

Level Advancement – Ryloth

R.C.C.

M.D.C.: +1d6 per level (to main body).

P.P.E.: +1d6+4 per level.

I.S.P.: +2D4 per level.

Remember to raise all skill percentages.

R.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.

Actions Per Melee: Gets an additional action per melee at levels 5, 9, and 13.

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

Spells: Select two new spells at levels 2, 3, 4, and 5, and one new spell at each subsequent level. Spell selections are limited to levels 1-6.

Psionics: Select one new psionic power from the Physical or Sensitive categories at levels 2, 4, 6, 8, 10, 12, and 14. Select one new psionic power from the Super category at levels 3, 7, and 13.

Raptor Control: Raptors can be telepathically summoned and commanded at a range is 1,000 ft. per level; one raptor per level. Triple the usual number of raptors can be summoned and controlled for 8 minutes per 24 hour period.

Weapon Proficiencies

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

W.P. Targeting: +1 to strike at levels 1, 3, 7, and 10.

Raptor King 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