to a stat

Replace a citrine die with an amethyst die

Replace a amethyst die with an citrine die

Replace at least 3 sapphire dice with up to 2 ruby dice

Replace at least 2 ruby dice with up to 3 sapphire dice

2 Power Up:

"Absorb" Treasure

Add 1 movement

Add 1 potion slot

Add 1 ruby die to a stat

Replace at least 2 ruby dice with 1 emerald die

Replace 1 emerald dice with up to 2 ruby dice

3 Power Up:

"Absorb" Legendary Treasure

Add 1 action point

Add 1 green die to a stat

Replace 2 emerald dice with 1 citrine die

Replace 1 citrine die with up to 2 emerald dice

Replace 2 emerald die with an amethyst die

Replace 1 amethyst die with up to 2 emerald dice

Add 1 skill (potion / soul based)

4 Power Up:

"Absorb" Boss Loot

Add 1 ability (action based)

Add 1 citrine die to any stat

Add 1 amethyst die to any stat

*After carrying an amulet for so long, its power becomes one with the user: the amulet itself shattering on the meld between user and artifact.*