

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Scarrafone	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Electrokinetic (+2 to dark overcharge)	Cockroach	Gain resist 10 electricity. // You can climb your speed. You can even climb upside down across horizontal surfaces. You can't attack while climbing.
Critical (Lvl 2)	Not yet avaiable.	
Critical (Lvl 6)	Not yet avaiable.	

Ability Scores (+Modifier)						HIT POINTS				SECOND WIND
STR:	14 (+2)	DEX:	11 (+0)	WIS:	18 (+4)	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:	12 (+1)	33	16			

SKILLS			DEFENSES								SPEEDS:				INIT	ARMOR	ALPHAS	
Acrobatics:	+1	AC	19	Fortitude	14	Reflex	15	Will	15	Base:	5	Climb:	5	Fly:	0	+1	heavy(s)	1
Athletics:	+3	UBER FEATURE (10th level)																
Conspiracy:	+1	Not yet available.																
Insight:	+5	GEAR																
Interaction:	+2	heavy flashlight (Creates a zone of illumination in a close blast 20.) motorcycle (Average 40 mph overland - gets 35 mp - seats two.) wagon (Capacity 1 ton.) water purifier (Water not included - purifies 1/2 gallon of water in 10 minutes.)																
Mechanics:	+9																	
Nature:	+5																	
Perception:	+5																	
Science:	+1																	
Stealth:	+5																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+3	+3	1d4	reach
	Unarmed powerful	+5	+2	1d8	reach
	heavy lamp (HMOH)	+5	+2	1d10	reach
	bricks (HROH)	+5	+2	1d10	5 squares

EAU DE ROACH

(COCKROACH NOVICE)

You spit at your foe. The spit is a combination of excrement- scent gland fluid- regurgitated food- and stomach acid. Yep it is nasty and burns your foe and forces it away from you.

At-will	standard (bio, acid)	melee 1
Target:	one creature	
Attack:	+4 vs. Fortitude	
Hit:	2d8+5 acid damage and you push the target 1 square.	

ELECTRIC BOOGALOO

(ELECTROKINETIC NOVICE)

You zap your enemy with an arc of electricity making your foe jerk and dance around like a spaz.

At-will	standard (dark, electricity)	melee 1
Target:	One creature	
Attack:	+5 vs. Fortitude	
Hit:	1d10+18+2 electricity damage and the target takes a -2 penalty to all defenses 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? Forceful

How conscientious are you about following rules? Scrupulous

How empathetic are you? Oblivious

How courageous are you while under fire? Fierce

NOTES