

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.

<b>Standard</b>	Make a melee basic attack
	Make a ranged basic attack
	Stabilize a dying character
<b>Move</b>	Move your movement
	Shift one square
	Stand from prone
<b>Minor</b>	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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Weapon	
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# GAMMA WORLD CHARACTER FOLIO

Name

XP

Level

Alpha Mutations  1  2  3

Uber Feature gained at level 10

Primary Origin

Novice  Utility  Expert  Critical

+2 to Overcharge:  Bio  Dark  Psi

Secondary Origin

Novice  Utility  Expert  Critical

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

Reflex			
= 10 +	dex/int	origin	level

Will			
= 10 +	wis/cha	origin	level

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.

