

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

**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	
<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 <sup>1[W]</sup>	Type
Range	Ammo? <small>yes/no</small>

**Weapon**

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

**Weapon**

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

**Weapon**

Ability	Accuracy
Damage <sup>1[W]</sup>	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	+ level		
Athletics	1	origin	random	total

Constitution	modifier	+ level		
Acrobatics	2	origin	random	total

Dexterity	modifier	+ level		
Stealth	3	origin	random	total

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

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

Charisma	modifier	+ level		
Interaction	10	origin	random	total

**Character Portrait**

Speed	base 6	Initiative	dex + level
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**Other Movement**

Passive Insight	skill + 10	Passive Perception	skill + 10
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Armor Class	dex/int armor	add dex/int bonus only for light armor	
10 +		origin	level

Fortitude	str/con	origin	level
10 +			

Reflex	dex/int	origin	level
10 +			

Will	wis/cha	origin	level
10 +			

Hit Points	12 + con	Bloodied	1/2 hp
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**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.

