

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Luce	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Photonic (+2 to dark overcharge)	Reanimator	Gain resist 10 laser. // Gain resist 10 necrotic.
Critical (Lvl 2)	Not yet avaiable.	
Critical (Lvl 6)	Not yet avaiable.	

Ability Scores (+Modifier)					HIT POINTS				SECOND WIND	
STR:	5 (-3)	DEX:	13 (+1)	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:	10 (+0)	INT:	18 (+4)	CHA:	15 (+2)	27	13			

SKILLS				DEFENSES				SPEEDS:				INIT	ARMOR	ALPHAS				
Acrobatics:	+2	AC	19	Fortitude	13	Reflex	16	Will	14	Base:	6	Climb:	0	Fly:	0	+2	light(s)	1
Athletics:	-2	UBER FEATURE (10th level)																
Conspiracy:	+9	Not yet available.																
Insight:	+4	GEAR																
Interaction:	+3	climbers kit (Grappling hook - hammer - pitons (10) - rappelling harness - rope (100 ft.). water purifier (Water not included - purifies 1/2 gallon of water in 10 minutes.)																
Mechanics:	+5																	
Nature:	+4																	
Perception:	+4																	
Science:	+13																	
Stealth:	+2																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+7	+3	1d4	reach
	Unarmed powerful	+2	+2	1d8	reach
	kukri (LMOH)	+7	+3	1d8	reach
	bow and arrow (LRTH)	+7	+3	1d12	10 squares

GLOWING BLADES

(PHOTONIC NOVICE)

You create a pair of photonic blades, hurl one at your foe, and then shape the other into a whirling shield to protect a friend.

At-will	standard (dark, force)	ranged 10
Target:	One creature	
Attack:	+5 vs. Reflex	
Hit:	1d10+6 force damage, and you push the target 2 squares. Then, choose one ally within 3 squares of the target. That ally gains a +2 power bonus to all defenses until the start of your next turn.	

GRAVEYARD SUMMONS

(REANIMATOR NOVICE)

Dust and spiritual energy swirl together, arming a corpse that does your bidding.

At-will	standard (psi, necrotic)	close burst 5
Effect:	A Medium animated corpse appears in an unoccupied square within the burst. The animated corpse is treated as an ally, stands as a free actionm and acts in initiative order directly after you. It has the same speed and defenses as you, it uses your abilities for attack rolls and checks, and it has 1 hit point. The corpse disappears when it drops to 0 hit points or at the end of your next turn. The corpse can make the following attack (melee 1) as a standard action, or it can make basic attacks using a weapon.	
Target:	One creature	
Attack:	+4 vs. Reflex	
Hit:	1d10+5 necrotic damage.	

FEATS

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PERSONALITY

How trusting are you? Skeptical

What is your outlook? Enthusiastic

What kind of a decision-maker are you? Forceful

How conscientious are you about following rules? Pragmatic

How empathetic are you? Oblivious

How courageous are you while under fire? Reckless

NOTES