

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Vladmir the Great	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Vampiric (+2 to psi overcharge)	Giant	// You move your speed, even while wearing heavy armor or carrying a heavy load.
Critical (Lvl 2)	Not yet avaiable.	
Critical (Lvl 6)	Not yet avaiable.	

Ability Scores (+Modifier)					HIT POINTS				SECOND WIND	
STR:	16 (+3)	DEX:	14 (+2)	WIS:	16 (+3)	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:	16 (+3)	INT:	11 (+0)	CHA:	18 (+4)	33	16			

SKILLS				DEFENSES						SPEEDS:				INIT	ARMOR	ALPHAS		
Acrobatics:	+3	AC	19	Fortitude	17	Reflex	14	Will	16	Base:	5	Climb:	0	Fly:	0	+3	heavy(s)	1
Athletics:	+8	UBER FEATURE (10th level)																
Conspiracy:	+1	Not yet available.																
Insight:	+8	GEAR																
Interaction:	+9	binoculars (+5 to Perception checks to observe distant details.) draft horse (Can pull a wagon at 3 mph.) tent (Big enough for two - three if you are friendly.) winter outfit (+1 to checks against cold.)																
Mechanics:	+1																	
Nature:	+4																	
Perception:	+4																	
Science:	+1																	
Stealth:	+3																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+5	+3	1d4	reach
	Unarmed powerful	+5	+2	1d8	reach
	warhammer (HMOH)	+5	+2	1d10	reach
	throwing hammer (HROH)	+5	+2	1d10	5 squares

BRICKBAT

(GIANT NOVICE)

You spin in a circle with your weapon knocking down a wide swath of foes.

Encounter	standard (bio, physical)	close burst 1
Requirement:	You must be wielding a melee weapon.	
Target:	Each enemy in burst you can see	
Attack:	+4 + weapon accuracy vs. AC	
Hit:	1[W]+3 physical damage, and you knock the target prone.	

EYES OF THE VAMPIRE

(VAMPIRIC NOVICE)

You fix your otherworldly eyes on your foes and drain their mental vitality.

At-will	standard (psi, psychic)	area burst 1 within 10
Target:	Each enemy in burst	
Attack:	+5 vs. Will	
Hit:	1d8+5 psychic damage, and the target is slowed and takes a -1 penalty to Will until the end of your next turn. If you bloody a creature or reduce a creature to 0 hit points with this power, you gain 2 temporary hit points.	

FEATS

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PERSONALITY

How trusting are you? Open-minded

What is your outlook? Self-doubting

What kind of a decision-maker are you? Forceful

How conscientious are you about following rules? Dutiful

How empathetic are you? Kind

How courageous are you while under fire? Fearful

NOTES