D&D GAMMA WORLD™
ROLEPLAYING GAME

NAME

ORIGIN 1 (FIRST) | **ORIGIN 2 (SECOND)**

AGE | **ALIGNMENT** | **LEVEL** 1

ABILITY SCORES (+MODIFIER) — **MOD**

STR: 10 (+ 0)
CON: 10 (+ 0)
DEX: 10 (+ 0)
INT: 10 (+ 0)
WIS: 10 (+ 0)
CHA: 10 (+ 0)

11	FORTITUDE	
11	REFLEX	
11	WILL	

Determine your defenses. Your defenses are equal to 10 + your level + the better of two scores.

11 **AC** ☐ ☐ LIGHT ☐ HEAVY

ALSO: For AC, add armor bonus + shield bonus, if any, and only add Dex or Int if wearing light or no armor.

TRAITS (ORIGIN 1 AND 2)

CRITICAL (LEVEL 2):

CRITICAL (LEVEL 6):

Choose your armor and weapon. At 1st Level, you have one explorer's kit (and everything in it). You also make 1d4 + 1 rolls on the Starting Gear Table:

GEAR (MUNDANE GEAR & OMEGA SALVAGE)

HIT POINTS

Hit Points	Bloodied
	0
12 + Con+ 5/lvl after 1st	1/2 hp

SECOND WIND

1/encounter (minor action) regain hit points equal to bloodied value and gain +2 bonus to all defenses until the start of your next turn.

INITIATIVE (DEX MOD + YOUR LEVEL + MODIFIERS): 1

SPEED: 6

Your attack bonus is your ability modifier + your level + accuracy bonus for the weapon or power. Your damage bonus uses the same ability modifier as the attack bonus + either your level or twice your level.

ATTACKS

Attack Bonus	Power, weapon, or salvage item	Damage Dice	Damage Bonus

Each origin provides a skill bonus, and you gain a +4 bonus to one random skill; see the Skill Bonus Table:

SKILLS

Bonus	Skill Name	Ability modifier + your level + other mods
+1	Acrobatics	
+1	Athletics	
+1	Conspiracy	
+1	Insight	
+1	Interaction	
+1	Mechanics	
+1	Nature	
+1	Perception	
+1	Science	
+1	Stealth	

NOTES