

GAMMA WORLD LEVEL 1 CHARACTER SHEET

Character Name

Ability	Score	Modifier	Score	Modifier
Strength	2-3	-4	4-5	-3
Constitution	6-7	-2	8-9	-1
Dexterity	10-11	0	12-13	+1
Intelligence	14-15	+2	16-17	+3
Wisdom	18-19	+4	20-21	+5
Charisma				

Skill	Ability	Level	Origin	Random	Total
Acrobatics	Dex	+1			1
Athletics	Str	+1			2
Conspiracy	Int	+1			3
Insight	Wis	+1			4
Interaction	Cha	+1			5
Mechanics	Int	+1			6
Nature	Wis	+1			7
Perception	Wis	+1			8
Science	Int	+1			9
Stealth	Dex	+1			10

Speed <small>Base 6</small>	Initiative <small>Dex + 1</small>
Passive Perception <small>10 + Perception</small>	Passive Insight <small>10 + Insight</small>

Defense	Base	Ability	Level	Origin	Armor	Total
AC	10	Dex/Int	+1			
Fortitude	10	Str/Con	+1			
Reflex	10	Dex/Int	+1			
Will	10	Wis/Cha	+1			

Primary Origin <small>1d20</small>
Mutant Type <small>Ability Score Power Source</small> +2 overcharge
Skill Bonus +4 bonus to
Defense Bonus
Other Traits

Power Name Novice Power
<input type="checkbox"/> At-Will <input type="checkbox"/> Encounter <small>Keywords</small>
<input type="checkbox"/> Standard <input type="checkbox"/> Minor <small>Range</small>
Target
Attack <small>Ability Accuracy Level Total</small> +1 <input type="checkbox"/> AC <input type="checkbox"/> Fort <input type="checkbox"/> Ref <input type="checkbox"/> Will
Hit
Requires: <input type="checkbox"/> Weapon <input type="checkbox"/> Melee <input type="checkbox"/> Ranged

Hit Points <small>12 + Con</small>	Bloodied <small>1/2 HP</small>
Second Wind <small>1/enc. (minor action), regain hp equal to bloodied value. +2 all defenses until start of your next turn</small> <input type="checkbox"/> Used	
Current HP	
Temporary HP	
Death Saves 10 or more succeeds, 9 or less fails <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Armor <input type="checkbox"/> Light (+3 AC) <input type="checkbox"/> Heavy (+7 AC, -1 speed)
Shield <input type="checkbox"/> +1 AC
Mundane Gear <i>Explorer's kit,</i> <small>1d4+1 items</small>

Secondary Origin <small>1d20</small>
Mutant Type <small>Ability Score Power Source</small>
Skill Bonus +4 bonus to
Defense Bonus
Other Traits

Power Name Novice Power
<input type="checkbox"/> At-Will <input type="checkbox"/> Encounter <small>Keywords</small>
<input type="checkbox"/> Standard <input type="checkbox"/> Minor <small>Range</small>
Target
Attack <small>Ability Accuracy Level Total</small> +1 <input type="checkbox"/> AC <input type="checkbox"/> Fort <input type="checkbox"/> Ref <input type="checkbox"/> Will
Hit
Requires: <input type="checkbox"/> Weapon <input type="checkbox"/> Melee <input type="checkbox"/> Ranged

Basic Attacks	Attack Bonus	Damage
Unarmed	Accuracy + Ability + 1	1[W] + Ability + 1
Melee	Accuracy + Ability + 1	1[W] + Ability + 1
Ranged	Accuracy + Ability + 1	1[W] + Ability + 1

Weapon	Ability	Acc.	Damage	Range
<i>Unarmed, Quick</i>	Dex/Int	+3	1d4	Melee 1
<i>Unarmed, Powerful</i>	Str/Con	+2	1d8	Melee 1
Ammo	<input type="checkbox"/> Out of Ammunition			