

# WORLD BETWEEN FOR FICTIVE HACK 2015 PATCH

- Gaining a level requires spending 20 Awesome Points instead of 12.
  - If you have more than one template, 30 Awesome Points instead of 15.
- Upon leveling, gain advantage (not a talent and an attribute point). That advantage can be:
  - A talent, attribute point, language, advantage, or buy off a disadvantage.
  - Can still gain “Tougher” to get +1 Wound, up to one time per Brawn rating.
- Effects that depend on level cap at level 10.
- Players can spend up to 3 Awesome Points (maximum) to boost 1 roll.