CHARACTER SHEET

Follow the instructions below while reading along in the rules to create your starting D&D® *Gamma World* character.

D&D GAMMA WORLD™ ROLEPLAYING GAME

Name your character. What do others call you?

NAME

Biggy

1a **Roll character origins** on the Character Origin Table:

ORIGIN 1 (FIRST)	ORIGIN 2 (SECOND)
Fungoid	Hawkoid

1b **Record the traits for your two origins,** and the critical of your choice if you're at least level 2:

TRAITS (ORIGIN 1 AND 2)

Flight

CRITICAL (LEVEL 2):

CRITICAL (LEVEL 6):

1c **Record the novice power of your first origin,** the novice power of your second origin, and if you are 3rd level or higher, the utility power of your choice:

POWERS

Novice Primary:

Novice Secondary: Terrifying Shriek

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary (Level 9):

2 **You get an 18 in the primary ability score** of your first origin and a 16 for your second origin (20 if the primary ability scores for your origins match). Roll 3d6 for each remaining score. Next, see the ability modifier chart for each score; place that value + your level in the parentheses:

ABILITY SCORES (+MODIFIER)

STR: 15 (+2)	DEX: 12 (+1)	WIS: 16 (+3)
CON: 18 (+4)	INT: 9 (+0)	CHA: 16 (+3)

3 **Each origin provides a skill bonus,** and you gain a +4 bonus to one random skill; see the Skill Bonus Table:

SKILLS

Bonus	Skill Name	Ability modifier + your level + other mods
	Acrobatics (2)	Athletics (3)
	Conspiracy (1)	Insight (4)
	Interaction (8)	Mechanics (1)
	Nature (4)	Perception (8)
	Science (1)	Stealth (2)

4 **Choose your armor and weapon.** At 1st Level, you have one explorer's kit (and everything in it). You also make 1d4 + 1 rolls on the Starting Gear Table:

GEAR (MUNDANE GEAR & OMEGA SALVAGE)

umpire's padding, , machete, bowling ball, explorer's kit, wagon, Ancient Junk: Electric blanket & Electric blanket

5a **Determine your hit points. Also, fill in your speed:**

HIT POINTS		SECOND WIND
Hit Points	Bloodied	1/encounter (minor action) regain hit points equal to bloodied value and gain +2 bonus to all defenses until the start of your next turn.
12	6	
12 + Con+ 5/lvl after 1st	1/2 hp	

SPEED: 6

5b **Determine your defenses.** Your defenses are equal to 10 + your level + the better of two scores:

15 **AC** (○ DEX OR ○ INT MODIFIER)

ALSO: For AC, add armor bonus + shield bonus, if any, and only add Dex or Int if wearing light or no armor.

15 **FORTITUDE** (○ STR OR ○ CON MODIFIER)

12 **REFLEX** (○ DEX OR ○ INT MODIFIER)

16 **WILL** (○ WIS OR ○ CHA MODIFIER)

5c **Your attack bonus** is your ability modifier + your level + accuracy bonus for the weapon or power. Your damage bonus uses the same ability modifier as the attack bonus + either your level or twice your level. **Also, fill in your initiative score:**

INITIATIVE (DEX MOD + YOUR LEVEL + MODIFIERS): 2

ATTACKS

Attack Bonus	Power, weapon, or salvage item	Damage Dice	Damage Bonus

6 You begin with **1 Alpha Mutation** (see Character Advancement Table) and **1 Omega Tech card**.

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