

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

**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>

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Ability	Accuracy
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Ability	Accuracy
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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

Athletics	1	origin	random	total
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**Constitution** modifier

**Dexterity** modifier

Acrobatics	2	origin	random	total
Stealth	3	origin	random	total

**Intelligence** modifier

Conspiracy	4	origin	random	total
Mechanics	5	origin	random	total
Science	6	origin	random	total

**Wisdom** modifier

Insight	7	origin	random	total
Nature	8	origin	random	total
Perception	9	origin	random	total

**Charisma** modifier

Interaction	10	origin	random	total
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**Character Portrait**

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

**Other Movement**

Passive Insight	<small>skill + 10</small>	Passive Perception	<small>skill + 10</small>
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**Armor Class** dex/int armor add dex/int bonus only for light armor

10 +	origin	level
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**Fortitude**

10 +	str/con	origin	level
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**Reflex**

10 +	dex/int	origin	level
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**Will**

10 +	wis/cha	origin	level
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12 + con **Hit Points** **Bloodied** 1/2 hp

**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, <sup>1d4 + 1</sup>

## 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