Armor			C Speed	Attack Type	Attack Bonus		Damage		GAMM	AW	UHTD			Charact	er Po	rtrait
☐ Light		description +	·3	Unarmed		AC		•			a Folio					
☐ Heavy		+	·7 -1	Melee Basic		AC					n Uiliu					
☐ Shield			·1	alternate weapon				Name								
		salvaged		Ranged Basic		AC		XP								
				alternate weapon				Level								
Tr	otal Armor	Bonus		powers				Primary	y Origin							
Ammunit		П О	t of Ammo					+2 Over	rcharge 🗆 E	Bio 🗖 D	ark 🛮 Psi					
				1				☐ Novic	e 🛮 Utility	□ Expert	☐ Critical					
gun only onc	munition use is ce in an encou	nter, then you	ı don't run					Second	Secondary Origin			ŀ	pase 6		dex	+ level
	o. If you fire you of ammo at th							☐ Novic	e 🗖 Utility	□ Expert	☐ Critical	Speed		nitiative		
Standard	Make a n	nelee basio	attack	The attack bonus fo	ır vour <i>ba</i>	asic attac	ck is	Alpha N	/lutations	□ 1	2 3	Other Moveme			skil	II + 10
	Make a r	anged bas	c attack	ability modifice The damage for you	er´+ accı	uracy + I		Uber Fe	eature		gained at level 10	Passive sk Insight		Passive Perception	J.	17 10
	Stabilize	a dying cha	racter	1[W] + abilit						modifier		Armo	r Class		add dex/	int bonus
			power	Weapon					Strength	1 origin	+ level			dex/int armor		ght armor level
Move	Move your	novement		Ability	Δ	ccurac	у		Athletics	1 origin	Pandom voca:		10 +			
	Shift one s				W1	ype			Constitutio	modifier		Forti	tude			
	Stand fror	n prone	nower	Range		.mmo?	yes/no		Dexterity	modifier			10 +	str/con	origin	level
power							Acrobatics	2 origin	+ level random total	Refle	х					
Minor	Second v	vina	power	Weapon						3 origin	random total		10 +	dex/int	origin	level
				Ability	Δ	ccurac	;у		Stealth	modifier			TU +			
	ch turn you ca			Damage	T	ype	/no		ntelligence		+ level	Will				T
	action, one move action, and one minor action, in any order. You can trade actions down, but not up.			Range	Δ	mmo?	yes/no	C	Conspiracy	4 origin	random total		10 +	wis/cha	origin	level
Weapon	Weapon □ Unarmed; quick attack			Weapon			N	Mechanics	5 origin	random total	12 + con Hit P (ointo	Blood	died	1/2 hp	
Ability	Dex/Int	Accuracy	+3	Ability	Δ	ccurac	у	9	Science	6 origin	random total		JIIICS	DIUG	uleu	
	1d4	Туре	Physical		^(V) T	уре		\	Wisdom	modifier	+ level	Current				
Range	melee 1	Ammo?	no	Range	Δ	mmo?	yes/no	lı	nsight	7 origin	random total	Temporary Second Wind	☐ Use	Failed C)eath r	
Weapon □ Unarmed; powerful attack		Weapon				N	Vature	8 origin	random total	Resistances		<u>" </u>	Saves L			
Ability Str/Con Accuracy +2			Ability	Δ	ccurac		F	Perception	9 origin	random total	Vulnerabilities					
-	1d8	Туре	Physical	,	W1	уре	,		Charisma	modifier		Second Wind is a	minor ac	ion that ca	n be us	sed
Range		Ammo?	no	Range		.mmo?	yes/no		nteraction	10 origin	random total	once per encount your bloodied valu defenses until the	ie and gair	na +2 bonu	us to all	

GAMMA WORLD PLAYER REFERENCE

Total XP	Level	Benefit
0	1st	Origin traits, both novice powers
500	2nd	First critical hit benefit
1,000	3rd	First utility power
2,000	4th	Second Alpha mutation
3,000	5th	First expert power
4,000	6th	Second critical hit benefit
5,000	7th	Second utility power
6,500	8th	Third Alpha mutation
8,500	9th	Second expert power
10,000	10th	Uber feature

Leveling Up: You gain 5 hit points every time you gain a level. Be sure to recalculate your bloodied value and increase your defenses, skills, attack rolls, and damage rolls whenever you level up.

Ability Score	Modifier	Ability Score	Modifier
3	-4	12-13	+1
4-5	-3	14-15	+2
6-7	-2	16-17	+3
8-9	-1	18-19	+4
10-11	+0	20-21	+5

Starting Ability Scores: When creating your character, you get a score of 18 (+4 modifier) in the ability score corresponding to your primary origin and a score of 16 (+3 modifier) in the ability score corresponding to your secondary origin. If both origins have the same ability score, you get a score of 20 (+5 modifier) in that ability score. Roll 3d6 in order for your remaining ability scores.

Level	Easy DC	Moderate DC	Hard DC
1	9	13	17
2	10	14	18
3	11	15	19
4	12	16	20
5	13	17	21
6	14	18	22
7	15	19	23
8	16	20	24
9	17	21	25
10	18	22	26

Short Rest: Regain hit points, renew encounter powers, refresh Alpha Mutations, reset death saves. Extended Rest: As short, but can level up at end; rebuild/reshuffle Alpha and Omega decks.

Weapons List
Light Weapons (attack with Dex/Int)

One-handed, melee (+3, 1d8) One-handed, ranged (+3, 1d8, range 5) One-handed, gun (+4, 1d8, range 10, ammo)

Two-handed, melee (+3, 1d12) Two-handed, ranged (+3, 1d12, range 10) Two-handed, gun (+4, 1d12, range 20,

Heavy Weapons (attack with Str/Con)

One-handed, melee (+2, 1d10) One-handed, ranged (+2, 1d10, range 5) One-handed, gun (+2, 2d6, range 10, ammo)

Two-handed, melee (+2, 2d8) Two-handed, ranged (+2, 2d8, 10 sq) Two-handed, gun (+2, 2d10, range 20, ammo)

Campaign Notes

Life and Death in Gamma Terra

- ◆ "Human" is a broad term.
- ◆ So is "mutant."
- ◆ The world is lethal.
- ♦ Wonders beckon.
- Alpha flux happens.
- Omega Tech is everywhere.
- ◆ You never know what you'll find.

Mundane Gear	undane Gear Explorer's kit,			An explorer's kit contains a backpack, a bedroll, a canteen holding 1/2 gallon of water, flint and steel, 10 days of trail rations, and 100 feet of rope.				
			Appearance					
			Height	Weight				
			Eyes	Hair				
			Skin	Build				
			Gender	Age				
Ancient Junk			Distinctive Featur	es				
			Background					
			Home Town					
			Residence					
			Occupation					
		card/set	Cryptic Alliance					
Salvaged Gear			Allies					
			Pets					
			Vehicles					
			Enemies					
Omega Tech		card/set						
			Personality					
			-					
			Mannerisms, Trai	its				
Folded character sheet by	Kvnn Bartlett <nevtofkvnn@am< th=""><th>oil sam></th><th>Daymland from http://holds</th><th>nueblo.com/downloads/gammaworld/</th></nevtofkvnn@am<>	oil sam>	Daymland from http://holds	nueblo.com/downloads/gammaworld/				