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 Bonus	Vs.	Damage
Unarmed		AC	
Melee Basic		AC	
(alternate weapon)			
Ranged Basic		AC	
(alternate weapon)			
Firey Flare (powers)			
Eau De Roa			

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)

GAMMA WORLD
Character Folio

Name Bob

XP

Level

Primary Origin Pyrokinetic

+2 Overcharge ☐ Bio ☐ Dark ☐ Psi

☐ Novice ☐ Utility ☐ Expert ☐ Critical

Secondary Origin Cockroach

☐ Novice ☐ Utility ☐ Expert ☐ Critical

Alpha Mutations ☐ 1 ☐ 2 ☐ 3

Uber Feature (gained at level 10)

Character Portrait

Speed	base 6	6	**Initiative**	dex + level	4
Other Movement					
Passive Insight	skill + 10		Passive Perception	skill + 10	

		modifier	+ level	origin	random	total
9	**Strength**	0				
	1 Athletics					
16	**Constitution**	3				
12	**Dexterity**	1				
	2 Acrobatics					
	3 Stealth					
13	**Intelligence**	1				
	4 Conspiracy					
	5 Mechanics					
	6 Science					
18	**Wisdom**	4				
	7 Insight					
	8 Nature					
	9 Perception					
14	**Charisma**	2				
	10 Interaction					

15	**Armor Class**		dex/int	add dex/int bonus only for light armor
	10 +	armor	origin	level
16	**Fortitude**			
	10 +	str/con	origin	level
16	**Reflex**			
	10 +	dex/int	origin	level
17	**Will**			
	10 +	wis/cha	origin	level

12 + con		1/2 hp	
22	**Hit Points**	Bloodied	11
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

leather dusters, , Bowie knife, ~~makeshift sling, explorer's kit,~~ pickup truck, tent, keelboat

Ancient Junk

Salvaged Gear

card/set

Omega Tech

card/set

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
Distinctive Features	

Background

Home Town
Residence
Occupation
Cryptic Alliance
Allies
Pets
Vehicles
Enemies

Personality

Mannerisms, Traits

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