

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Bender Bending Rodriguez	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Android (+2 to dark overcharge)	Hypercognitive	You do not need to eat, drink, or breathe. // Gain a +8 bonus to initiative checks.
Critical (Lvl 2)	Not yet available.	
Critical (Lvl 6)	Not yet available.	

Ability Scores (+Modifier)						HIT POINTS				SECOND WIND
STR:	16 (+3)	DEX:	15 (+2)	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:	10 (+0)	INT:	18 (+4)	CHA:	10 (+0)	27	13			

SKILLS				DEFENSES						SPEEDS:				INIT	ARMOR	ALPHAS		
Acrobatics:	+3	AC	19	Fortitude	16	Reflex	17	Will	14	Base:	6	Climb:	0	Fly:	0	+11	light(s)	1
Athletics:	+4	UBER FEATURE (10th level)																
Conspiracy:	+5	Not yet available.																
Insight:	+8	GEAR																
Interaction:	+1	beer - 6-pack (A favorite of the brubbas.) bolt cutter (+5 to Strength checks to cut chains ropes and so on.) radio cell phone (Range 1 mile.)																
Mechanics:	+9																	
Nature:	+4																	
Perception:	+4																	
Science:	+9																	
Stealth:	+3																	

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

MACHINE GRIP		(ANDROID NOVICE)
When you get a hand on an enemy your grip tightens like a steel-jawed vise.		
At-will	standard (dark, physical)	melee 1
Target:	One creature	
Attack:	+5 vs. Reflex	
Hit:	1d10+42 physical damage and the target is immobilized until the start of your next turn. If you move to a square that is not adjacent to the target the immobilization ends.	
UNCANNY STRIKE		(HYPERCOGNITIVE NOVICE)
With a glance you assess the weaknesses of your foe and strike to enhance that disadvantage.		
Encounter	standard (psi, weapon, physical)	melee or ranged (weapon)
Target:	One creature	
Attack:	+4 + weapon accuracy vs. AC	
Hit:	1[W]+4 physical damage, and the target grants combat advantage until the end of your next turn.	
FEATS		
:		
:		
:		
PERSONALITY		
How trusting are you? Obstinate		
What is your outlook? Self-assured		
What kind of a decision-maker are you? Timid		
How conscientious are you about following rules? Scofflaw		
How empathetic are you? Thieving		
How courageous are you while under fire? Fearful		
NOTES		