

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Arachne	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Arachnoid (+2 to bio overcharge)	Rat Swarm	Gain a climb speed of 6. In addition, you can climb across horizontal surfaces such as ceilings without having to make an Athletics check. // You can't be knocked prone. Gain resist 5 to all damage against melee and ranged attacks, and vulnerable 5 to damage from area and close attacks.
Critical (Lvl 2)	Not yet available.	
Critical (Lvl 6)	Not yet available.	

Ability Scores (+Modifier)						HIT POINTS				SECOND WIND
STR:	13 (+1)	DEX:	20 (+5)	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:	16 (+3)	INT:	11 (+0)	CHA:	10 (+0)	33	16			

SKILLS				DEFENSES					SPEEDS:					INIT	ARMOR	ALPHAS		
Acrobatics:	+6	AC	20	Fortitude	14	Reflex	18	Will	12	Base:	6	Climb:	6	Fly:	0	+6	light(s)	1
Athletics:	+2	UBER FEATURE (10th level)																
Conspiracy:	+1	Not yet available.																
Insight:	+2	GEAR																
Interaction:	+1	binoculars (+5 to Perception checks to observe distant details.) draft horse (Can pull a wagon at 3 mph.) tent (Big enough for two - three if you are friendly.) winter outfit (+1 to checks against cold.)																
Mechanics:	+1																	
Nature:	+6																	
Perception:	+6																	
Science:	+1																	
Stealth:	+10																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+8	+3	1d4	reach
	Unarmed powerful	+5	+2	1d8	reach
	needles (LMOH)	+8	+3	1d8	reach
	spit cheese (LROH)	+8	+3	1d8	5 squares

SWARM!		(RAT SWARM NOVICE)
You swarm across your foe biting it dozens of times as you tangle its limbs.		
Encounter	standard (bio, physical)	melee 1
Target:	One creature	
Attack:	+6 vs. Reflex	
Hit:	1d8+7 physical damage, and the target is immobilized until the end of your next turn.	
TOXIC WEBS		(ARACHNOID NOVICE)
You weave a sticky poisonous net with your spinnerets and use it to ensnare your enemies.		
At-will	standard (bio, poison)	area burst 1 within 10
Target:	Each creature in burst	
Attack:	+6 vs. Reflex	
Effect:	1d8+6 poison damage and the target is immobilized until the end of your next turn.	
FEATS		
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:		
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PERSONALITY		
How trusting are you? Obstinate		
What is your outlook? Self-doubting		
What kind of a decision-maker are you? Impatient		
How conscientious are you about following rules? Scofflaw		
How empathetic are you? Thieving		
How courageous are you while under fire? Fierce		
NOTES		