

# GAMMA WORLD\*

Roleplaying Game

NAME	LEVEL
Arachne	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Arachnid (+2 to bio overcharge)	Rat Swarm	
Critical (Lvl 2) Not yet available.		Gain a climb speed of 6. In addition, you can climb across horizontal surfaces such as ceilings without having to make an Athletics check. // You can't be knocked prone. Gain resist 5 to all damage against melee and ranged attacks, and vulnerable 5 to damage from area and close attacks.
Critical (Lvl 6) Not yet available.		

ABILITY SCORES (+MODIFIER)				HIT POINTS				SECOND WIND										
STR:	13 (+1)	DEX:	20 (+5)	WIS:	13 (+1)	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:	10 (+0)	33	16											
SKILLS		DEFENSES				SPEEDS:				INIT	ARMOR	ALPHAS						
Acrobatics:	+6	AC	20	Fortitude	14	Reflex	18	Will	12	Base:	6	Climb:	6	Fly:	0	+6	light(s)	1
Athletics:	+2	ÜBER FEATURE (10th level)																
Conspiracy:	+1	Not yet available.																
Insight:	+2	GEAR																
Interaction:	+1	binoculars (+5 to Perception checks to observe distant details.) draft horse (Can pull a wagon at 3 mph.)																
Mechanics:	+1	tent (Big enough for two - three if you are friendly.) winter outfit (+1 to checks against cold.)																
Nature:	+6																	
Perception:	+6																	
Science:	+1																	
Stealth:	+10																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+8	+3	1d4	reach
	Unarmed powerful	+5	+2	1d8	reach
	needles (LMOH)	+8	+3	1d8	reach
	spit cheese (LROH)	+8	+3	1d8	5 squares

**SWARM!****(RAT SWARM NOVICE)**

You swarm across your foe biting it dozens of times as you tangle its limbs.

**Encounter** standard (bio, physical)      **melee 1**

**Target:** One creature

**Attack:** +6 vs. Reflex

**Hit:** 1d8+7 physical damage, and the target is immobilized until the end of your next turn.

**TOXIC WEBS****(ARACHNOID NOVICE)**

You weave a sticky poisonous net with your spinnerets and use it to ensnare your enemies.

**At-will** standard (bio, poison)      **area burst 1 within 10**

**Target:** Each creature in burst

**Attack:** +6 vs. Reflex

**Effect:** 1d8+6 poison damage and the target is immobilized until the end of your next turn.

**FEATS**

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:  
:  
:

**PERSONALITY**

How trusting are you? Obstinate

What is your outlook? Self-doubting

What kind of a decision-maker are you? Impatient

How conscientious are you about following rules? Scofflaw

How empathetic are you? Thieving

How courageous are you while under fire? Fierce

**NOTES**