

GAMMA WORLD*

Roleplaying Game

NAME		LEVEL																											
Hrimthursar		1																											
FIRST ORIGIN		SECOND ORIGIN	TRAITS																										
Prescient (+2 to psi overcharge)		Cryokinetic	Gain a +2 bonus to opportunity attack rolls and a +4 bonus to initiative checks. // Gain resist 15 cold.																										
Critical (Lvl 2)	Not yet available.																												
Critical (Lvl 6)	Not yet available.																												
Ability Scores (+Modifier)			HIT POINTS																										
STR: 11 (+0)	DEX: 13 (+1)	WIS: 18 (+4)	Full: 28	Bloodied: 14 Current: Temps:																									
CON: 11 (+0)	INT: 15 (+2)	CHA: 16 (+3)		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.																									
SKILLS		DEFENSES	SECOND WIND																										
Acrobatics: +2	AC: 16	Fortitude: 12	Reflex: 14	Will: 16 Base: 6 Climb: 0 Fly: 0 +6 light 1																									
Athletics: +1	UBER FEATURE (10th level)																												
Conspiracy: +3	Not yet available.																												
Insight: +5	GEAR																												
Interaction: +8	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: +3																													
Nature: +5																													
Perception: +9																													
Science: +3																													
Stealth: +6																													
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>+5</td> <td>+3</td> <td>1d4</td> <td>reach</td> </tr> <tr> <td>Unarmed powerful</td> <td>+2</td> <td>+2</td> <td>1d8</td> <td>reach</td> </tr> <tr> <td>heavy crowbar (LMTH)</td> <td>+5</td> <td>+3</td> <td>1d12</td> <td>reach</td> </tr> <tr> <td>throwing axe (LRTH)</td> <td>+5</td> <td>+3</td> <td>1d12</td> <td>10 squares</td> </tr> </tbody> </table>			Attack	Attack	Accuracy	Damage	Range	Unarmed quick	+5	+3	1d4	reach	Unarmed powerful	+2	+2	1d8	reach	heavy crowbar (LMTH)	+5	+3	1d12	reach	throwing axe (LRTH)	+5	+3	1d12	10 squares
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ICY GRASP**(CRYOKINETIC NOVICE)**

Your touch binds an enemy in chains of ice.

At-will	standard (psi, cold)	melee touch
Target:	One creature	
Attack:	+4 vs. Fortitude	
Hit:	1d6+5 cold damage and the target is slowed until the end of your next turn. An already slowed target takes 1d6 extra cold damage.	

THWARTED DEFENSE**(PRESCIENT NOVICE)**

You read your enemy's future actions and close off its avenues for retreat.

At-will	standard (psi, weapon, physical)	melee weapon
Target:	One creature	
Attack:	+5 + weapon accuracy vs. AC	
Hit:	1[W]+5 physical damage and the target cannot shift until the end of your next turn.	

FEATS

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PERSONALITY

How trusting are you? Open-minded

What is your outlook? Self-assured

What kind of a decision-maker are you? Impatient

How conscientious are you about following rules? Pragmatic

How empathetic are you? Oblivious

How courageous are you while under fire? Daring

NOTES