| 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) | | | |
| (powers) | | | |
| | | | |
| | | | |
| | | | |
| | | | |

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

**Character Portrait**

**Name**

**XP**

**Level**

**Primary Origin** Simian

+2 Overcharge ☐ Bio ☐ Dark ☐ Psi

☐ Novice ☐ Utility ☐ Expert ☐ Critical

**Secondary Origin** Magnetic

☐ Novice ☐ Utility ☐ Expert ☐ Critical

**Alpha Mutations** ☐ 1 ☐ 2 ☐ 3

**Uber Feature** (gained at level 10)

| | | | | | | |
|---|---|---|---|---|---|---|
| 18 | **Strength** | modifier 4 | | | | |
| | Athletics | 1 | origin | random | total | + level |
| 11 | **Constitution** | modifier 0 | | | | |
| 16 | **Dexterity** | modifier 3 | | | | |
| | Acrobatics | 2 | origin | random | total | + level |
| | Stealth | 3 | origin | random | total | |
| 12 | **Intelligence** | modifier 1 | | | | |
| | Conspiracy | 4 | origin | random | total | + level |
| | Mechanics | 5 | origin | random | total | |
| | Science | 6 | origin | random | total | |
| 14 | **Wisdom** | modifier 2 | | | | |
| | Insight | 7 | origin | random | total | + level |
| | Nature | 8 | origin | random | total | |
| | Perception | 9 | origin | random | total | |
| 7 | **Charisma** | modifier -1 | | | | |
| | Interaction | 10 | origin | random | total | + level |

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

| | | | | | |
|---|---|---|---|---|---|
| 18 | **Armor Class** | 10 + | dex/int | armor | origin / level (add dex/int bonus only for light armor) |
| 16 | **Fortitude** | 10 + | str/con | origin | level |
| 15 | **Reflex** | 10 + | dex/int | origin | level |
| 13 | **Will** | 10 + | wis/cha | origin | level |

| 12 + con | | | | |
|---|---|---|---|---|
| 12 | **Hit Points** | Bloodied | 1/2 hp | 6 |
| 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

1d4 + 1

*Explorer's kit,* mechanic's overalls, , rebar, ~~thrown knife, explorer's kit, laptop computer, generator (8 hours of fuel), generator (8 hours of fuel),~~ binoculars

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.

## Ancient Junk

## Salvaged Gear

card/set

## Omega Tech

card/set

## 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>

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