Armor			C Speed	Attack Type	Attack Bonus	Vs.	Damage		GAMM	IA KI					Chara	acter F	Portrait
☐ Light		description -	+3	Unarmed		AC		_		RACTER							
☐ Heavy		+	÷7 -1	Melee Basic		AC											
☐ Shield			+1	alternate weapon				Name									
		salvaged		Ranged Basic		AC		ХР									
				alternate weapon				Level									
To	Total Armor Bonus			powers				Primary	y Origin								
Ammunition								rcharge 🗖 I		ark 🗖							
Ammo: Ami	Ammo: Ammunition use is abstract: If you fire your								e 🗖 Utility	☐ Expert	☐ Criti	cal					
gun only on	ce in an encou	unter, then you our gun more	u don't run					Second	Secondary Origin			Speed	base 6	Initiat		dex + level	
		he end of the						☐ Novice	e 🗖 Utility	☐ Expert	☐ Critic	cal			IIIIGG	VC	
Standard	Make a	melee basio	c attack	The attack bonus fo				Alpha N	/lutations	□ 1		□3	Other Mov	/ement skill + 10	Passive		skill + 10
		ranged bas		ability modifi The damage for you	ır <i>basic a</i>	<i>ttack</i> is	evel	Uber Fe	eature		gained at le	evel 10	Insight		Percept		
	Stabilize	a dying cha	aracter power	1[W] + abilit	y modifie	r + level			24	modifier	1		A	mor Cla	SS	add d	lex/int bonus
	power			Weapon					Strength	1 origin		level			dex/i		or light armor in level
Move	Move you	ır movement	;	Ability	А	ccurac	sy		Athletics					10			
Shift one square			Damage 1[V	^(V) T	уре			Constitutio	modifier			Fo	ortitude				
Stand from prone		Range		mmo?	yes/no		Dexterity	modifier	+	· level		10	+ str/c	on origin	in level		
Minor Second wind			Weapon				Acrobatics	2 origin		total	R	eflex					
power			Ability	Λ	ccurac	AV	5	Stealth	3 origin	random	total		10	+ dex/i	int origin	in level	
				1	W1		, y		ntelligence	modifier			W	/iII			
	Actions: Each turn you can take one standard action, one move action, and one minor action, in					ype mmo?	yes/no			4 origin		level total	V		wis/c	ha origii	in level
		actions down		Range	A	mmo?			Conspiracy	5 origin	random t	total		10	+		
Weapon	Weapon □ Unarmed; quick attack		Weapon			N	Mechanics				12 + con	t Points	B	loodied	1/2 hp		
Ability	Dex/Int	Accuracy	+3	Ability	А	ccurac	y		Science	6 origin	random t	total	Current		, D	oouice	<u> </u>
Damage	1d4	Туре	Physical	Damage	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	ype		V	W isdom	modifier	+	· level	Temporar	V			
Range	melee 1	Ammo?	no	Range	А	mmo?	yes/no	Ir	nsight	7 origin		total	Second W	<u> </u>	Ised Faile	ed Death Saves	
Weapon □ Unarmed; powerful attack			Weapon			N	Vature	8 origin		total	Resistance	es		Oaves	,		
Ability Str/Con Accuracy +2		Ability	А	ccurac	sy	F	Perception	9 origin	random t	total	Vulnerabili	ities					
Damage	1d8	Туре	Physical	Damage	^(V) T	уре			Charisma	modifier		lovel	Second Wind				
Range	melee 1	Ammo?	no	Range	A	mmo?	yes/no	Ir	nteraction	10 origin		total	once per end your bloodied defenses unt	d value and ថ្	jain a +2 l	onus to	quai 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 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 Features					
		Background					
		Home Town					
		Residence					
		Occupation					
	card/set	Cryptic Alliand	ee				
Salvaged Gear	5di dy 5ct	Allies					
		Pets					
		Vehicles					
		Enemies					
Omega Tech	card/set						
Omega rech							
		Personality					
		Torsonancy					
		Mannerisms,	 Traits				

Folded character sheet by Kynn Bartlett <nextofkynn@gmail.com>

Download from http://boldpueblo.com/downloads/gammaworld/