

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:		

Armor Bonus: You can add your Dexterity or Intelligence modifier (whichever is higher) to your AC if you are wearing *light armor* or *no armor*. If you are wearing *heavy armor*, do not add your Dexterity or Intelligence modifier to your AC.

Ammunition Out of 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
Move	Move your movement
	Shift one square
	Stand from prone
Minor	Second wind

Actions: Each turn you can take one standard action, one move action, and one minor action, in any order. You can trade actions down (standard to move or minor; move to minor), but not up.

Weapon	<input type="checkbox"/> Unarmed; quick attack
Ability	Dex/Int Accuracy +3
Damage	1d4 Type Physical
Range	melee 1 Ammo? no

Weapon	<input type="checkbox"/> 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	1[W] Type damage
Range	Ammo? yes/no

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Damage	1[W] Type damage
Range	Ammo? yes/no

Weapon	
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Weapon	
Ability	Accuracy
Damage	1[W] Type damage
Range	Ammo? yes/no



Name
XP
Level
Alpha Mutations <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
Uber Feature <small>gained at level 10</small>

Primary Origin
<input type="checkbox"/> Novice <input type="checkbox"/> Utility <input type="checkbox"/> Expert <input type="checkbox"/> Critical
+2 to Overcharge: <input type="checkbox"/> Bio <input type="checkbox"/> Dark <input type="checkbox"/> Psi

Secondary Origin
<input type="checkbox"/> Novice <input type="checkbox"/> Utility <input type="checkbox"/> Expert <input type="checkbox"/> Critical

Strength	modifier	+level	=subtotal
Athletics	1	+origin	+random
Constitution	modifier	+level	=subtotal
Acrobatics	2	+origin	+random
Stealth	3	+origin	+random
Dexterity	modifier	+level	=subtotal
Conspiracy	4	+origin	+random
Mechanics	5	+origin	+random
Science	6	+origin	+random
Intelligence	modifier	+level	=subtotal
Insight	7	+origin	+random
Nature	8	+origin	+random
Perception	9	+origin	+random
Wisdom	modifier	+level	=subtotal
Interaction	10	+origin	+random
Charisma	modifier	+level	=subtotal

Character Portrait

Speed <small>base 6</small>	Initiative <small>dex + level</small>
Other Movement	
Passive <small>skill + 10</small>	Passive <small>skill + 10</small>
Insight	Perception

Armor Class	<input type="checkbox"/>	<small>add dex/int bonus only for light armor</small>
	dex/int	armor origin level
=	10 +	

Fortitude	<input type="checkbox"/>	<small>add dex/int bonus only for light armor</small>
	str/con	origin level
=	10 +	

Reflex	<input type="checkbox"/>	<small>add dex/int bonus only for light armor</small>
	dex/int	origin level
=	10 +	

Will	<input type="checkbox"/>	<small>add dex/int bonus only for light armor</small>
	wis/cha	origin level
=	10 +	

12 + con	Hit Points	Bloodied	1/2 hp
Current			
Temporary			
Second Wind	<input type="checkbox"/> Used	Death Saves	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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.

DD GAMMA WORLD

ROLEPLAYING GAME

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 a 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: Heal all hp, renew encounter powers, refresh Alpha Mutations, clear 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, <small>1d4 + 1</small>

Ancient Junk	

Salvaged Gear	<small>card/set</small>

Omega Tech	<small>card/set</small>

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