GAMMA WORLD
Character Folio

Armor

Armor		AC	Speed
☐ Light	description	+3	
☐ Heavy		+7	-1
☐ Shield		+1	
☐	salvaged		
☐			

Total Armor Bonus [ ]

Ammunition
☐ Out of Ammo

Ammo: Ammunition use is abstract: If you fire your gun only once in an encounter, then you don't run out of ammo. If you fire your gun more than once, you run out of ammo at the end of the encounter.

Standard	
	Make a melee basic attack
	Make a ranged basic attack
	Stabilize a dying character
	power
	power
Move	Move your movement
	Shift one square
	Stand from prone
	power
Minor	Second wind
	power

Actions: Each turn you can take one standard action, one move action, and one minor action, in any order. You can trade actions down, but not up.

Weapon	☐ Unarmed; quick attack
Ability	Dex/Int	Accuracy	+3
Damage	1d4	Type	Physical
Range	melee 1	Ammo?	no

Weapon	☐ Unarmed; powerful attack
Ability	Str/Con	Accuracy	+2
Damage	1d8	Type	Physical
Range	melee 1	Ammo?	no

Attack Type

Attack Type	Attack Bonus	Vs.	Damage
Unarmed		AC	
Melee Basic		AC	
	alternate weapon		
Ranged Basic		AC	
	alternate weapon		
	powers		

The attack bonus for your *basic attack* is
ability modifier + accuracy + level
The damage for your *basic attack* is
1[W] + ability modifier + level

Weapon	
Ability		Accuracy	
Damage	1[W]	Type	
Range		Ammo?	yes/no

Weapon	
Ability		Accuracy	
Damage	1[W]	Type	
Range		Ammo?	yes/no

Weapon	
Ability		Accuracy	
Damage	1[W]	Type	
Range		Ammo?	yes/no

Weapon	
Ability		Accuracy	
Damage	1[W]	Type	
Range		Ammo?	yes/no

Character Portrait

Name	
XP	
Level	
Primary Origin	
+2 Overcharge ☐ Bio ☐ Dark ☐ Psi	
☐ Novice ☐ Utility ☐ Expert ☐ Critical	
Secondary Origin	
☐ Novice ☐ Utility ☐ Expert ☐ Critical	
Alpha Mutations ☐ 1 ☐ 2 ☐ 3	
Uber Feature	gained at level 10

Speed	base 6	**Initiative**	dex + level

Other Movement

Passive Insight	skill + 10	Passive Perception	skill + 10

	Strength	modifier
	Athletics	1

	Constitution	modifier

	Dexterity	modifier
	Acrobatics	2
	Stealth	3

	Intelligence	modifier
	Conspiracy	4
	Mechanics	5
	Science	6

	Wisdom	modifier
	Insight	7
	Nature	8
	Perception	9

	Charisma	modifier
	Interaction	10

Columns: origin | random | total | + level

Armor Class
10 + (armor | origin | level) — add dex/int bonus only for light armor (dex/int)

Fortitude
10 + (str/con | origin | level)

Reflex
10 + (dex/int | origin | level)

Will
10 + (wis/cha | origin | level)

Hit Points
12 + con   Bloodied 1/2 hp

Current	
Temporary	
Second Wind ☐ Used	Failed Death Saves ☐☐☐
Resistances	
Vulnerabilities	

Second Wind is a minor action that can be used once per encounter. You regain hit points equal to your bloodied value and gain a +2 bonus to all defenses until the start of your next turn.

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, ammo)

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
Explorer's kit,   1d4 + 1

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.

Ancient Junk

Salvaged Gear
card/set

Omega Tech
card/set

Appearance

Height	Weight
Eyes	Hair
Skin	Build
Gender	Age

Distinctive Features

Background

Home Town

Residence

Occupation

Cryptic Alliance

Allies

Pets

Vehicles

Enemies

Personality

Mannerisms, Traits