

Player	Character	Funnel	Class OR as lvl 0	as lvl 1			as lvl 2		
		☐		☐	☐	•	☐	☐	☐
		☐		☐	☐	•	☐	☐	☐
		☐		☐	☐	•	☐	☐	☐
		☐		☐	☐	•	☐	☐	☐
		☐		☐	☐	•	☐	☐	☐
		☐		☐	☐	•	☐	☐	☐
		☐		☐	☐	•	☐	☐	☐
		☐		☐	☐	•	☐	☐	☐
		☐		☐	☐	•	☐	☐	☐
		☐		☐	☐	•	☐	☐	☐
		☐		☐	☐	•	☐	☐	☐
		☐		☐	☐	•	☐	☐	☐
		☐		☐	☐	•	☐	☐	☐
		☐		☐	☐	•	☐	☐	☐

Player	Character (Class)	as lvl 3	as lvl 4
	as lvl 5	as lvl 6	as lvl 7

Player Character (Class) as lvl 3 as lvl 4

as lvl 5 as lvl 6 as lvl 7

[illegible]

Player	Character (Class)	as lvl 3	as lvl 4
		□ □ □ □ • □ □ □ □	
	as lvl 5	as lvl 6	as lvl 7
	□ □ □ □ □ • □ □ □ □ □ • □ □ □ □ □		

Diagram illustrating the level progression and character class assignment:

- Top Row:**
 - Player
 - Character (Class)
 - as lvl 3
 - as lvl 4
- Bottom Row:**
 - as lvl 5
 - as lvl 6
 - as lvl 7

The diagram shows a sequence of boxes representing levels. The top row has boxes for 'as lvl 3' and 'as lvl 4'. The bottom row has boxes for 'as lvl 5', 'as lvl 6', and 'as lvl 7'. A horizontal line separates the two rows. The boxes are arranged in a sequence, with some containing a dot.