

# 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

**1a** Name your character. What do others call you?

**NAME**

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**1b** Roll character origins on the Character Origin Table:

**ORIGIN 1 (FIRST)** : **ORIGIN 2 (SECOND)**

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**1c** 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)**

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**CRITICAL (LEVEL 2):**

**CRITICAL (LEVEL 6):**

**2** 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): .....

**3** 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:** (+ )

**4** 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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**5a** 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)**

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**5b** 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:**

**5c** 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 )

**5d** 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 |
|--------------|--------------------------------|-------------|--------------|
|              |                                |             |              |
|              |                                |             |              |
|              |                                |             |              |

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