

# GAMMA WORLD\*

Roleplaying Game

NAME	LEVEL
Trixie	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Fungoid (+2 to bio overcharge)	Doppelganger	
Critical (Lvl 2) Not yet available.		Once per turn when you regain hit points, each ally within 3 squares of you regains hit points equal to your level. // Whenever you draw an Alpha Mutation card, draw two cards from the same deck and choose which one to keep. Put the other on the bottom of the deck.
Critical (Lvl 6) Not yet available.		

ABILITY SCORES (+MODIFIER)				HIT POINTS				SECOND WIND					
STR:	18 (+4)	DEX:	12 (+1)	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:	18 (+4)	INT:	16 (+3)	CHA:	12 (+1)	35	17						

SKILLS		DEFENSES				SPEEDS:				INIT	ARMOR	ALPHAS	
Acrobatics:	+2	AC	18	Fortitude	15	Reflex	16	Will	14	Base:	5	Climb:	0
Athletics:	+5	UBER FEATURE (10th level)											
Conspiracy:	+8	Not yet available.											
Insight:	+2					GEAR							
Interaction:	+10	chem-stick (4) (Casts dim light in 6-square radius for 5 hours.) climbers kit (Grappling hook - hammer - pitons (10) - rappelling harness - rope (100 ft.)) lighter (Nondisposable.)											
Mechanics:	+4												
Nature:	+2												
Perception:	+2												
Science:	+4												
Stealth:	+2												

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+6	+3	1d4	reach
	Unarmed powerful	+6	+2	1d8	reach
	telephone pole fragment (HRTH)	+6	+2	2d8	reach
	heavy spear (HRTH)	+6	+2	2d8	10 squares

**DOUBLE TROUBLE**

(DOPPELGANGER NOVICE)

You create a duplicate of yourself for a short time.

**At-will****standard (dark)****personal****Effect:**

You create a duplicate of yourself in an unoccupied square within 5 squares of you. The duplicate acts in the initiative order directly after you and can take all the actions that you can take except that it cannot use doppelganger powers - Alpha Mutations - or Omega Tech. Its statistics are the same as yours except that it has only 1 hit point. Your duplicate disappears when it drops to 0 hit points or at the end of your next turn.

**TOXIC SPORES**

(FUNGOID NOVICE)

You release a cloud of poisonous spores to confound your foes.

**At-will****standard (bio, poison)****close burst 1****Target:**

Each enemy in burst

**Attack:**

+5 vs. Fortitude

**Hit:**

1d6+5 poison damage and the target grants combat advantage until the end of your next turn.

**FEATS**:  
:  
:**PERSONALITY**

How trusting are you? Skeptical

What is your outlook? Enthusiastic

What kind of a decision-maker are you? Easygoing

How conscientious are you about following rules? Scrupulous

How empathetic are you? Thieving

How courageous are you while under fire? Reckless

**NOTES**