D&D GAMMA WORLD™ ROLEPLAYING GAME

NAME		

ORIGIN 1 (FIRST)	ORIGIN 2 (SECOND)

AGE	ALIGNMENT	LEVEL
		1

HIT POINTS		SECOND WIND
Hit Points	Bloodied	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.
12 + Con+ 5/lvl after 1st	0 1/2 hp	

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

ABILITY SCORES (+MODIFIER)			MOD
STR: 10 (+ 0)	11	FORTITUDE	
CON: 10 (+ 0)			
DEX: 10 (+ 0)	11	REFLEX	
INT: 10 (+ 0)			
WIS: 10 (+ 0)	11	WILL	
CHA: 10 (+ 0)			

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)

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