

Level Advancement – Ty

Race

Hit Points: +1D6 per level.

Psi-Nullifier P.C.C.

Remember to raise all skill percentages.

O.C.C. Related Skills: Select two new skills at levels 4, 8, and 12. Choose from the available skill categories in the Psi-Nullifier P.C.C. All new skills start at 1st level proficiency.

Secondary Skills: Select two new skills at levels 4, 8, and 12. Choose from the available skill categories in the Psi-Nullifier P.C.C. All new skills start at 1st level proficiency.

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

P.C.C. Bonuses: +1 to Save vs. Horror Factor at levels 1, 3, 4, 6, 9, 12, and 15.

Psionic Powers: Select one new psionic power from the Healer or Physical categories at each new level. Plus, select one new psionic power from the Super category at levels 2, 4, 5, 6, 8, 10, 12, and 15.

Psi-Nullification & Interference: Preemptive use of psi-nullification has a range of 100 feet, +10 feet per additional level.

Weapon Proficiencies

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

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. Chain: +1 to strike at levels 1, 3, 7, 10, and 13. +1 to parry at levels 4, 8, and 12.

W.P. Polearm: +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 3, 8, and 12. +2 to damage at levels 2 and 8.

W.P. Staff: +1 to strike at levels 1, 3, 7, 10, and 13. +1 to parry at levels 2, 5, 8, 11, and 14. +1 to strike when thrown at levels 5, 10, and 15.

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. Whip: +1 to strike at levels 2, 4, 7, 10, and 13. +1 to disarm at levels 2, 4, 7, 10, and 13. +1 to entangle at levels 2, 4, 7, 10, and 13. +1 to damage at levels 2, 4, 8, and 12.

W.P. Axe (selected at 4th level): +1 to strike at levels 2, 5, 8, 12, and 15. +1 to parry at levels 2, 5, 8, 12, and 15. +1 to strike when thrown at levels 5, 8 and 12.

W.P. Knife (selected at 4th level): +1 to strike at levels 2, 4, 7, 10, and 13. +1 to parry at levels 1, 3, 6, 9, and 12. +1 to strike when thrown at levels 1, 3, 6, 8, 10 and 13.

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.

Psi-Nullifier Experience Table

- Level 1:** 0,000-2,120
- Level 2:** 2,121-4,240
- Level 3:** 4,241-8,480
- Level 4:** 8,481-16,960
- Level 5:** 16,961-24,960
- Level 6:** 24,961-34,960
- Level 7:** 34,961-49,960
- Level 8:** 49,961-69,960
- Level 9:** 69,961-94,960
- Level 10:** 94,961-129,960
- Level 11:** 129,961-179,960
- Level 12:** 179,961-229,960
- Level 13:** 229,961-279,960
- Level 14:** 279,961-329,960
- Level 15:** 329,961-389,960