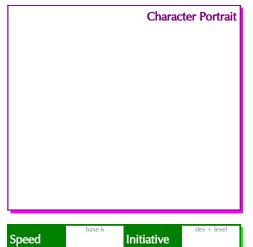
Armor		,	AC	Speed	Attack Ton	Attack		D
☐ Light		description	+3	ороса	Attack Type Unarmed	Bonus	Vs.	Damage
_				4				
☐ Heavy			+7	-1	Melee Basic alternate weapor	1	AC	
☐ Shield		salvaged	+1					
		salvaged			Ranged Basic		AC	
					alternate weapor	1		
	Total Armo	r Bonus:			powers	s		
Intelligence AC if you a you are we	e modifier (w re wearing <i>lig</i> aring <i>heavy a</i>	ndd your Dex hichever is hi ght armor or r rmor, do not modifier to y	gher) no ari add	to your mor. If your				
Ammuniti		□ C		f Ammo	The attack bonus f ability modif The damage for younger to the damage for younger to the second	f ier + acc i our <i>basic a</i>	uracy + ttack is:	level
only <i>onc</i> e i of ammo. I	n an encount f you fire you	er, then you in er, then you ir gun <i>more t</i> i the end of th	don't han d	run out once,	Weapon Ability		ccuracy	
Standard		elee basic att			· · · · · · · · · · · · · · · · · · ·	[W]		damage
		nged basic at dying charac			O O		pe	yes/no
Move	Move you	r movement			Range	AI	nmo?	
	Shift one : Stand fror	-			Weapon			
Minor	Second w				Ability	Δα	ccuracy	
		can take one			1	[W]	,	damage
		, and one mine actions dow			Damage		/pe	yes/no
		e to minor), b			Range	Ar	nmo?	
Weapon	□ Unarn	ned; quick a	attac	ck	Weapon			
Ability	Dex/Int	Accuracy			Ability	Ac	ccuracy	
Damage	1d4	Туре		ysical		[W]	/pe	damage
Range	melee 1	Ammo?	no	J	Range		nmo?	yes/no
- an ige	710100 1		,,,		Marige	/\	mios	
Weapon	□ Unarw	ned; power	ful a	ttack	Weapon			
Ability	Str/Con	Accuracy	+2		Ability	Ac	ccuracy	
Damage	1d8	Туре	Ph	ysical	Damage	TW1	ρe	damage
Range	melee 1	Ammo?	no	-	Range		nmo?	yes/no

GAMMA	WORLD
CHARACT	ER FOLIO

Name

XP						
Level						
Alpha Mutations						
Uber F	eature		gainec	at level 10		
Drimar	v Origin					
	y Origin	□ Evne	rt \square (Critical		
	o Overcharge:	•	Dark			
	lary Origin Novice	□ Evpo	+ □ (Critical		
	Novice 🗖 Othity I	— Ехре		TILICAI		
	Strength	modifier	+level	=subtotal		
	Athletics 1	+origin	+random	= total		
	Constitution	modifier	+level	=subtotal		
	Dexterity	modifier	+level	=subtotal		
	Acrobatics	+origin	+random	= total		
	Stealth ³	+origin	+random	= total		
	Intelligence	modifier	+level	=subtotal		
	Conspiracy 4	+origin	+random	= total		
	Mechanics 5	+origin	+random	= total		
	Science 6	+origin	+random	= total		
	Wisdom	modifier	+level	=subtotal		
	Insight 7	+origin	+random	= total		
	Nature 8	+origin	+random	= total		
	Perception 9	+origin	+random	= total		
	Charisma	modifier	+level	=subtotal		
	Interaction 10	+origin	+random	= total		



Other Movement

Passive Insight	SKIII		ssive rception		1 10
/	Armor	Class	dex/int	add dex/i	
	=	10 +	armor	origin	level
	ortitu	ıde			
	=	10 +	str/con	origin	level
	Reflex				
	=	10 +	dex/int	origin	level
1	Will				
	=	10 +	wis/cha	origin	level

Bloodied

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.

Second Wind ☐ Used Death Saves ☐ ☐ ☐

Hit Points

Current Temporary

Resistances
Vulnerabilities

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 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,	Appearance	
		Height	Weight
		Eyes	Hair
		Skin	Build
		Gender	Age
		Distinctive I	Features
Ancient Junk			
Ancient Junk			
		Background Home Town	
			1
		Residence	
		Occupation	
		Cryptic Allia	nnce
		Allies	
Salvaged Gear	c	ard/set	
		Pets	
		Vehicles	
		Enemies	
		ard/set	
Omega Tech		Personality	
		Tersoriality	

Omega Tech		
		Personality
		Mannerisms
		Traits
An evolorer's kit cont	ains a backpack, a bedroll, a	
	ums a backpack, a bearon, a	

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.

Traits

Color character folio by Kynn Bartlett < nextofkynn@gmail.com>

Color character folio by Kynn Bartlett < nextofkynn@gmail.com > Download from http://boldpueblo.com/downloads/gammaworld/