# Check recurring AuraSkills level rewards for off-by-one mistakes

An interval reward can appear at the wrong levels when its range or recurrence is misunderstood. List the intended levels before changing rewards already used by players.

# Check the installed content

AuraSkills connects skill XP sources to levels, rewards, abilities and menus. A change in one layer can leave another unchanged. Keep the existing skill identifiers and player data, and use the documentation matching your installed release when editing a source or reward.

# Work through the change

1. Write down the first few levels that should grant the reward and the levels immediately between them that should not. Save the skill reward file and note any overlapping reward definitions.
2. Compare the installed-release interval or level mapping format with the planned sequence. Keep a one-time level reward distinct from a repeating reward rule.
3. Build the smallest staging sequence that covers an eligible level, an ineligible level and the next recurrence. Use low-value observable rewards with a disposable player state.
4. Trigger each test transition through supported administration or normal progression and record the actual rewards. Include any overlapping rule so two grants are not mistaken for one interval firing twice.

# Verify the result

The observed sequence should match the written level list, including its start and next recurrence. Adjacent levels should not receive an accidental grant from overlapping definitions.

# If the result differs

If every level grants the reward, inspect its enclosing range or default rule. If only one transition differs, compare previous player state and whether the reward was already processed before changing the interval.

# Keep a recovery path

Restore the previous reward mapping and disposable player checkpoint if the test sequence is wrong. Do not lower and raise real player levels repeatedly to diagnose reward timing, since that can create duplicate rewards.

# References and related help

Check the maintainer reference: AuraSkills documentation.

Before changing live data, read how to keep a completed recovery copy. For startup errors, use the log collection guide.

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