

GAMMA WORLD CHARACTER SHEET

Character Name	
Experience Points	
Level	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 <input type="checkbox"/> 10
Alpha Mutations	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
Uber Feature	gained at level 10

Character Illustration/Notes

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	
Athletics	Str			2	
Conspiracy	Int			3	
Insight	Wis			4	
Interaction	Cha			5	
Mechanics	Int			6	
Nature	Wis			7	
Perception	Wis			8	
Science	Int			9	
Stealth	Dex			10	

Speed Base 6	Initiative Dex + level
Passive Perception 10 + Perception	Passive Insight 10 + insight

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

Hit Points 12 + Con + 5/level	Bloodied 1/2 HP
Second Wind 1/enc. (minor action), regain hp equal to bloodied value. +2 all defenses until start of your next turn <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"/>
Resistances	

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

Salvaged Gear

Weapons	Ammo	Ability	Acc.	Damage	Range
Unarmed, Quick	no	Dex/Int	+3	1d4	Melee 1
Unarmed, Powerful	no	Str/Con	+2	1d8	Melee 1
	<input type="checkbox"/>				
	<input type="checkbox"/>				
	<input type="checkbox"/>				
	<input type="checkbox"/>				

Ammunition	<input type="checkbox"/> Out of Ammunition
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Basic Attacks	Attack Bonus	Damage
Unarmed	Accuracy + Ability + level	1[W] + Ability + level
Melee	Accuracy + Ability + level	1[W] + Ability + level
	Accuracy + Ability + level	1[W] + Ability + level
Ranged	Accuracy + Ability + level	1[W] + Ability + level
	Accuracy + Ability + level	1[W] + Ability + level

Primary Origin		1d20
Mutant Type	Ability Score	Power Source
Skill Bonus	+2 overcharge	
Defense Bonus	+4 bonus to	
Other Traits		
<input type="checkbox"/> Critical	gain first critical hit benefit at level 2, second at level 6	

Secondary Origin		1d20
Mutant Type	Ability Score	Power Source
Skill Bonus	+4 bonus to	
Defense Bonus		
Other Traits		
<input type="checkbox"/> Critical	gain first critical hit benefit at level 2, second at level 6	

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

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<input type="checkbox"/> Standard	<input type="checkbox"/> Minor	Range	
Target			
Attack	Ability	Accuracy	Level Total
			=
	<input type="checkbox"/> AC	<input type="checkbox"/> Fort	<input type="checkbox"/> Ref <input type="checkbox"/> Will
Hit			
Requirements <input type="checkbox"/> Weapon <input type="checkbox"/> Melee <input type="checkbox"/> Ranged			

Power Name		Utility Power	
<input type="checkbox"/> At-Will	<input type="checkbox"/> Encounter	Keywords	
<input type="checkbox"/> Standard	<input type="checkbox"/> Move <input type="checkbox"/> Minor	Range	
<input type="checkbox"/> Immediate	<input type="checkbox"/> Reaction <input type="checkbox"/> Interrupt	<input type="checkbox"/> Personal	
Trigger			
Target			
Effect			

Power Name		Utility Power	
<input type="checkbox"/> At-Will	<input type="checkbox"/> Encounter	Keywords	
<input type="checkbox"/> Standard	<input type="checkbox"/> Move <input type="checkbox"/> Minor	Range	
<input type="checkbox"/> Immediate	<input type="checkbox"/> Reaction <input type="checkbox"/> Interrupt	<input type="checkbox"/> Personal	
Trigger			
Target			
Effect			

Power Name		Expert Power	
<input type="checkbox"/> At-Will	<input type="checkbox"/> Encounter	Keywords	
<input type="checkbox"/> Standard	<input type="checkbox"/> Minor <input type="checkbox"/> Free	Range	
Target			
Attack	Ability	Accuracy	Level Total
			=
	<input type="checkbox"/> AC	<input type="checkbox"/> Fort	<input type="checkbox"/> Ref <input type="checkbox"/> Will
Hit			
Miss			
Effect			
Requirements <input type="checkbox"/> Weapon <input type="checkbox"/> Melee <input type="checkbox"/> Ranged			

Power Name		Expert Power	
<input type="checkbox"/> At-Will	<input type="checkbox"/> Encounter	Keywords	
<input type="checkbox"/> Standard	<input type="checkbox"/> Minor <input type="checkbox"/> Free	Range	
Target			
Attack	Ability	Accuracy	Level Total
			=
	<input type="checkbox"/> AC	<input type="checkbox"/> Fort	<input type="checkbox"/> Ref <input type="checkbox"/> Will
Hit			
Miss			
Effect			
Requirements <input type="checkbox"/> Weapon <input type="checkbox"/> Melee <input type="checkbox"/> Ranged			