

Level Advancement – Wilhelm Von Traeger

Race

Hit Points: +1D6 per level.

O.C.C.

Remember to raise all skill percentages.

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

Secondary Skills: Select one new Secondary Skill at levels 2, 6, 10, and 14. Choose from the Secondary Skills list. All new skills start at level one proficiency.

O.C.C. Bonuses: +1 to Save vs. Horror Factor at levels 3, 6, 10, and 15.

Bio-E Augmentation: Select an enhancement at levels 4, 7, 10, and 13.

Bio-E Gifts: The character has 1D4x10+20 Bio-E per level to dispense as he wishes. This Bio-E cannot be used on himself or his homunculus; it can only be given away. At each level, the character can give a maximum of 10 Bio-E +1 per experience level to anyone he sees fit. He cannot save more than 150 Bio-E at a time.

Homunculi: The Geneticist can claim an additional homunculus at levels 8, 11, and 14. The character also gets 2D8+10 Bio-E per level for each homunculus, to spend on upgrades and enhancements for the homunculus.

Random Mutations: Select a new mutation at levels 2, 5, 7, 8, 10, 11, 12, 13, 14, and 15.

Weapon Proficiencies

W.P. Light Bio-Weapons: +1 to strike at levels 1, 3, 5, 8, 12, 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. Knife: +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: Expert

Level 1: Starts with four actions per melee round; kick attack (1d8 damage), +2 to pull punch, and +2 to roll with impact.

Level 2: +3 to parry and +3 to dodge, +1 to pull punch.

Level 3: +2 to strike, +2 to disarm, and can perform Karate Punch.

Level 4: +1 additional action per melee.

Level 5: Can perform a Karate Kick (2d6 damage).

Level 6: Critical Strike on an unmodified roll of 18, 19 or 20.

Level 7: W.P. Paired Weapons and Backhand Strike (1d4 damage).

Level 8: Body Flip/Throw (1d6 damage).

Level 9: +1 additional action per melee.

Level 10: +3 to damage (S.D. or M.D.).

Level 11: Knockout/Stun on an unmodified 18, 19 or 20.

Level 12: +2 to parry and +2 to dodge.

Level 13: Critical Strike or Knockout from behind (triple damage).

Level 14: +1 additional action per melee.

Level 15: Death Blow on a Natural 20.

Geneticist Experience Table

Level 1: 0,000 - 1,925

Level 2: 1,926 - 3,850

Level 3: 3,851 - 7,450

Level 4: 7,451 - 15,000

Level 5: 15,001 - 21,500

Level 6: 21,501 - 31,500

Level 7: 31,501 - 41,500

Level 8: 41,501 - 54,000

Level 9: 54,001 - 75,000

Level 10: 75,001 - 105,000

Level 11: 105,001 - 140,000

Level 12: 140,001 - 190,000

Level 13: 190,001 - 240,000

Level 14: 240,001 - 300,000

Level 15: 300,001 - 350,000