

Level Advancement – Allister Caine

Race

Hit Points: +1D6 per level.

O.C.C.

Remember to raise all skill percentages.

O.C.C. Related Skills: Select one new skill at levels 3, 6, 9, 12, and 15. Choose from the available skill categories in the Mystic Knight O.C.C. All new skills start at 1st level proficiency.

Secondary Skills: Select two new skills at levels 3, 10, and 13. Choose from the available skill categories in the Mystic Knight O.C.C. All new skills start at 1st level proficiency.

P.P.E.: +2D6 per level.

Spells: At each new level of experience, select two new spells from level 1-6.

Spell Strength: +1 to Spell Strength at levels 2, 4, 8, and 12.

I.S.P.: +1D6+1 per level.

Psionic Powers: Select one new psi-power from the Sensitive or Physical categories at each new level of experience. Select a psi-power from the Super category at levels 4 and 9.

O.C.C. Bonuses: +2 to Pull Punch at levels 2, 4, 6, 10, and 14.

Fire Energy Bolts: +1D6 M.D. to damage at levels 4, 8, and 12.

Steal & Redirect Ley Line Energy: 50 foot length of ley line per level. Extra P.P.E. beyond the mage's normal capacity (his holding limit) can be held for 10 minutes per level.

Sense Ley Lines & Magic Energy:

- Sense Ley Line: 10 miles per level of experience. Base Skill: 30% +5% per level.
- Sense Ley Line Nexus: Base Skill: 40% +5% per level.
- Sense Rift: 50 miles +10 miles per level, starting at level 2.
- Sense Magic in Use: 100 feet per level.

Ley Line Phasing: May be used 6 times per day, +2 per level of experience, starting at level 2.

Ley Line Rejuvenation: Heals 4D6 M.D.C. per level of experience.

Weapon Proficiencies

W.P. Energy Pistol: +1 to Single Shot at levels 1, 3, 5, 7, 9, 11, 13, and 15.

W.P. Energy Rifle: +1 to Single Shot at levels 2, 4, 6, 8, 10, 12, and 14.

W.P. Sword: +1 to strike at levels 1, 3, 6, 9, 12, and 15. +1 to parry at levels 2, 4, 7, 10, and 13. +1 to strike when thrown at levels 4, 8, and 12.

Weapon Mastery (Flamberge): +1 to strike at levels 4, 6, and 10. +1 to damage at levels 2, 7, and 14. +1 to parry at levels 5, 8, and 15. +1 to initiative at levels 3, 9, and 13. One additional action with a sword at levels 6 and 11.

Hand-to-Hand: Assassin

Level 1: Starts with three actions per melee round; +2 to strike, W.P. Paired Weapons.

Level 2: +1 to initiative, +2 additional actions per melee round.

Level 3: Karate Punch, +3 to pull punch, +2 to roll with impact.

Level 4: Karate Kick, +4 to damage on all physical attacks (S.D. and M.D.). +1 on initiative.

Level 5: +1 additional action per melee round, +1 to strike with a thrown weapon.

Level 6: +3 to parry, +3 to dodge. +2 to entangle, Backhand Strike

Level 7: Knock out/stun on an unmodified roll of 17-20, Leap Kick.

Level 8: +1 additional action per melee round. +1 to strike with guns, +1 on initiative.

Level 9: +1 on initiative. Can perform Back Flip.

Level 10: Critical strike on an unmodified roll of 19 or 20.

Level 11: +2 to strike in hand-to-hand, +1 to strike with a thrown weapon, and can perform Back Flip attack. .

Level 12: +2 to pull punch, Death Blow on a roll of a natural 19 or 20.

Level 13: +1 additional action per melee round.

Level 14: +2 to damage (S.D. and M.D.), can perform Holds.

Level 15: +2 to strike in hand-to-hand, +1 to strike with guns.

Mystic Knight Experience Table

Level 1: 0,000-2,300

Level 2: 2,301-4,600

Level 3: 4,601-9,200

Level 4: 9,201-18,400

Level 5: 18,401-26,500

Level 6: 26,501-36,600

Level 7: 36,601-51,700

Level 8: 51,701-74,800

Level 9: 74,801-100,900

Level 10: 100,901-140,000

Level 11: 140,001-193,100

Level 12: 193,101-235,200

Level 13: 235,201-290,400

Level 14: 290,401-350,600

Level 15: 350,601-425,800