

# 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

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

| ORIGIN 1 (FIRST) | ORIGIN 2 (SECOND) |
|------------------|-------------------|
|                  |                   |

**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)

CRITICAL (LEVEL 2):

CRITICAL (LEVEL 6):

**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:

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 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: | (+ ) | DEX: | (+ ) | 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 mods |
|-------|------------|--|
|       |            |  |
|       |            |  |
|       |            |  |
|       |            |  |
|       |            |  |
|       |            |  |

## GAMMA WORLD™

ROLEPLAYING GAME

**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)

|  |  |
|--|--|
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

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

| HIT POINTS  | SECOND WIND |
|---|-------------|
| Hit Points  | Bloodied    |
| 12 + Con+<br>5/lvl after 1st  | 1/2 hp      |
| 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. |             |

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):

ATTACKS

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

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