



Start	1	-1 L	2	3	-1 HP	4	5	6	+1 HP	City	1	+1 Gy	2	+1 L	3	4	5	-1 HP	6	City
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Farm	6	-1 HP	5	+1 HP	4	3	+1 Gy	2	1	City	6	5	4	+1 Gy	3	-1 HP	+1 HP	2	1
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HP	
10	
9	
8	
7	-1 MP
6	
5	-2 MP
4	
3	No interactions
2	
1	-3 MP
0	You're dead

Gy level	
6	-1 HP if you don't use medications
7	
8	
9	
10	-2 HP if you don't use medications
11	
12	
13	
14	
15	
16	

Upgrade cost	Boots	Armor
Starting level	0	0
8 junk	+1 MP	+3 AP
12 junk	+2 MP	+6 AP
16 junk	+3 MP	+9 AP
20 junk	+4 MP	+12 AP
24 junk	+5 MP	+15 AP
30 junk	+6 MP	+18 AP