

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Hrimthursar	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Prescient (+2 to psi overcharge)	Cryokinetic	Gain a +2 bonus to opportunity attack rolls and a +4 bonus to initiative checks. // Gain resist 15 cold.
Critical (Lvl 2)	Not yet available.	
Critical (Lvl 6)	Not yet available.	

Ability Scores (+Modifier)						HIT POINTS				SECOND WIND			
STR:	11 (+0)	DEX:	13 (+1)	WIS:	18 (+4)	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:	11 (+0)	INT:	15 (+2)	CHA:	16 (+3)	28	14						

SKILLS				DEFENSES				SPEEDS:				INIT	ARMOR	ALPHAS				
Acrobatics:	+2	AC	16	Fortitude	12	Reflex	14	Will	16	Base:	6	Climb:	0	Fly:	0	+6	light	1
Athletics:	+1	UBER FEATURE (10th level)																
Conspiracy:	+3	Not yet available.																
Insight:	+5	GEAR																
Interaction:	+8	camera - digital (Includes pictures of famous Ancients.) climbers kit (Grappling hook - hammer - pitons (10) - rappelling harness - rope (100 ft.).) generator (Provides power - runs 8 hours on 1 gallon of fuel.) lantern (8 hours of lamp fuel - illuminates a 10-square radius.) lighter (Nondisposable.)																
Mechanics:	+3																	
Nature:	+5																	
Perception:	+9																	
Science:	+3																	
Stealth:	+6																	

IMAGE		BASIC ATTACKS				
		Attack	Attack	Accuracy	Damage	Range
		Unarmed quick	+5	+3	1d4	reach
		Unarmed powerful	+2	+2	1d8	reach
		heavy crowbar (LMTH)	+5	+3	1d12	reach
		throwing axe (LRTH)	+5	+3	1d12	10 squares

ICY GRASP		(CRYOKINETIC NOVICE)
Your touch binds an enemy in chains of ice.		
At-will	standard (psi, cold)	melee touch
Target:	One creature	
Attack:	+4 vs. Fortitude	
Hit:	1d6+5 cold damage and the target is slowed until the end of your next turn. An already slowed target takes 1d6 extra cold damage.	
THWARTED DEFENSE		(PRESCIENT NOVICE)
You read your enemy's future actions and close off its avenues for retreat.		
At-will	standard (psi, weapon, physical)	melee weapon
Target:	One creature	
Attack:	+5 + weapon accuracy vs. AC	
Hit:	1[W]+5 physical damage and the target cannot shift until the end of your next turn.	
FEATS		
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PERSONALITY		
How trusting are you? Open-minded		
What is your outlook? Self-assured		
What kind of a decision-maker are you? Impatient		
How conscientious are you about following rules? Pragmatic		
How empathetic are you? Oblivious		
How courageous are you while under fire? Daring		
NOTES		