

# 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

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

ORIGIN 1 (FIRST) : ORIGIN 2 (SECOND)

**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)

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

**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)


**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 )

**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

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