

D&D GAMMA WORLD™

ROLEPLAYING GAME

| | | |
|------------------|-------------------|-------|
| NAME | | |
| ORIGIN 1 (FIRST) | ORIGIN 2 (SECOND) | |
| AGE | ALIGNMENT | LEVEL |

| ABILITY SCORES (+MODIFIER) | | MOD |
|----------------------------|--------|---|
| STR: | (+ ..) | <input type="text"/> FORTITUDE <input type="text"/> |
| CON: | (+ ..) | <input type="text"/> REFLEX <input type="text"/> |
| DEX: | (+ ..) | <input type="text"/> WILL <input type="text"/> |
| INT: | (+ ..) | |
| WIS: | (+ ..) | |
| CHA: | (+ ..) | |

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

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 | | SECOND WIND |
|----------------------------|----------|---|
| Hit Points | Bleeding | 1/encounter (minor action) regain hit points equal to bleeding value and gain +2 bonus to all defenses until the start of your next turn. |
| 12 + Con + 5/lvl after 1st | 1/2 hp | |

INITIATIVE (DEX MOD + YOUR LEVEL + MODIFIERS):

SPEED:

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 |
|--------------|--------------------------------|-------------|--------------|
| | | | |
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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 |
|-------|-------------|--|
| | Acrobatics | |
| | Athletics | |
| | Conspiracy | |
| | Insight | |
| | Interaction | |
| | Mechanics | |
| | Nature | |
| | Perception | |
| | Science | |
| | Stealth | |

NOTES