

# GAMMA WORLD\*

Roleplaying Game

NAME	LEVEL
Felbert	1

FIRST ORIGIN		SECOND ORIGIN	TRAITS
Telekinetic (+2 to psi overcharge)	Critical (Lvl 2)	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.
		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
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.)											
Mechanics:	+9	gas mask (Gain resist 5 poison against gas attacks.) night-vision goggles (Gain darkvision 10 but take a -5 penalty to Perception checks.)											
Nature:	+3	steel mirror (Gotta stay pretty right?) supercrazy glue (It is crazy strong!)											
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	<b>standard (psi)</b>	<b>ranged 3</b>
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.*

<b>At-will</b>	<b>standard (psi, force)</b>	<b>close blast 5</b>
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