## CHARACTER SHEET

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

	Name your character. What do others call you?	
	NAME	655
		V.
		28
	Roll character and description	- 8
18	<b>Roll character origins</b> on the Character Origin	
	ORIGIN 1 (FIRST) . ORIGINA (STATE	
Y	ORIGIN 1 (FIRST) ORIGIN 2 (SECOND)	
1	Record the traits (	
1b	Record the traits for your two origins, and the	
1	critical of your choice if you're at least level 2:  TRAITS (ORIGIN 1 AND 2)	
3	THE STOCKHOOL TAND 2)	
		5
	CRITICAL (LEVEL 2):	.60
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	CRITICAL (LEVEL 6):	
818		
lc	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:	
	<b>POWERS</b>	5h
		790
	Novice Primer	AP-
	Novice Primary:	
	Novice Primary: Novice Secondary:	
	Novice Secondary:	
	Novice Secondary: Utility (Level 3):	
	Utility (Level 3):  Expert Primary (Level 5):	
	Utility (Level 7):  Utility (Level 7):	
	Utility (Level 7):  Utility (Level 7):	
	Utility (Level 3):  Expert Primary (Level 5):	
	Utility (Level 3):  Expert Primary (Level 5):  Utility (Level 7):  Expert Secondary (Level 9):	
2	Utility (Level 3):  Expert Primary (Level 5):  Utility (Level 7):  Expert Secondary (Level 9):  You get an 18 in the primary ability score of your first origin and a 16 for your second origin (20 if the	50
2	Utility (Level 3):  Expert Primary (Level 5):  Utility (Level 7):  Expert Secondary (Level 9):  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 and the primary ability scores for your origins (20 if the primary ability scores for your origins and the primary ability scores for your origins (20 if the primary ability scores for your origins and the primary ability scores for your origins (20 if the primary ability	5с
2	Vou get an 18 in the primary ability score of your first origin and a 16 for your second origin (20 if the origins) ability scores for your origins match). Roll add for each remaining score. Next, see the ability score to the origin and a 16 for your origins match).	5c
2	Novice Secondary:  Utility (Level 3):  Expert Primary (Level 5):  Utility (Level 7):  Expert Secondary (Level 9):  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 add for each remaining score. Next, see the ability modifier chart for each score: place that walks and the primary ability modifier chart for each score: place that walks and the primary ability modifier chart for each score: place that walks are provided to the primary ability modifier chart for each score: place that walks are provided to the primary ability and the primary ability are provided to the primary ability are primary ability and the primary ability are primary ability and the primary ability are primary ability and the primary ability are primary ability are primary ability and the primary ability are primary	5c
2	Vou get an 18 in the primary ability score of your first origin and a 16 for your second origin (20 if the origins) ability scores for your origins match). Roll add for each remaining score. Next, see the ability score to the origin and a 16 for your origins match).	Sc.

ABILITY SCORE	S (+MODIFIER)	
STR: (+ )	<b>DEX:</b> (+ )	WIS: (+
CON: (+ )	INT: (+ )	CHA: (+ )

**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 mo	
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II .		٠.
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## SAMMA WORLD"

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	Choose your armor and weapon. At 1st Level, you
8	and weapon. At 1st Level, you
œ	nave one explorer's kit (and everything in it) you
2	also make 1d4 + 1 rolls on the Starting Gear Table:
	and make 144 + 1 rolls on the Starting Gear Table.
	GEAR (MUNDANE GEAR & OMEGA SALVAGE)
	OLAN (MONDAINE GEAR & OMEGA SALVAGE)

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5a		Determine	your hit po	oints. Also, fill in your speed
		HIT P	OINTS	SECOND WIND
3		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.
	ı	12 + Con+ 5/lvl after 1st	1/2 hp	i i i i i i i i i i i i i i i i i i i

SPEED:

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

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.

 FORTITUDE	( STR OR CON MODIFIER
REFLEX	( DEX OR INT MODIFIER)
WILL	( WIS OR CHA MODIFIER)

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):

ı	ATTAC	ATTACKS													
ı	Attack Bonus	Power, weapon, or salvage item	Damage Dice	Damage Bonus											
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You begin with 1 Alpha Mutation (see Character Advancement Table) and 1 Omega Tech card.