

Level Advancement – Damian Mihrick

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, and 12. Choose from the available skill categories in the Symbiotic Warrior O.C.C. All new skills start at 1st level proficiency.

Secondary Skills: Select two new skills at levels 2, 5, 8, and 12. Choose from the available skill categories in the Symbiotic Warrior O.C.C. All new skills start at 1st level proficiency.

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

Horror Factor: +1 at levels 3, 6, 9, 11, 13, 14, and 15.

Save vs. Horror Factor: +1 at levels 3, 5, 7, 9, 10, 11, 12, 13, 14, and 15.

Symbiote's M.D.C.: +1D6 per level.

Special Symbiotic Powers/Abilities: Select one new *major* power at levels 2, 4, 6, 8, 10, and 12. Select one new *minor* power at levels 3, 5, 7, 9, 11, 13, 14, and 15.

Insanity: At each new level, make a Save vs. Insanity (12 or higher, plus any M.E. bonus). A failed roll means that the character develops a new insanity, as per the Crazy O.C.C. A successful save means no change.

Weapon Proficiencies

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

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

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.

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. Axe: +1 to strike at levels 2, 5, 8, 12, and 15. +1 to parry at levels 2, 5, 8, 12, and 15. +1 to strike when thrown at levels 5, 8 and 12.

W.P. Shield: +1 to parry at levels 1, 3, 7, 10, and 13. +1 to strike with shield at levels 4, 8, and 12.

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.

Other Skills

Backstab: Gains an additional Critical Strike modifier of x1 to damage at levels 3, 7, 12, and 15.

Symbiotic Warrior Experience Table

Level 1: 0,000 – 1,900

Level 2: 1,901 – 3,700

Level 3: 3,701 – 7,400

Level 4: 7,401 – 14,800

Level 5: 14,801 – 22,100

Level 6: 22,101 – 31,200

Level 7: 31,201 – 41,300

Level 8: 41,301 – 54,400

Level 9: 54,401 – 75,500

Level 10: 75,501 – 105,600

Level 11: 105,601 – 140,700

Level 12: 140,701 – 190,800

Level 13: 190,801 – 240,900

Level 14: 240,901 – 292,000

Level 15: 292,000 – 335,000