

Level Advancement – Rush Kazemori

Race

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

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

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

P.P.E.: +2d6 per level.

Spell Strength: +1 to Spell Strength at levels 3, 6, 10, and 14.

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

Sense Elemental's Presence: Passively sense an elemental (of any life sign) within 120 ft. area; Base Skill is 25% +5% per level. If *actively* trying to sense an elemental, the area is 240 ft. and the Base Skill is +20%.

Sense the Nature of the Life Sign (Air):

- Can tell direction of the wind and can tell time by observing the heavens: 62% +4% per level.
- Can sense coming storms, ley line storms, and other atmospheric disturbances: 30% +5% per level.
- Can sense impurities in the air: 30% +5% per level.

Summon Air Elementals: The character may attempt to summon an air elemental only once per day. Takes 2D6 minutes to perform the summoning and requires the character to draw the symbol of his life sign on the ground/floor. Base Skill is 5% per level of experience. +10% at a ley line, and +20% at a nexus point.

Until level 9, the character can only summon *minor air elementals*. At level 9 and higher, the character can begin summoning *major air elementals*. A major air elemental is summoned at half the base skill for summoning minor air elementals (before bonuses; round up). +10% at a ley line, and +20% at a nexus point.

Weapon Proficiencies

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

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.

Weapon Mastery (Sword): +1 to strike at levels 4, 6, and 10. +1 to damage at levels 2, 7, and 14. +1 to parry at levels 5, 8, and 15. +1 to initiative at levels 3, 9, and 13. One additional action with a sword at levels 6 and 11.

Hand-to-Hand: Kendo

Level 1: Knife hand (2D4 damage); +1 on initiative, +2 to roll with punch/fall/impact, +1 to disarm, +1 parry (punch attacks), +2 to parry with sword or staff (in addition to W.P. bonuses), +1 to dodge, +1 to break fall and +2 to pull punch, break fall, karate punch (2D4 damage), and kick attack (2D4).

Level 2: +1 to strike and paired weapons.

Level 3: +1 additional attack/action per melee round and +2 to damage.

Level 4: +1 on initiative, +1 to disarm, and +1 to parry.

Level 5: Tripping/leg hook and backward sweep kicks.

Level 6: Power Strike and Palm Strike (2D4 damage).

Level 7: +1 additional attack/action per melee round and +2 to pull punch.

Level 8: Critical strike on a natural 18-20, critical strike from behind and death blow on a natural 19-20.

Level 9: +1 additional attack/action per melee and +4 to damage.

Level 10: Automatic dodge.

Level 11: +1 on initiative, +1 to strike, and +2 to break fall.

Level 12: +1 additional attack per melee and +2 to pull punch.

Level 13: Jump kick and leap attacks.

Level 14: Death Blow!

Level 15: +1 additional attack/action per melee.

Warlock Experience Table

Level 1: 0,000 – 2,175

Level 2: 2,176 – 4,300

Level 3: 4,301 – 8,400

Level 4: 8,401 – 17,500

Level 5: 17,501 – 24,600

Level 6: 24,601 – 36,700

Level 7: 36,701 – 44,800

Level 8: 44,801 – 57,900

Level 9: 57,901 – 94,000

Level 10: 94,001 – 130,000

Level 11: 130,001 – 190,000

Level 12: 190,001 – 240,000

Level 13: 240,001 – 280,000

Level 14: 280,001 – 330,000

Level 15: 330,001 – 400,000