

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 available.																											
Critical (Lvl 6)	Not yet available.																											
Ability Scores (+Modifier)																												
STR: 20 (+5)	DEX: 11 (+0)	WIS: 13 (+1)	HIT POINTS																									
CON: 12 (+1)	INT: 11 (+0)	CHA: 10 (+0)	Full: 29 Bloodied: 14 Current: Temps:																									
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																										
		<table border="1"> <thead> <tr> <th>Attack</th> <th>Attack</th> <th>Accuracy</th> <th>Damage</th> <th>Range</th> </tr> </thead> <tbody> <tr> <td>Unarmed quick</td> <td>+3</td> <td>+3</td> <td>1d4</td> <td>reach</td> </tr> <tr> <td>Unarmed powerful</td> <td>+7</td> <td>+2</td> <td>1d8</td> <td>reach</td> </tr> <tr> <td>Post with Nails (HMOH)</td> <td>+7</td> <td>+2</td> <td>1d10</td> <td>reach</td> </tr> <tr> <td>Throwing Hammer (HROH)</td> <td>+7</td> <td>+2</td> <td>1d10</td> <td>5 squares</td> </tr> </tbody> </table>		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
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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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:
:

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