

Level Advancement – Jebidiah Stone

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 Elemental Fusionist O.C.C. All new skills start at 1st level proficiency.

Secondary Skills: Select one new skill at levels 3, 7, 10, and 13. Choose from the available skill categories in the Elemental Fusionist O.C.C. All new skills start at 1st level proficiency.

P.P.E.: +1D4+4 per level.

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

Elemental Resistance: Resistance to damage from air and earth attacks starts at 25% at level 1, increases to 50% at level 4, 75% at level 8, and becomes a full immunity at level 12.

Elemental Spell Magic: At each new level, select one Air or Earth Elemental spell from the following list:

Breathe Without Air, Chameleon, Change Wind Direction, Create Light, Create Mild Wind, Dig, Distant Voice, Electric Arc, Dust Storm, Identify Minerals, Identify Plants, Mend Stone, Sand Storm, Stop Wind, Thunder Clap, Throwing Stones, Travel Through Walls, and Walk on Wind.

Speak Elemental: 60% +2% per level.

Elemental Fusionist Powers: Select two new Earth/Air Fusionist powers at levels 3, 6, 9, and 12.

Weapon Proficiencies

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. 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. Rifle: +1 to strike at levels 1, 3, 5, 7, 9, 11, and 13.

Hand-to-Hand: Expert

Level 1: Starts with four actions per melee round; kick attack (1d8 damage), +2 to pull punch, and +2 to roll with impact.

Level 2: +3 to parry and +3 to dodge, +1 to pull punch.

Level 3: +2 to strike, +2 to disarm, and can perform Karate Punch.

Level 4: +1 additional action per melee.

Level 5: Can perform a Karate Kick (2d6 damage).

Level 6: Critical Strike on an unmodified roll of 18, 19 or 20.

Level 7: W.P. Paired Weapons and Backhand Strike (1d4 damage).

Level 8: Body Flip/Throw (1d6 damage).

Level 9: +1 additional action per melee.

Level 10: +3 to damage (S.D. or M.D.).

Level 11: Knockout/Stun on an unmodified 18, 19 or 20.

Level 12: +2 to parry and +2 to dodge.

Level 13: Critical Strike or Knockout from behind (triple damage).

Level 14: +1 additional action per melee.

Level 15: Death Blow on a Natural 20.

Elemental Fusionist Experience Table

Level 1: 0,000 – 2,240

Level 2: 2,241 – 4,480

Level 3: 4,481 – 8,960

Level 4: 8,961 – 17,920

Level 5: 17,921 – 25,920

Level 6: 25,921 – 35,920

Level 7: 35,921 – 50,920

Level 8: 50,921 – 70,920

Level 9: 70,921 – 95,920

Level 10: 95,921 – 135,920

Level 11: 135,921 – 185,920

Level 12: 185,921 – 225,920

Level 13: 225,921 – 275,920

Level 14: 275,921 – 335,920

Level 15: 335,921 – 400,920