

# GAMMA WORLD\*

Roleplaying Game

NAME	LEVEL
Bender Bending Rodriguez	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Android (+2 to dark overcharge)	Hypercognitive	You do not need to eat, drink, or breathe. // Gain a +8 bonus to initiative checks.
Critical (Lvl 2)	Not yet available.	
Critical (Lvl 6)	Not yet available.	

ABILITY SCORES (+MODIFIER)				HIT POINTS				SECOND WIND			
STR:	16 (+3)	DEX:	15 (+2)	WIS:	16 (+3)	Full	Bleeding	Current	Temp	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.	
CON:	10 (+0)	INT:	18 (+4)	CHA:	10 (+0)	27	13				

SKILLS		DEFENSES				SPEEDS:				INIT	ARMOR	ALPHAS	
Acrobatics:	+3	AC	19	Fortitude	16	Reflex	17	Will	14	Base:	6	Climb:	0
Athletics:	+4	UBER FEATURE (10th level)											
Conspiracy:	+5	Not yet available.											
Insight:	+8	GEAR											
Interaction:	+1	beer - 6-pack (A favorite of the brubbas.) bolt cutter (+5 to Strength checks to cut chains ropes and so on.) radio cell phone (Range 1 mile.)											
Mechanics:	+9												
Nature:	+4												
Perception:	+4												
Science:	+9												
Stealth:	+3												

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+7	+3	1d4	reach
	Unarmed powerful	+5	+2	1d8	reach
	broken beer bottle (LMOH)	+7	+3	1d8	reach
	wrench (LROH)	+7	+3	1d8	5 squares

**MACHINE GRIP**

(ANDROID NOVICE)

*When you get a hand on an enemy your grip tightens like a steel-jawed vise.*

At-will	<b>standard (dark, physical)</b>	<b>melee 1</b>
Target:	One creature	
Attack:	+5 vs. Reflex	
Hit:	1d10+42 physical damage and the target is immobilized until the start of your next turn. If you move to a square that is not adjacent to the target the immobilization ends.	

**UNCANNY STRIKE**

(HYPERCOGNITIVE NOVICE)

*With a glance you assess the weaknesses of your foe and strike to enhance that disadvantage.*

Encounter	<b>standard (psi, weapon, physical)</b>	<b>melee or ranged (weapon)</b>
Target:	One creature	
Attack:	+4 + weapon accuracy vs. AC	
Hit:	1[W]+4 physical damage, and the target grants combat advantage until the end of your next turn.	

**FEATS**:  
:  
:**PERSONALITY**

How trusting are you? Obstinate

What is your outlook? Self-assured

What kind of a decision-maker are you? Timid

How conscientious are you about following rules? Scofflaw

How empathetic are you? Thieving

How courageous are you while under fire? Fearful

**NOTES**