

GAMMA WORLD*

Roleplaying Game

NAME	LEVEL
Mammon	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Demon (+2 to dark overcharge)	Reanimated	
Critical (Lvl 2)	Not yet available.	You see normally in low light or complete darkness. You can't see through features that otherwise obscure vision, such as smoke or obscuring terrain. // Reduce your speed by 1. You are immune to disease, and whenever you start your turn and have at least 1 hit point, you regain hit points equal to your level.
Critical (Lvl 6)	Not yet available.	

ABILITY SCORES (+MODIFIER)				HIT POINTS				SECOND WIND										
STR:	16 (+3)	DEX:	18 (+4)	WIS:	15 (+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:	12 (+1)	INT:	12 (+1)	CHA:	16 (+3)	29	14											
SKILLS				DEFENSES				SPEEDS:										
Acrobatics:	+9	AC	18	Fortitude	14	Reflex	15	Will	16	Base:	5	Climb:	0	Fly:	0	+5	light	1
Athletics:	+8	ÜBER FEATURE (10th level)																
Conspiracy:	+2	Not yet available.																
Insight:	+3	GEAR																
Interaction:	+4	crowbar (+2 to Strength checks to force open doors and compartments.) keelboat (Capacity 10 tons - speed 2 mph - requires a crew of at least 4.) riding horse (Averages 5 mph overland - includes riding gear.) wagon (Capacity 1 ton.) water purifier (Water not included - purifies 1/2 gallon of water in 10 minutes.)																
Mechanics:	+2																	
Nature:	+3																	
Perception:	+3																	
Science:	+2																	
Stealth:	+9																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+7	+3	1d4	reach
	Unarmed powerful	+5	+2	1d8	reach
	pitchfork (LMTH)	+7	+3	1d12	reach
	javelin (LRTH)	+7	+3	1d12	10 squares

NASTY BITE**(REANIMATED NOVICE)**

You sink your rotting teeth into your victim seeking its tasty brain. Brains!

At-will	standard (dark, healing, physical)	melee 1
Target:	One creature	
Attack:	+4 vs. Fortitude	
Hit:	2d6+5 physical damage. If you score a critical hit you also regain 5 + 1 hit points.	

BLACKFIRE PORT**(DEMON NOVICE)**

You hurl black flames at your enemy and then teleport away.

At-will	minor (dark, fire)	melee 2
Target:	One creature	
Attack:	+5 vs. Fortitude	
Hit:	The target takes 1d10 fire damage.	
Effect:	You teleport 3 squares.	
Special:	This power is usable only once per round.	

FEATS

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PERSONALITY

How trusting are you? Obstinate

What is your outlook? Grim

What kind of a decision-maker are you? Forceful

How conscientious are you about following rules? Flexible

How empathetic are you? Thieving

How courageous are you while under fire? Daring

NOTES