

Character Development

[parent_page_rulesversailles](#)

Skills

The level of a character's skill is raised or lowered by success and failure depending on task type.

- No skill can be lowered below 1 point (if it started at 1 point or higher)
- No skill can be raised higher than 10 points.

Lowering Skills

- Failing a trivial task lowers your skill level by 1 point.
- Failing a minor task has a 50% chance of lowering your skill level by 1 point. Toss a coin.

Raising Skills

- Succeeding in a very difficult task has a 50% chance of raising your skill level by 1 point. Toss a coin.
- Succeeding in a legendary task raises your skill level by 1 point.

— CategoryVersailles

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