

Level Advancement – Korban Greyson

Race

M.D.C.: +1d6 per level.

I.S.P.: +1d6+1 per level.

Natural Abilities: Gains *See the Invisible* at level 3, *Turn Dead* at level 5, and *Dimensional Teleport* at level 7.

O.C.C.

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 Ley Line Walker O.C.C. All new skills start at 1st level proficiency.

Secondary Skills: Select one new skill at levels 4, 8, and 12. Choose from the available skill categories in the Ley Line Walker O.C.C. All new skills start at 1st level proficiency.

O.C.C. Bonuses: +1 to Save vs. Magic at levels 3, 6, 9, 11, and 14. +1 to Perception Rolls at levels 2, 5, 7, 10, and 13.

P.P.E.: +3d6 per level.

Spell Strength: +1 to Spell Strength at levels 3, 7, 10, and 13.

Spells: Select one new spell per level. Level of the spell may be equal to the character's own experience level or lower.

At each new level, the character may also 48 hours in a meditative trance, communing with a ley line, after which he may select one new spell from the following list: *Dimensional Portal*, *Ley Line Fade*, *Ley Line Ghost*, *Ley Line Phantom*, *Ley Line Restoration*, *Ley Line Resurrection*, *Ley Line Shutdown*, *Ley Line Storm Defense*, *Ley Line Tendril Bolts*, *Ley Line Time Capsule*, *Ley Line Time Flux*, *Ley Line Transmission*, *Rift to Limbo*, *Rift Teleportation*, *Rift Triangular Defense System*, *Summon Ley Line Storm*, and *Swallowing Rift*.

Sense Ley Line & Magic Energy:

- Sense Ley Line: 10 miles per level of experience. Base Skill: 30% +5% per level.
- Sense Ley Line Nexus: Base Skill: 40% +5% per level.
- Sense Rift: 50 miles +10 miles per level, starting at level 2.
- Sense Magic in Use: 100 feet per level.

Ley Line Phasing: May be used 6 times per day, +2 per level of experience, starting at level 2.

Ley Line Rejuvenation: Heals 4D6 M.D.C. per level of experience.

Ley Line Observation Ball: Observation Ball has 1 M.D.C. per level of creator, and may travel a distance away from its creator up to 500 feet per the creator's level.

Ley Line Force Field: Provides 22 M.D.C. +2 M.D.C. per level, starting at level 2.

Weapon Proficiencies

W.P. Shotgun: +1 to strike at levels 1, 3, 6, 10, 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.

Lev Line Walker Experience Table

Level 1: 0,000 – 2,240

Level 2: 2,241 – 4,480

Level 3: 4,481 – 8,960

Level 4: 8,961 – 17,420

Level 5: 17,421 – 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 – 395,920