

# CHARACTER SHEET

Follow the instructions below while reading along in the rules to create your starting D&D® *Gamma World* character.

# D&D GAMMA WORLD™ ROLEPLAYING GAME

**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 |
|-------|------------|--|
|       |            |  |
|       |            |  |
|       |            |  |
|       |            |  |

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**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)

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

5a

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

HIT POINTS

Hit Points

Bloodied

SECOND WIND

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.

12 + Con+  
5/lvl after 1st

1/2 hp

SPEED:

5b

**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 )

5c

**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 |
|--------------|--------------------------------|-------------|--------------|
|              |                                |             |              |
|              |                                |             |              |
|              |                                |             |              |

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