

## Career Logo Requirements

Tier	Lvl	Career Path							
1	(1)	Recruit							
2	(5)	Soldier				Specialist			
3	(15)	Commando		Ranger		Sapper		Biotechnician	
4	(30)	Grenadier	Guardian	Sniper	Spy	Demolitionist	Engineer	Medic	Exobiologist

Tier	Lvl	Logos (cumulative) Required at Each Tier by Each Class							
		Grenadier	Guardian	Sniper	Spy	Demolitionist	Engineer	Medic	Exobiologist
1	(1)	Power	Power	Power	Power	Power	Power	Power	Power
2	(5)	Area Attack Enhance Projectile	Area Attack Enhance Projectile	Area Attack Enhance Projectile	Area Attack Enhance Projectile	Damage Time	Damage Time	Damage Time	Damage Time
3	(15)	Around Backward Damage Movement Self, I, Me Target	Around Backward Damage Movement Self, I, Me Target	Communication Damage Defend Friend Here Negative Summon Transform	Communication Damage Defend Friend Here Negative Summon Transform	Chaos Control Machine Trap	Chaos Control Machine Trap	Area Chaos Enhance Feeling Friend Give Heal Mind	Area Chaos Enhance Feeling Friend Give Heal Mind
4	(30)	Chaos Friend Ground Heal Machine Vortex	Defend Enemy Enhance Friend Heal Near Return Summon Vortex	Add Control Clarity Destruction Effect Increase Location Target Vortex	Around Control Enemy Hide Lightning Looking Self, I, Me Target Transform Vortex	Area Backward Container Death Destruction Enemy Enhance Many Movement Self, I, Me Teleport Vortex	Create Defend Enemy Friend Here Life Machine Repair Summon Teleport Vortex -	Around Defend Effect Enemy Life Mind Self, I, Me Target Vortex - -	Around Control Death Here Life Negative Self, I, Me Spirit Summon Vortex -

Notes
This table shows the entire list of logos required to learn and use all Abilities within a career path
Each character starts as a Recruit, and must choose one of the career branches at each tier
Listed Logo "requirements" are cumulative - if you skip one at one tier, you may have to go back to get it at a later tier.
Data changes without notice as bug fixes, patches and expansions are released. Please advise content@giddygamer.com of any errors.