

Level Advancement – Artyom Chebyshev

Race

Hit Points: +1D6 per level.

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

O.C.C.

Remember to raise all skill percentages.

O.C.C. Related Skills: Select one new skill at levels 3, 7, and 14. Choose from the available skill categories in the Headhunter Techno-Hound O.C.C. All new skills start at 1st level proficiency.

O.C.C. Abilities:

- Recognize Weapon Quality: 40% +5% per level.
- Headhunter's Find Contraband: 53% +3% per level.
- Jury-Rig: 36% +3% per level.

Weapon Proficiencies

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

W.P. Harpoon & Spear Gun: +1 to strike on a Single Shot at levels 2, 4, 7, 10, and 15.

W.P. Heavy M.D.: +1 to strike on a Single Shot at levels 2, 4, 7, 10, and 13.

Hand-to-Hand: Basic

Level 1: Starts with four attacks/actions per melee round: +2 to pull punch and +2 to roll with punch, fall or impact.

Level 2: +2 to parry and dodge.

Level 3: Kick attack does 1D8 points of damage.

Level 4: +1 additional attack/action per melee round.

Level 5: +1 to strike and disarm.

Level 6: Critical Strike on an unmodified roll of 19 or 20.

Level 7: +2 to damage.

Level 8: Judo-style body flip/throw; does 1D6 damage, and victim loses initiative and one attack.

Level 9: +1 additional attack/action per melee round.

Level 10: +2 to pull punch and +2 to roll with impact/punch/fall.

Level 11: +1 to parry and dodge.

Level 12: +1 to strike.

Level 13: Critical Strike or knockout from behind.

Level 14: +2 to damage.

Level 15: +1 additional attack/action per melee round.

Headhunter Techno-Hound Experience Table

Level 1: 0,000-2,050

Level 2: 2,051-4,100

Level 3: 4,101-8,250

Level 4: 8,251-16,500

Level 5: 16,501-24,600

Level 6: 24,601-34,700

Level 7: 34,701-49,800

Level 8: 49,801-69,900

Level 9: 69,901-95,000

Level 10: 95,001-130,000

Level 11: 130,001-180,200

Level 12: 180,201-230,000

Level 13: 230,001-280,400

Level 14: 280,401-340,500

Level 15: 340,501-400,600