

# GAMMA WORLD\*


## Roleplaying Game

NAME	LEVEL
Felbert	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Telekinetic (+2 to psi overcharge)	Empath	You can manipulate unattended objects up to 5 squares away from you as if you were using them yourself (e.g., open a door as a minor action, swing a club as a standard action). You take a -2 penalty to attack rolls of attacks you make using this trait. // You and each ally adjacent to you never grant combat advantage. Allies adjacent to you gain a +5 bonus to death saving throws.
Critical (Lvl 2)	Not yet available.	
Critical (Lvl 6)	Not yet available.	

Ability Scores (+Modifier)						HIT POINTS				SECOND WIND
STR:	15 (+2)	DEX:	12 (+1)	WIS:	14 (+2)	Full	Bloodied	Current	Temps	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.
CON:	9 (-1)	INT:	18 (+4)	CHA:	16 (+3)	26	13			

SKILLS				DEFENSES						SPEEDS:				INIT	ARMOR	ALPHAS		
Acrobatics:	+2	AC	19	Fortitude	13	Reflex	17	Will	14	Base:	6	Climb:	0	Fly:	0	+2	light(s)	1
Athletics:	+3	UBER FEATURE (10th level)																
Conspiracy:	+9	Not yet available.																
Insight:	+7	GEAR																
Interaction:	+4	bolt cutter (+5 to Strength checks to cut chains ropes and so on.) crowbar (+2 to Strength checks to force open doors and compartments.) gas mask (Gain resist 5 poison against gas attacks.) night-vision goggles (Gain darkvision 10 but take a -5 penalty to Perception checks.) steel mirror (Gotta stay pretty right?) supercrazy glue (It is crazy strong!)																
Mechanics:	+9																	
Nature:	+3																	
Perception:	+3																	
Science:	+5																	
Stealth:	+2																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+7	+3	1d4	reach
	Unarmed powerful	+4	+2	1d8	reach
	baseball bat (LMOH)	+7	+3	1d8	reach
	lawn dart (LROH)	+7	+3	1d8	5 squares

VITALITY TRANSFER		(EMPATH NOVICE)
First do no harm -- not to anyone you like anyway.		
Encounter	standard (psi)	ranged 3
Target:	One creature	
Attack:	+4 vs. Fortitude	
Hit:	The target is weakened until the end of your next turn. In addition you or one ally within 5 squares of you gains 3 temporary hit points.	
TELEKINETIC WAVE		(TELEKINETIC NOVICE)
You overwhelm your foes with a surge of telekinetic energy.		
At-will	standard (psi, force)	close blast 5
Target:	Each creature in blast	
Attack:	+5) vs. Fortitude	
Hit:	1d6+5 force damage and you push the target 3 squares.	
FEATS		
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:		
:		
PERSONALITY		
How trusting are you? Suspicious		
What is your outlook? Grim		
What kind of a decision-maker are you? Forceful		
How conscientious are you about following rules? Pragmatic		
How empathetic are you? Hard-hearted		
How courageous are you while under fire? Cautious		
NOTES		