Level Advancement – Bob Newman

O.C.C.

M.D.C.: +2D4 per level.

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

Remember to raise all skill percentages.

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

Weapon Proficiencies

W.P. Blunt: +1 to strike at levels 1, 3, 6, 9, and 12. +1 to parry at levels 1, 3, 6, 9, and 12. +1 to strike when thrown at levels 5, 10, and 15.

W.P. Improvised (Striking): +1 to strike at levels 1, 3, 6, 9, 12, and 15.

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

Hand-to-Hand: Martial Arts

Level 1: Starts with four actions per melee round; +3 to pull punch, and +3 to roll with impact.
Level 2: +3 to parry and +3 to dodge. +2 to strike, and may perform *any* hand strike/punch.
Level 3: +1 to initiative, and may perform a Karate-style kick (2D6 damage) and *any* foot strike except Leap Kick.
Level 4: +1 additional action per melee.
Level 5: Leap Kick (3D8 damage, but counts as two melee actions), and +2 to entangle.
Level 6: Critical Strike on an unmodified roll of 18, 19 or 20.
Level 7: W.P. Paired Weapons, can perform Holds, and is +2 to disarm.
Level 8: Back Flip and Back Flip Escape.
Level 9: +1 additional action per melee.
Level 10: Back Flip Attack and +2 to disarm.
Level 11: +4 to damage and +1 to initiative.
Level 12: +2 to parry and +2 to dodge.
Level 13: Knockout/stun on an unmodified 18, 19, or 20.
Level 14: +1 additional action per melee.
Level 15: Death Blow on a Natural 20.

Mega-Juicer Experience Table

Level 1: 0,000-2,600
Level 2: 2,601-5,000
Level 3: 5,001-10,000
Level 4: 10,001-20,000
Level 5: 20,001-30,000
Level 6: 30,001-49,000
Level 7: 49,001-62,000
Level 8: 62,001-80,000
Level 9: 80,001-110,000
Level 10: 110,001-150,000
Level 11: 150,001-200,000
Level 12: 200,001-250,000
Level 13: 250,001-310,000
Level 14: 310,001-370,000
Level 15: 370,001-520,000