D&D GAMMA WORLD™ ROLEPLAYING GAME

NAME

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

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

ABILITY SCORES (+MODIFIER) **MOD**

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

FORTITUDE
REFLEX
WILL

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

Hit Points	Bloodied
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):

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

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