

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Lithid	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Seismic (+2 to dark overcharge)	Gelatinous	Gain resist 5 physical. Take a -1 penalty to speed. // At the start of each encounter, you are invisible until you attack or until the end of the encounter.
Critical (Lvl 2)	Not yet avaiable.	
Critical (Lvl 6)	Not yet avaiable.	

Ability Scores (+Modifier)						HIT POINTS				SECOND WIND
STR:	20 (+5)	DEX:	11 (+0)	WIS:	13 (+1)	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:	11 (+0)	CHA:	10 (+0)	29	14			

SKILLS				DEFENSES						SPEEDS:				INIT	ARMOR	ALPHAS		
Acrobatics:	+1	AC	19	Fortitude	18	Reflex	11	Will	12	Base:	5	Climb:	0	Fly:	0	+1	heavy(s)	1
Athletics:	+10	UBER FEATURE (10th level)																
Conspiracy:	+1	Not yet available.																
Insight:	+2	GEAR																
Interaction:	+1	camera - digital (Includes pictures of famous Ancients.) climbers kit (Grappling hook - hammer - pitons (10) - rappelling harness - rope (100 ft.).) generator (Provides power - runs 8 hours on 1 gallon of fuel.) lantern (8 hours of lamp fuel - illuminates a 10-square radius.) lighter (Nondisposable.)																
Mechanics:	+1																	
Nature:	+6																	
Perception:	+2																	
Science:	+1																	
Stealth:	+5																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+3	+3	1d4	reach
	Unarmed powerful	+7	+2	1d8	reach
	Post with Nails (HMOH)	+7	+2	1d10	reach
	Throwing Hammer (HROH)	+7	+2	1d10	5 squares

SEISMIC STOMP		(SEISMIC NOVICE)
You stomp on the ground sending a shock wave of energy into foes around you.		
At-will	standard (dark, sonic)	close burst 1
Target:	Each creature in burst	
Attack:	+6 vs. Fortitude	
Hit:	1d6+6 sonic damage and you knock the target prone.	
PARALYTIC GOO		(GELATINOUS NOVICE)
You hit your foe with a flowing limb of goo numbing your enemy.		
At-will	standard (bio, acid)	melee 1
Target:	One creature	
Attack:	+6 vs. Fortitude	
Hit:	1d8+7 acid damage and the target is slowed until the start of your next turn.	
FEATS		
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:		
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PERSONALITY		
How trusting are you? Suspicious		
What is your outlook? Self-assured		
What kind of a decision-maker are you? Forceful		
How conscientious are you about following rules? Flexible		
How empathetic are you? Hard-hearted		
How courageous are you while under fire? Daring		
NOTES		