

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Daphne	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Shapeshifter (+2 to bio overcharge)	Shapeshifter	You can shift 1 square as a minor action.
Critical (Lvl 2)	Not yet avaiable.	
Critical (Lvl 6)	Not yet avaiable.	

Ability Scores (+Modifier)						HIT POINTS				SECOND WIND			
STR:	9 (-1)	DEX:	16 (+3)	WIS:	16 (+3)	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:	11 (+0)	INT:	12 (+1)	CHA:	20 (+5)	28	14						

SKILLS				DEFENSES						SPEEDS:				INIT	ARMOR	ALPHAS		
Acrobatics:	+4	AC	17	Fortitude	11	Reflex	18	Will	16	Base:	6	Climb:	0	Fly:	0	+4	light	1
Athletics:	+0	UBER FEATURE (10th level)																
Conspiracy:	+2	Not yet available.																
Insight:	+4	GEAR																
Interaction:	+18	laptop computer (You will think of ways to use it.) portable stove (Burns for 8 hours.)																
Mechanics:	+2																	
Nature:	+4																	
Perception:	+4																	
Science:	+2																	
Stealth:	+4																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+6	+3	1d4	reach
	Unarmed powerful	+2	+2	1d8	reach
	machete (LMTH)	+6	+3	1d12	reach
	.22 caliber rifle (LGTH)	+7	+4	1d12	20 squares

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SHAPESHIFTER`S FEINT

(SHAPESHIFTER NOVICE)

You take on the appearance of your victim to confuse your enemies.

At-will	standard (bio, physical)	melee weapon
Effect:	You assume the form of any Medium humanoid until you change form again. You retain your statistics in your new form and your clothing- armor- and possessions do not change. You gain a +5 power bonus to Interaction checks to fool others with your disguise. You can choose not to make the attack.	
Target:	One creature	
Attack:	+6 vs. Reflex	
Hit:	1[W]+6 physical damage. If you changed your form to resemble the target you gain a +2 power bonus to all defenses until the end of your next turn while the target is within 2 squares of you.	

BOLD ATTACK

(ENGINEERED HUMAN NOVICE)

Your instinct for violence inspires your allies to follow your lead.

At-will	standard (natural, weapon, physical)	melee or ranged (weapon)
Target:	One creature	
Attack:	5+weapon accuracy vs. AC	
Hit:	1[W]+1 physical damage and you choose an ally within 5 squares of you. That ally makes a basic attack as a free action.	

FEATS

PERSONALITY

How trusting are you? Obstinate

What is your outlook? Self-assured

What kind of a decision-maker are you? Easygoing

How conscientious are you about following rules? Scrupulous

How empathetic are you? Oblivious

How courageous are you while under fire? Fierce

NOTES