

Hero N	lame			
Real N	ame			
Identity ☐ Secret ☐ Public			ublic	
Occupation				
XP				
Level				
Alpha S	Stunts/Encounter	1	1 2	□ 3
	C((modifier	+level	=subtotal
	Strength	+origin	+random	i
	Athletics	modifier	+level	=subtotal
	Constitution	modiller	Tievei	-Subtotal
	Dexterity	modifier	+level	=subtotal
	Acrobatics	+origin	+random	= total
	Stealth	+origin	+random	= total
	Intelligence	modifier	+level	=subtotal
	4	+origin	+random	
	Conspiracy	+origin	+random	
	Mechanics	_	Luondon	
	Science 6	+origin	+random	
	Wisdom	modifier	+level	=subtotal
	Insight 7	+origin	+random	= total
	Nature ⁸	+origin	+random	= total
	Perception 9	+origin	+random	= total
	Charisma	modifier	+level	=subtotal
	10	+origin	+random	= total
	Interaction	0		
	Gamma Heroes character sheet by Kynn Bartlett			

Gamma Heroes character sheet by Kynn Bartlett <<u>nextofkynn@gmail.com</u>> Download from <u>http://boldpueblo.com/downloads/gammaworld/</u>

Primary Origin	Character Portrait	Unarm
□ Novice □ Utility □ Expert □ Critical		Ability
+2 to Overcharge: ☐ Bio ☐ Dark ☐ Psi		Damag
Traits		
		Unarm
		Ability
		Damag
Secondary Origin		
☐ Novice ☐ Utility ☐ Expert ☐ Critical		Weap
Traits		Ability
		Dama
ievel 1	base 6 dex + level	Weap
Omega Tech	Speed lnitiative dex + level	Ability
Alpha Stunt	Other Movement	Dama
Alpha Stunt	Passive skill + 10 Passive skill + 10	
Alpha Stunt	Insight Perception	Weap
Alpha Stunt	Armor AC Reflex Fort	Ability
Alpha Stunt	Skintight Costume +2 +2 -	Dama
Alpha Stunt	□ Invulnerability +4 − +2	
Alpha Stunt		Attack
Alpha Stunt		Unari
Alpha Stunt		Melee
Alpha Stunt	Armor Class	Range primary no
Uber Feature	ability origin level armor	
Obel realure	Fortifical	secondary
	Fortitude str/con origin level armor	primary ex
Hit Points Bloodied 1/2 hp	10 +	secondary
	Reflex	
Current	10 + dexint origin level armor	
Temporary		Critica
Second Wind Used Death Saves	Will	primary or
Resistances	10 + wis/cha origin level armor	secondary
Vulnerabilities	70 1	L

Unarmed	☐ Quick attack		
Ability	Dex/Int	Accuracy	+4
Damage	1d10	Range	melee 1
Unarmed	☐ Powerful attack		
Ability	Str/Con	Accuracy	+3

Weapon			
Ability		Accuracy	
Damage	1[W]	Range	

Range

melee 1

2d6

Weapon		
Ability		Accuracy
Damage	1[W]	Range

Weapon		
Ability		Accuracy
Damage	1[W]	Range

Attack Type	Attack Bonus	Vs.	Damage
Unarmed		AC	
Melee Weapon		AC	
Ranged Weapon		AC	
primary novice			
secondary novice		•	
primary expert			
secondary expert			

Critical Effects	bonus damage
primary origin	
secondary origin	