

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Trixie	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Fungoid (+2 to bio overcharge)	Doppelganger	Once per turn when you regain hit points, each ally within 3 squares of you regains hit points equal to your level. // Whenever you draw an Alpha Mutation card, draw two cards from the same deck and choose which one to keep. Put the other on the bottom of the deck.
Critical (Lvl 2)	Not yet avaiable.	
Critical (Lvl 6)	Not yet avaiable.	

Ability Scores (+Modifier)					HIT POINTS				SECOND WIND	
STR:	18 (+4)	DEX:	12 (+1)	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:	18 (+4)	INT:	16 (+3)	CHA:	12 (+1)	35	17			

SKILLS				DEFENSES						SPEEDS:				INIT	ARMOR	ALPHAS		
Acrobatics:	+2	AC	18	Fortitude	15	Reflex	16	Will	14	Base:	5	Climb:	0	Fly:	0	+2	heavy	1
Athletics:	+5	UBER FEATURE (10th level)																
Conspiracy:	+8	Not yet available.																
Insight:	+2	GEAR																
Interaction:	+10	chem-stick (4) (Casts dim light in 6-square radius for 5 hours.) climbers kit (Grappling hook - hammer - pitons (10) - rappelling harness - rope (100 ft.).) lighter (Nondisposable.)																
Mechanics:	+4																	
Nature:	+2																	
Perception:	+2																	
Science:	+4																	
Stealth:	+2																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+6	+3	1d4	reach
	Unarmed powerful	+6	+2	1d8	reach
	telephone pole fragment (+6	+2	2d8	reach
	heavy spear (HRTH)	+6	+2	2d8	10 squares

DOUBLE TROUBLE		(DOPPELGANGER NOVICE)
You create a duplicate of yourself for a short time.		
At-will	standard (dark)	personal
Effect:	You create a duplicate of yourself in an unoccupied square within 5 squares of you. The duplicate acts in the initiative order directly after you and can take all the actions that you can take except that it cannot use doppelganger powers - Alpha Mutations - or Omega Tech. Its statistics are the same as yours except that it has only 1 hit point. Your duplicate disappears when it drops to 0 hit points or at the end of your next turn.	
TOXIC SPORES		(FUNGOID NOVICE)
You release a cloud of poisonous spores to confound your foes.		
At-will	standard (bio, poison)	close burst 1
Target:	Each enemy in burst	
Attack:	+5 vs. Fortitude	
Hit:	1d6+5 poison damage and the target grants combat advantage until the end of your next turn.	
FEATS		
:		
:		
:		
PERSONALITY		
How trusting are you? Skeptical		
What is your outlook? Enthusiastic		
What kind of a decision-maker are you? Easygoing		
How conscientious are you about following rules? Scrupulous		
How empathetic are you? Thieving		
How courageous are you while under fire? Reckless		
NOTES		