

| 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> |

**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

|           |   |        |        |       |
|-----------|---|--------|--------|-------|
| Athletics | 1 | origin | random | total |
|-----------|---|--------|--------|-------|

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

**Character Portrait**

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

**Other Movement**

|                 |            |                    |            |
|-----------------|------------|--------------------|------------|
| Passive Insight | skill + 10 | Passive Perception | skill + 10 |
|-----------------|------------|--------------------|------------|

**Armor Class** dex/int armor add dex/int bonus only for light armor

|      |        |       |
|------|--------|-------|
| 10 + | origin | level |
|------|--------|-------|

**Fortitude** str/con

|      |        |       |
|------|--------|-------|
| 10 + | origin | level |
|------|--------|-------|

**Reflex** dex/int

|      |        |       |
|------|--------|-------|
| 10 + | origin | level |
|------|--------|-------|

**Will** wis/cha

|      |        |       |
|------|--------|-------|
| 10 + | origin | level |
|------|--------|-------|

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.

