

GAMMA WORLD*

Roleplaying Game

NAME	LEVEL
Squidward	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Octopoid (+2 to bio overcharge)	Speedster	
Critical (Lvl 2)	Not yet available.	Whenever a creature ends its turn adjacent to you, you can slide it 1 square as a free action. // Gain a +2 bonus to speed while wearing light armor or no armor.
Critical (Lvl 6)	Not yet available.	

ABILITY SCORES (+MODIFIER)				HIT POINTS				SECOND WIND						
STR:	7 (-2)	DEX:	16 (+3)	WIS:	16 (+3)	Full	Bleeding	Current	Temp	1/encounter (minor action): regain hit points equal to bleeding value and gain +2 bonus to all defenses until the start of your next turn.				
CON:	9 (-1)	INT:	18 (+4)	CHA:	14 (+2)	26	13							
SKILLS				DEFENSES				SPEEDS:				INIT	ARMOR	ALPHAS

Acrobatics:	+8	AC	18	Fortitude	10	Reflex	17	Will	15	Base:	8	Climb:	0	Fly:	0	+4	light	1
Athletics:	+3	UBER FEATURE (10th level)																
Conspiracy:	+5	Not yet available.																
Insight:	+4	GEAR																
Interaction:	+3	binoculars (+5 to Perception checks to observe distant details.) heavy flashlight (Creates a zone of illumination in a close blast 20.)																
Mechanics:	+5	heavy flashlight (Creates a zone of illumination in a close blast 20.) lantern (8 hours of lamp fuel - illuminates a 10-square radius.)																
Nature:	+4	matches swimsuit																
Perception:	+4																	
Science:	+5																	
Stealth:	+8																	

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

QUICK ATTACK

(SPEEDSTER NOVICE)

You move and strike and move before your Joe even knows it is being attacked.

Encounter	standard (psi, weapon, physical)	melee or ranged (weapon)
Target:	One creature	
Effect:	You can shift up to 2 squares before the attack.	
Attack:	+4 + weapon accuracy ([WA]) vs. AC	
Hit:	1[W]+4 physical damage and you shift 2 squares.	

LONG ARMS OF THE SEA

(OCTOPOID NOVICE)

You whip your highly flexible arms outward, lashing at your enemies.

At-will	standard (bio, physical)	melee 3
Target:	One or two creatures	
Attack:	+5 vs. AC	
Hit:	1d6+5 physical damage, and the target is immobilized until the end of your next turn.	

FEATS

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PERSONALITY

How trusting are you? Suspicious

What is your outlook? Self-assured

What kind of a decision-maker are you? Impatient

How conscientious are you about following rules? Flexible

How empathetic are you? Thieving

How courageous are you while under fire? Fierce

NOTES