

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Eddie Gecko	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Saurian (+2 to bio overcharge)	Exploding	Gain resist 10 sonic. // While you're bloodied, any creature that ends its turn in a space adjacent to you takes 3 fire and sonic damage.
Critical (Lvl 2)	Not yet avaiable.	
Critical (Lvl 6)	Not yet avaiable.	

Ability Scores (+Modifier)						HIT POINTS				SECOND WIND
STR:	18 (+4)	DEX:	11 (+0)	WIS:	8 (-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:	16 (+3)	CHA:	10 (+0)	33	16			

SKILLS			DEFENSES							SPEEDS:					INIT	ARMOR	ALPHAS	
Acrobatics:	+1	AC	18	Fortitude	18	Reflex	14	Will	12	Base:	5	Climb:	0	Fly:	0	+1	heavy	1
Athletics:	+9	UBER FEATURE (10th level)																
Conspiracy:	+4	Not yet available.																
Insight:	+0	GEAR																
Interaction:	+1	car/sedan (Averages 55 mph overland - gets 20 mpg - seats six.) laptop computer (You will think of ways to use it.)																
Mechanics:	+4																	
Nature:	+8																	
Perception:	+0																	
Science:	+4																	
Stealth:	+1																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+6	+3	1d4	reach
	Unarmed powerful	+6	+2	1d8	reach
	Route 66 sign (HMTB)	+6	+2	2d8	reach
	javelin (HROH)	+6	+2	1d10	5 squares

CONTROLLED DEMOLITION		(EXPLODING NOVICE)
When you relax your concentration you detonate in a burst of flame and sound.		
At-will	standard (psi, fire, sonic)	close burst 2
Target:	Each creature in burst	
Attack:	+4 vs. Reflex	
Hit:	1d6+4 fire and sonic damage and you push the target 1 square. If you are bloodied this attack deals 1d6 extra damage.	
TYRANNOSAUR CHARGE		(SAURIAN NOVICE)
You walk like a dinosaur and charge like a dinosaur.		
At-will	standard (bio, weapon, physical)	melee weapon
Effect:	You move 6 squares and make the following attack.	
Target:	One creature.	
Attack:	+5 vs. AC	
Hit:	1 [W]+5 physical damage. If you moved at least 2 squares during this action, you also push the target 1 square.	
FEATS		
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:		
:		
PERSONALITY		
How trusting are you? Suspicious		
What is your outlook? Grim		
What kind of a decision-maker are you? Easygoing		
How conscientious are you about following rules? Flexible		
How empathetic are you? Oblivious		
How courageous are you while under fire? Reckless		
NOTES		