

Armor	AC	Speed
<input type="checkbox"/> Light <small>description</small>	+3	
<input type="checkbox"/> Heavy	+7	-1
<input type="checkbox"/> Shield	+1	
<input type="checkbox"/> <small>salvaged</small>		
<input type="checkbox"/>		

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

Move Move your movement
 Shift one square
 Stand from prone

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 Bonus	Vs.	Damage
Unarmed		AC	
Melee Basic		AC	
<small>alternate weapon</small>			
Ranged Basic		AC	
<small>alternate weapon</small>			
<small>powers</small>			

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? <small>yes/no</small>

Weapon

Ability	Accuracy
Damage ^{1[W]}	Type
Range	Ammo? <small>yes/no</small>

Weapon

Ability	Accuracy
Damage ^{1[W]}	Type
Range	Ammo? <small>yes/no</small>

Weapon

Ability	Accuracy
Damage ^{1[W]}	Type
Range	Ammo? <small>yes/no</small>

GAMMA WORLD

CHARACTER FOLIO

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

Strength modifier

Athletics	1	origin	random	+ level	total
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Constitution modifier

Dexterity modifier

Acrobatics	2	origin	random	+ level	total
Stealth	3	origin	random	total	

Intelligence modifier

Conspiracy	4	origin	random	+ level	total
Mechanics	5	origin	random	total	
Science	6	origin	random	total	

Wisdom modifier

Insight	7	origin	random	+ level	total
Nature	8	origin	random	total	
Perception	9	origin	random	total	

Charisma modifier

Interaction	10	origin	random	+ level	total
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Character Portrait

Speed base 6 **Initiative** dex + level

Other Movement

Passive Insight	<small>skill + 10</small>	Passive Perception	<small>skill + 10</small>
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Armor Class dex/int armor add dex/int bonus only for light armor

10 +	origin	level
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Fortitude

10 +	str/con	origin	level
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Reflex

10 +	dex/int	origin	level
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Will

10 +	wis/cha	origin	level
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12 + con **Hit Points** **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.

