

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Purrrrr	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Felinoid (+2 to bio overcharge)	Regenerator	You gain a +1 bonus to speed while wearing light armor or no armor. You take no damage from falls of 50 feet or less, and you always land on your feet when you fall. // Whenever you start your turn and have at least 1 hit point, you regain hit points equal to 1/2 your level + 1 (1).
Critical (Lvl 2)	Not yet avaiable.	
Critical (Lvl 6)	Not yet avaiable.	

Ability Scores (+Modifier)						HIT POINTS				SECOND WIND
STR:	12 (+1)	DEX:	18 (+4)	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:	12 (+1)	CHA:	10 (+0)	33	16			

SKILLS				DEFENSES						SPEEDS:				INIT	ARMOR	ALPHAS		
Acrobatics:	+5	AC	19	Fortitude	14	Reflex	17	Will	14	Base:	7	Climb:	0	Fly:	0	+5	light(s)	1
Athletics:	+2	UBER FEATURE (10th level)																
Conspiracy:	+2	Not yet available.																
Insight:	+4	GEAR																
Interaction:	+1	compass (+2 to Nature checks for navigation.) fuel (5 gallons.) matches (Box of 50.)																
Mechanics:	+2																	
Nature:	+8																	
Perception:	+8																	
Science:	+2																	
Stealth:	+9																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+7	+3	1d4	reach
	Unarmed powerful	+5	+2	1d8	reach
	dagger (LMOH)	+7	+3	1d8	reach
	sling (LROH)	+7	+3	1d8	5 squares

SLASHING CLAWS

(FELINOID NOVICE)

You rake at the face of your foe with a lightning-fast flurry of razor-sharp claws.

At-will	standard (bio, physical)	melee 1
Target:	One creature	
Attack:	+5 vs. Reflex. Make the attack two times.	
Hit:	(one attack): 1d6+6 physical damage.	
Hit:	(both attacks): 2d6+6 physical damage and the target is blinded until the start of your next turn.	

REVITALIZING STRIKE

(REGENERATOR NOVICE)

You know how to hit where it hurts, and when you do, your hurts go away.

At-will	standard (bio, healing, weapon, physical)	melee or ranged (weapon)
Target:	One creature	
Attack:	+3 vs. AC	
Hit:	1[W]+5 physical damage. In addition, if you are bloodied, you regain 2 hit points.	

FEATS

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PERSONALITY

How trusting are you? Gullible
What is your outlook? Hopeful
What kind of a decision-maker are you? Forceful
How conscientious are you about following rules? Scrupulous
How empathetic are you? Kind
How courageous are you while under fire? Cautious

NOTES

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