

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Boo	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Radioactive (+2 to dark overcharge)	Nightmare	Gain resist 15 radiation. // Whenever you hit an enemy with a psi attack, you can also slide that enemy 2 squares.
Critical (Lvl 2)	Not yet avaiable.	
Critical (Lvl 6)	Not yet avaiable.	

Ability Scores (+Modifier)						HIT POINTS				SECOND WIND
STR:	7 (-2)	DEX:	9 (-1)	WIS:	11 (+0)	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:	8 (-1)	35	17			

SKILLS			DEFENSES							SPEEDS:				INIT	ARMOR	ALPHAS		
Acrobatics:	+0	AC	18	Fortitude	17	Reflex	14	Will	13	Base:	5	Climb:	0	Fly:	0	+0	heavy	1
Athletics:	-1	UBER FEATURE (10th level)																
Conspiracy:	+8	Not yet available.																
Insight:	+1	GEAR																
Interaction:	+4	gas mask (Gain resist 5 poison against gas attacks.) keelboat (Capacity 10 tons - speed 2 mph - requires a crew of at least 4.) map - local (+1 to Nature checks for navigation in map area.) tent (Big enough for two - three if you are friendly.)																
Mechanics:	+4																	
Nature:	+1																	
Perception:	+1																	
Science:	+8																	
Stealth:	+0																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+6	+3	1d4	reach
	Unarmed powerful	+6	+2	1d8	reach
	speed limit sign (35 mph)	+6	+2	2d8	reach
	crossbow (LRTH)	+6	+3	1d12	10 squares

RADIATION EYES		(RADIOACTIVE NOVICE)
Your eyes glow cherry red as you loose a jagged bolt of ionizing radiation at your foe.		
At-will	standard (dark, radiation)	ranged 5
Target:	One creature	
Attack:	+5 vs. Fortitude	
Hit:	1d10+6 radiation damage and the target takes a -2 penalty to all defenses until the end of your next turn.	
FEAR MANIFESTED		(NIGHTMARE NOVICE)
You wrench your enemy's deepest darkest fear from its mind and use it as a weapon against that foe.		
At-will	standard (psi, physical)	ranged 10
Target:	One creature	
Attack:	+4 vs. Will	
Hit:	1d8+5 psychic damage and until the end of your next turn the target grants combat advantage and takes a -2 penalty to attack rolls.	
FEATS		
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PERSONALITY		
How trusting are you? Open-minded		
What is your outlook? Enthusiastic		
What kind of a decision-maker are you? Adaptable		
How conscientious are you about following rules? Pragmatic		
How empathetic are you? Hard-hearted		
How courageous are you while under fire? Daring		
NOTES		