

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Mammon	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Demon (+2 to dark overcharge)	Reanimated	You see normally in low light or complete darkness. You can't see through features that otherwise obscure vision, such as smoke or obscuring terrain. // Reduce your speed by 1. You are immune to disease, and whenever you start your turn and have at least 1 hit point, you regain hit points equal to your level.
Critical (Lvl 2)	Not yet available.	
Critical (Lvl 6)	Not yet available.	

Ability Scores (+Modifier)						HIT POINTS				SECOND WIND
STR:	16 (+3)	DEX:	18 (+4)	WIS:	15 (+2)	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:	12 (+1)	INT:	12 (+1)	CHA:	16 (+3)	29	14			

SKILLS				DEFENSES				SPEEDS:				INIT	ARMOR	ALPHAS				
Acrobatics:	+9	AC	18	Fortitude	14	Reflex	15	Will	16	Base:	5	Climb:	0	Fly:	0	+5	light	1
Athletics:	+8	UBER FEATURE (10th level)																
Conspiracy:	+2	Not yet available.																
Insight:	+3	GEAR																
Interaction:	+4	crowbar (+2 to Strength checks to force open doors and compartments.) keelboat (Capacity 10 tons - speed 2 mph - requires a crew of at least 4.) riding horse (Averages 5 mph overland - includes riding gear.) wagon (Capacity 1 ton.) water purifier (Water not included - purifies 1/2 gallon of water in 10 minutes.)																
Mechanics:	+2																	
Nature:	+3																	
Perception:	+3																	
Science:	+2																	
Stealth:	+9																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+7	+3	1d4	reach
	Unarmed powerful	+5	+2	1d8	reach
	pitchfork (LMTH)	+7	+3	1d12	reach
	javelin (LRTH)	+7	+3	1d12	10 squares

NASTY BITE

(REANIMATED NOVICE)

You sink your rotting teeth into your victim seeking its tasty brain. Brains!

At-will	standard (dark, healing, physical)	melee 1
Target:	One creature	
Attack:	+4 vs. Fortitude	
Hit:	2d6+5 physical damage. If you score a critical hit you also regain 5 + 1 hit points.	

BLACKFIRE PORT

(DEMON NOVICE)

You hurl black flames at your enemy and then teleport away.

At-will	minor (dark, fire)	melee 2
Target:	One creature	
Attack:	+5 vs. Fortitude	
Hit:	The target takes 1d10 fire damage.	
Effect:	You teleport 3 squares.	
Special:	This power is usable only once per round.	

FEATS

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PERSONALITY

How trusting are you? Obstinate

What is your outlook? Grim

What kind of a decision-maker are you? Forceful

How conscientious are you about following rules? Flexible

How empathetic are you? Thieving

How courageous are you while under fire? Daring

NOTES