

Level Advancement – Leonard Couldn't

Race

Hit Points: +1D6 per level.

Operator O.C.C.

Remember to raise all skill percentages.

O.C.C. Related Skills: Select two new skills at levels 3, 6, 9, and 12. Choose from the available skill categories in the Operator O.C.C. All new skills start at 1st level proficiency.

Secondary Skills: Select one new skill at levels 4, 8, 12, and 14. Choose from the available skill categories in the Operator O.C.C. All new skills start at 1st level proficiency.

O.C.C. Skills/Abilities:

- Recognize Machine Quality: Base skill of 58% +3% per additional level.
- Repair and Soup-Up Machines & Vehicles: Can add +5% to a vehicle's M.D.C. at levels 2, 4, 6, 8, 10, 12, and 14.

Robot Combat: Elite (Flying Power Armor): +1 action per melee round when piloting the appropriate power armor, on top of the pilot's usual number of actions. Plus an additional action at levels 3, 6, 9, and 12. These extra actions only apply when piloting the appropriate type of power armor.

Weapon Proficiencies

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. Heavy M.D. Weapons: +1 to strike at levels 2, 4, 7, 10, and 13.

W.P. Handgun (selected at 3rd level): +1 to Single Shot at levels 2, 4, 6, 8, 10, 12, and 14.

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.

Operator Experience Table

Level 1: 0,000 – 1,900

- Level 2:** 1,901 – 3,800
- Level 3:** 3,801 – 7,300
- Level 4:** 7,301 – 14,300
- Level 5:** 14,301 – 21,000
- Level 6:** 21,001 – 30, 000
- Level 7:** 30,001 – 40,000
- Level 8:** 40,001 – 53,000
- Level 9:** 53,001 – 73,000
- Level 10:** 73,001 – 103,000
- Level 11:** 103,001 – 138,000
- Level 12:** 138,001 – 188,000
- Level 13:** 188,001 – 238,000
- Level 14:** 238,001 – 288,000
- Level 15:** 288,001 – 328,000