

MONSTER EXPERIENCE POINTS

Monster HD	Base XP	Bonus XP per Mutation/ability
Less than 1	5	1
1	10	3
1+	15	6
2	20	9
2+	35	12
3	50	15
3+	65	35
4	80	55
4+	140	75
5	200	150
5+	260	200
6	320	250
6+	380	300
7	440	350
7+	500	400
8	560	500
8+	620	600
9-10+	1,000	700
11-12+	1,200	800
13-16+	1,500	900
17-20+	2,250	1,000
21+*	3,000	2,000

*For monsters of HD 22 and higher, add a cumulative 250 XP for the Base and Bonus categories.

CHARACTER LEVEL PROGRESSION

Experience	Level
0	1
3,001	2
6,001	3
12,001	4
24,001	5
48,001	6
96,001	7
192,001	8
492,001	9
892,001	10
1,392,001	11
2,392,001*	12

**1,000,000 for each level after level 12.

REPAIR ROLL

The repair roll starts with the same base as the object's original tech roll, modified in the following manner:

- +20% familiarity bonus is added to the character's INT Technology Roll Modifier.
- Divide the character's total Technology Roll Modifier bonus by the item's complexity, rounding down.
- Subtract 1 point for each point of condition below 5.
- Add or subtract any other modifiers the W/A deems appropriate.
- Add this final modifier to the Base Roll shown in the Technology Rolls section above.

EXPERIENCE LEVEL BONUS

Bonus Type		Ability Bonus	
Roll d%	Bonus	Roll d6	Ability**
01-10	+1 damage*	1	STR
11-20	+1 attack per round	2	DEX
21-00	+1 to an ability	3	CON
		4	INT
		5	WIL
		6	CHA

*This bonus only applies to hand melee weapons. Any kind of gun, explosive, etc. does not apply.

**Note that basic androids and synthetics may only increase INT, WIL, or CHA.

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TECHNOLOGY CONDITION ROLL

Roll d00	Condition Grade	Functional on 1d20
01-10	5	1-19
11-20	4	1-16
21-30	3	1-12
31-50	2	1-8
51-70	1	1-4
71-00	0	Nonfunctional

TECHNOLOGY DETERMINATION ROLL

Base Roll	Complexity	Base Time	Class	Examples
25%	1	2 hours		Slug guns, grenades, energy weapons, non-powered armour
15%	2	3 hours		Vehicles, robots, powered armour
5%	3	4 hours		Computers, medical technology, other very complex technology

