

# Level Advancement – Lapis

## R.C.C.

**Remember to raise all skill percentages.**

**R.C.C. Related Skills:** Select one new skill at levels 3, 6, 9, and 12. Choose from the available skill categories in the *Gunfighter O.C.C.* All new skills start at 1<sup>st</sup> level proficiency.

**Secondary Skills:** Select one new skill at levels 4, 8, and 12. Choose from the available skill categories in the *Gunfighter O.C.C.* All new skills start at 1<sup>st</sup> level proficiency.

**Bonuses:** +1 to Save vs. Horror Factor at levels 1, 3, 5, 7, 9, and 12.

**Horror Factor:** At level 6, the character gets a Horror Factor of 8, +1 at levels 7, 8, 9, 11, 13, and 15.

**Weapon Repair:** Base Skill: 50% +5% per level.

## New Robotic Systems & Upgrades

The character is eligible to receive one new modification for his body at each level of experience. This can be a completely new system, or it could be a modification or upgrade to an existing system. Said modifications must be relatively *minor*; this does not apply to extensive or highly sensitive system installations or changes. Any extensive modifications desired by the character must be achieved or purchased in-game – not as a result of level advancement. This includes gross morphological changes (new appendages, frame reconfiguration systems, alterations to the character’s humanoid shape, etc.), medium or heavy weapon installation, and modifications to *critical systems* (e.g., micro-fusion power supply, essence housing unit, memory banks, etc.).

At each new level of experience, certain conditions must be met in order for the character to receive a modification. If one or more of these conditions cannot be met, then the modification must be put off until such time that the character can meet those requirements.

- The character must have the new component, or access to parts to build it. This condition may also include having the credits to buy the parts, and/or a place (i.e., a shop, junkyard, etc.) from which to buy them.
- The character must possess the necessary skills to modify himself, or must have access to an individual(s) willing to do it for him. Note that each type of new system or upgrade may require a different skill or set of skills to install/perform.
- The character must have the necessary tools to perform the system installation or upgrade.

The following list details the skills that can be used to install or modify various categories of robotic components and systems. Skills in *italics* are essential for performing all forms of installation, modification, and repair in that category. Making modifications or repairs without all of the required skills may still be possible in some cases, but severely limits the scope of work that can be done. The non-italicized skills are not essential but are still very helpful to have. They may provide a temporary bonus to other skill rolls (only applies to working on the character’s systems) or can perhaps be used in place of required skills.

- **Body Frame & Support Structure:** *Robot Mechanics* and *Robot Electronics*. Electrical Engineer and Mechanical Engineer can act as substitutes for the previous skills at -20%, or each can provide +5% to the previous skills.
- **Power Supply:** *Nuclear Engineer*, *Robot Mechanics*, and *Robot Electronics*. “Electricity Generation/Power Systems” adds +5% to the previous skills, or can be used in place of Nuclear Engineer (for certain rolls) at -50%.
- **Hover System:** *Robot Mechanics*, *Mechanical Engineer*, and *Hover Vehicle Mechanics*. Having “Personal Propulsion Mechanics” adds +5% to all skill rolls. “Aircraft Mechanics” can substitute for Hover Vehicle Mechanics at -10%.
- **Communications:** *Radio: Basic*, *Robot Electronics*, and *Computer Repair*. “Electrical Engineer” can substitute Robot Electronics or Radio: Basic at -10%.
- **Sensors & Optics:** *Robot Electronics*, *Electrical Engineer*, and *Computer Repair*. “Optics Systems” and “Circuit Board Micro-Electronics” each adds +8% to the previous skills. Note that certain kinds of sensors may benefit from related skills at a +5% (for instance, the Chemistry skill provides +5% when working with a robotic chemical analyzer, etc.).

- Weapons: *Robot Electronics, Robot Mechanics, and Weapon Engineer.* Having “Weapon Systems” adds +10%, and having the specific W.P. for the weapon adds +5% to the previous skills.
- Armor & M.D.C.: *Robot Mechanics.* “Weapon Engineer” adds +10% to the previous skill, or can substitute for Robot Mechanics at -5%. “Field Armorer & Munitions Expert” can be used to repair up to 20 M.D.C. at -5%.
- Cosmetic Features: *Computer Operation and Art.* “Bioware” adds +10% to the previous skills.
- Self Repair Systems: *Robot Mechanics, Robot Electronics, and Computer Programming.* “Micro-Robotics” adds +15% to the previous skills, or can be used in place of all three previous skills (for most rolls) without penalty.

#### Other considerations:

- Note that certain kinds of system installations and upgrades are *impossible* for the character to perform on himself. This is perhaps because they must be done at an inconvenient or inaccessible location on the body (such as the back of the head), or because they require that the character be rendered temporarily inoperative. The latter is especially true of extensive modifications (or repairs). Just like surgery on flesh-and-blood beings, some upgrades or installations often cannot be performed on the character without first rendering him unconscious (i.e., deactivating him), shutting down specific systems (such as vision or motor function), or momentarily removing parts of the body that he needs to function. As such, some modifications require outside assistance, such as an Operator or other skilled technician.
- Some types of modifications are very difficult (if not impossible) to perform “in the field,” meaning they need to be performed in the appropriate facilities, such as a robotics lab, high tech workshop, etc. Making such modifications without a required facility, if at all possible, may incur heavy penalties or cause later problems for the character. G.M.’s discretion.
- The character’s robotic systems are sufficiently advanced as to be considered “alien technology” (in relation to standard human tech) for the purposes of skill rolls. Anyone who *isn’t* familiar with, or trained in, the character’s level or style of technology (this applies to most Earth-born individuals, including the character himself) and who attempts to install, modify, or repair one of the character’s systems gets a -30% to -40% skill penalty, depending on the complexity of the specific system. Components that are relatively simple, or similar to existing technologies, only get a -5% to -10%.
- Components can be scavenged or salvaged from other robots or technologies. So long as the level and style of the source technology is comparable to the character’s technology, there is only a -5% penalty to adapt it to the character’s systems and body.
- Civilian tech is less sophisticated than military grade tech and may incur an additional -5% penalty on top of other penalties.
- Only components designed for humanoid, human-sized robots are suitable to adapt to the character. Components that are slightly too large or small, or not designed for integration with robots, might still be capable of being adapted to the character as permanent systems. However, this will likely incur further penalties (-5% to -35%).
- Parts taken from technology that’s less (or more) sophisticated than the character may require extensive adaptation to be compatible with the character’s systems. The degree of adaptation depends on how advanced the source technology is in relation to the character. The following are some examples of various tech levels in North America and the penalties for adapting such tech to the character.
  - Corporations: Most of North America’s various weapons and robotics manufacturers (Northern Gun, Wellington Industries, Wilk’s, Bandito Arms, etc.) are roughly 80 years behind the character (in the area of robotics). Components taken from these technologies suffer a -40% penalty to adapt.
  - Titan Robotics: This small, high tech manufacturer is slightly more advanced than its competition, roughly 70 years behind the character (in the area of robotics). Components taken from their technologies suffer a -35% penalty to adapt.
  - Coalition States: CS tech is roughly 50 years behind the character (in the area of robotics). Components taken from their technologies suffer a -25% penalty to adapt.

- Triax: This powerful German corporation has only a little technology in North America. Its tech is roughly 40 years behind the character (in the area of robotics). Components taken from Triax tech suffer a -20% penalty to adapt. Some Glitter Boy tech also falls into this category (-20% as well).
- Naruni Enterprises: The technology produced by this alien mega-corporation is actually ahead of the character by at least a century. Components taken from their tech suffer a -50% penalty to adapt.
- Not everything is adaptable. Some technology is too primitive or too advanced to adapt (at least permanently or reliably). This generally applies to anything more than a century behind or ahead of the character. Furthermore, some technology is simply too alien to be compatible, regardless of sophistication.
- Having the basic tools needed to do work on a robot offer no penalty or bonus. Poor tools incur a -10% penalty, while state-of-the-art tools offer a +10% bonus.

## **Weapon Proficiencies**

**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. Handgun:** +1 to strike on a Single Shot at levels 2, 4, 6, 8, 10, 12, and 14.

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

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

**W.P. Heavy Military:** +1 to strike on a Single Shot at levels 1, 3, 6, 10, and 14.

**W.P. Heavy M.D.:** +1 to strike on a Single Shot at levels 2, 4, 7, 10, and 13.

## **Hand-to-Hand: Commando**

**Level 1:** Starts with four actions per melee round, W.P. Paired, body flip/throw, body block/tackle and +2 to save vs. Horror Factor.

**Level 2:** +1 on initiative, +1 to strike, +2 to parry and dodge, +3 to roll with punch/fall/impact, and +3 to pull punch. Backward sweep kick: Used only against opponents coming up behind the character. Does no damage; it is purely a knockdown attack (same penalties as body flip) hut cannot be parried (an opponent can try to dodge it but is -2 to do so).

**Level 3:** +1 on initiative, +1 to disarm, and Karate punch/strike (does 2D4 damage).

**Level 4:** +1 additional attack/action per melee and Karate kick (does 2D6). The karate-style kick starts with bringing the knee, folded, up to chest level, then the foot is completely extended.

**Level 5:** Gets automatic dodge at +2 bonus, and gets all foot strikes.

**Level 6:** +2 on initiative. +1 to strike, parry and dodge, and +1 to body flip/throw.

**Level 7:** +2 to damage, +2 to save vs Honor Factor, +1 to disarm, +1 to automatic dodge and +2 to pull punch.

**Level 8:** 1 additional attack per melee, jump kick, +2 to body flip/ throw, and +1 to roll with punch/fall/impact.

**Level 9:** Death blow on a Natural 18-20! +2 to pull punch.

**Level 10:** +2 to save vs Horror Factor, +1 on initiative and +1 to strike.

**Level 11:** +1 to disarm, +1 to pull punch and +2 to body flip/throw.

**Level 12:** +2 to damage, +1 to parry and dodge, +2 to automatic dodge.

**Level 13:** 1 additional attack/action per melee.

**Level 14:** Can perform holds and is +1 on initiative.

**Level 15:** Critical Strike on a Natural 17-20.

## **Robot Experience Table**

**Level 1:** 0,000 – 2,500

**Level 2:** 2,501 – 5,000

**Level 3:** 5,001 – 10,000

**Level 4:** 10,001 – 20,000

**Level 5:** 20,001 – 30,000

**Level 6:** 30,001 – 50,000

**Level 7:** 50,001 – 80,000  
**Level 8:** 80,001 – 120,000  
**Level 9:** 120,001 – 160,000  
**Level 10:** 160,001 – 190,000  
**Level 11:** 190,001 – 240,000  
**Level 12:** 240,001 – 300,000  
**Level 13:** 300,001 – 370,000  
**Level 14:** 370,001 – 440,000  
**Level 15:** 440,001 – 510,000