## **MONSTER EXPERIECE POINTS**

Monster HD	Base XP	Bonus XP per Mutation/ability
Less than 1	5	1
1	10	(J)
1+	15	6
2	20	9
2+	35	12
ω	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
60	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.	gher, add a cumulative	250 XP for the Base and

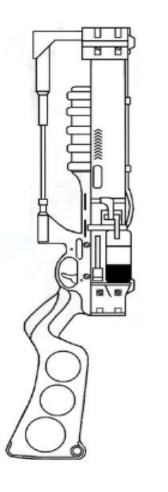
20 9 35 12 50 15 65 35 80 55 140 75 200 150 260 200 320 250 380 300 440 350 560 500 400 560 500 620 600 1,200 800 1,500 900 2,250 3,000 2,000 2 and higher, add a cumulative 250 XD for the Base and

t	0,000	1,000
*For monsters of HD 22	For monsters of HD 22 and higher, add a cumulative 250 XP for the Base and	0 XP for the Base and
Bonus categories.		

*+1,000,000 for each level after level 12.	2,392,001*	1,392,001	892,001	492,001	192,001	96,001	48,001	24,001	12,001	6,001	3,001	0	Experience	<b>CHARACTER LEVEL PROGRESSION</b>
	12	==	10	9	8	7	6	5	4	w	2	1	Level	SSION

odified in the following manner: with the same base as the object's

- bonus is added to the character's INT
- complexity, rounding down. ter's total Technology Roll Modifier
- or each point of condition below 5.
- 1y other modifiers the WA deems
- recunology Kolls section above. lifier to the Base Roll shown in the



## **EXPERIENCE LEVEL BONUS**

Bonus Type

Ability Bonus

Roll d%	01-10	11-20	3	21-00	00-17	00-17
Bonus	+1 damage*	+1 attack per round	orrect for rooms	+1 to an ability	+1 to an ability	+1 to an ability
Roll d6	1	2		w	4 3	5 4 3
Roll d6 Ability**	STR	DEX		CON	CON	WIL

\*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.

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