

Level Advancement – Clara

Race

Hit Points: +1D6 per level.

Nega-Psychic P.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 Nega-Psychic P.C.C. All new skills start at 1st level proficiency.

Secondary Skills: Select two new skills at levels 3, 6, 9, and 12. Choose from the available skill categories in the Nega-Psychic P.C.C. All new skills start at 1st level proficiency.

P.P.E.: +1D6 per level.

I.S.P.: +2D4 per level.

P.C.C. Bonuses: +1 to Save vs. Horror Factor at levels 1, 3, 6, 9, 12, and 15. +1 to Save vs. Magic at levels 3, 7, and 13.

Psionic Powers: Select one new psionic power from the Physical category only, at levels 1, 2, 4, 6, 8, 10, 12, and 14.

Disrupt Magic: Range starts at 10 feet, +5 feet per additional level.

Weapon Proficiencies

W.P. Handgun: +1 to strike at levels 2, 4, 6, 8, 10, 12, and 14.

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

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

W.P. Military Flamethrower: +1 to strike at levels 2, 5, 10, and 15.

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.

Ranged Combat: Rogue

Level 1: Burst Damage Multiples (Short Burst: x2, Medium Burst: x3, Long Burst: x4).

Level 2: (No bonuses or abilities given)

Level 3: Imposed Dodge Penalty (-2 for target to dodge attacks from High Tech Weapons, -1 to dodge attacks from Modern Conventional Weapons).

Level 4: +1 to hit (Applicable to attacks that are aimed, burst/pulse, or wild).

Level 5: Coldcock.

Level 6: Burst Damage Multiples (Short Burst: x2, Medium Burst: x4, Long Burst: x6); Critical Hit on a natural roll of 19 or 20.

Level 7: Imposed Dodge Penalty (An additional -2/-1 to dodge).

Level 8: Additional +1 to hit.

Level 9: Rapid Reload.

Level 10: Burst Damage Multiples (Short Burst: x3, Medium Burst: x5, Long Burst: x6).

Level 11: Imposed Dodge Penalty (An additional -2/-1 to dodge).

Level 12: Additional +1 to hit.

Level 13: Leading (+2 to hit a moving target); Automatic Critical Hit on Surprise Attack.

Level 14: Burst Damage Multiples (Short Burst: x4, Medium Burst: x7, Long Burst: x12).

Level 15: Imposed Dodge Penalty (An additional -2/-1 to dodge).

Nega-Psychic Experience Table

Level 1: 0,000-2,100

Level 2: 2,101-4,200

Level 3: 4,201-8,400

Level 4: 8,401-17,200

Level 5: 17,201-25,400

Level 6: 25,401-35,800

Level 7: 35,801-51,000

Level 8: 51,001-71,200

Level 9: 71,201-96,400

Level 10: 96,401-131,600

Level 11: 131,601-181,800

Level 12: 181,801-232,000

Level 13: 232,001-282,200

Level 14: 282,201-342,400

Level 15: 342,401-402,600