

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
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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
	Dexterity	modifier	+level	=subtotal
	Acrobatics	2	+origin +random	= total
	Stealth	3	+origin +random	= total
	<b>Intelligence</b>	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	<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		<small>add dex/int bonus only for light armor</small>
=	10 +	<small>dex/int armor origin level</small>

Fortitude		<small>str/con origin level</small>
=	10 +	

Reflex		<small>dex/int origin level</small>
=	10 +	

Will		<small>wis/cha origin level</small>
=	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.

