

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Arachne	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Arachnoid (+2 to bio overcharge)	Rat Swarm	Gain a climb speed of 6. In addition, you can climb across horizontal surfaces such as ceilings without having to make an Athletics check. // You can't be knocked prone. Gain resist 5 to all damage against melee and ranged attacks, and vulnerable 5 to damage from area and close attacks.
Critical (Lvl 2) Not yet available.		
Critical (Lvl 6) Not yet available.		

Ability Scores (+Modifier)					HIT POINTS				SECOND WIND				
STR:	13 (+1)	DEX:	20 (+5)	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:	16 (+3)	INT:	11 (+0)	CHA:	10 (+0)	33	16						

SKILLS		DEFENSES				SPEEDS:				INIT	ARMOR	ALPHAS						
Acrobatics:	+6	AC	20	Fortitude	14	Reflex	18	Will	12	Base:	6	Climb:	6	Fly:	0	+6	light(s)	1
Athletics:	+2	UBER FEATURE (10th level)																
Conspiracy:	+1	Not yet available.																
Insight:	+2	GEAR																
Interaction:	+1	binoculars (+5 to Perception checks to observe distant details.) draft horse (Can pull a wagon at 3 mph.)																
Mechanics:	+1	tent (Big enough for two - three if you are friendly.) winter outfit (+1 to checks against cold.)																
Nature:	+6																	
Perception:	+6																	
Science:	+1																	
Stealth:	+10																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+8	+3	1d4	reach
	Unarmed powerful	+5	+2	1d8	reach
	needles (LMOH)	+8	+3	1d8	reach
	spit cheese (LROH)	+8	+3	1d8	5 squares

SWARM!**(RAT SWARM NOVICE)***You swarm across your foe biting it dozens of times as you tangle its limbs.*

Encounter	standard (bio, physical)	melee 1
Target:	One creature	
Attack:	+6 vs. Reflex	
Hit:	1d8+7 physical damage, and the target is immobilized until the end of your next turn.	

TOXIC WEBS**(ARACHNOID NOVICE)***You weave a sticky poisonous net with your spinnerets and use it to ensnare your enemies.*

At-will	standard (bio, poison)	area burst 1 within 10
Target:	Each creature in burst	
Attack:	+6 vs. Reflex	
Effect:	1d8+6 poison damage and the target is immobilized until the end of your next turn.	

FEATS:
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:**PERSONALITY**How trusting are you? **Obstinate**What is your outlook? **Self-doubting**What kind of a decision-maker are you? **Impatient**How conscientious are you about following rules? **Scofflaw**How empathetic are you? **Thieving**How courageous are you while under fire? **Fierce****NOTES**

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Bender Bending Rodriguez	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Android (+2 to dark overcharge)	Hypercognitive	You do not need to eat, drink, or breathe. // Gain a +8 bonus to initiative checks.
Critical (Lvl 2) Not yet available.		
Critical (Lvl 6) Not yet available.		

Ability Scores (+Modifier)					HIT POINTS				SECOND WIND	
STR:	16 (+3)	DEX:	15 (+2)	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:	10 (+0)	INT:	18 (+4)	CHA:	10 (+0)	27	13			

SKILLS		DEFENSES			SPEEDS:				INIT	ARMOR	ALPHAS							
Acrobatics:	+3	AC	19	Fortitude	16	Reflex	17	Will	14	Base:	6	Climb:	0	Fly:	0	+11	light(s)	1
Athletics:	+4	UBER FEATURE (10th level)																
Conspiracy:	+5	Not yet available.																
Insight:	+8	GEAR																
Interaction:	+1	beer - 6-pack (A favorite of the brubbas.) bolt cutter (+5 to Strength checks to cut chains ropes and so on.) radio cell phone (Range 1 mile.)																
Mechanics:	+9																	
Nature:	+4																	
Perception:	+4																	
Science:	+9																	
Stealth:	+3																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+7	+3	1d4	reach
	Unarmed powerful	+5	+2	1d8	reach
	broken beer bottle (LMOH)	+7	+3	1d8	reach
	wrench (LROH)	+7	+3	1d8	5 squares

MACHINE GRIP**(ANDROID NOVICE)***When you get a hand on an enemy your grip tightens like a steel-jawed vise.*

At-will	standard (dark, physical)	melee 1
Target:	One creature	
Attack:	+5 vs. Reflex	
Hit:	1d10+6 physical damage and the target is immobilized until the start of your next turn. If you move to a square that is not adjacent to the target the immobilization ends.	

UNCANNY STRIKE**(HYPERCOGNITIVE NOVICE)***With a glance you assess the weaknesses of your foe and strike to enhance that disadvantage.*

Encounter	standard (psi, weapon, physical)	melee or ranged (weapon)
Target:	One creature	
Attack:	+4+weapon accuracy vs. AC	
Hit:	1[W]+4 physical damage, and the target grants combat advantage until the end of your next turn.	

FEATS:
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:**PERSONALITY**How trusting are you? **Obstinate**What is your outlook? **Self-assured**What kind of a decision-maker are you? **Timid**How conscientious are you about following rules? **Scofflaw**How empathetic are you? **Thieving**How courageous are you while under fire? **Fearful****NOTES**

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Boo	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Radioactive (+2 to dark overcharge)	Nightmare	Gain resist 15 radiation. // Whenever you hit an enemy with a psi attack, you can also slide that enemy 2 squares.
Critical (Lvl 2)	Not yet available.	
Critical (Lvl 6)	Not yet available.	

Ability Scores (+Modifier)					HIT POINTS				SECOND WIND					
STR:	7 (-2)	DEX:	9 (-1)	WIS:	11 (+0)	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:	8 (-1)	35	17							

SKILLS		DEFENSES				SPEEDS:				INIT	ARMOR	ALPHAS						
Acrobatics:	+0	AC	18	Fortitude	17	Reflex	14	Will	13	Base:	5	Climb:	0	Fly:	0	+0	heavy	1
Athletics:	-1	UBER FEATURE (10th level)																
Conspiracy:	+8	Not yet available.																
Insight:	+1	GEAR																
Interaction:	+4	gas mask (Gain resist 5 poison against gas attacks.) keelboat (Capacity 10 tons - speed 2 mph - requires a crew of at least 4.)																
Mechanics:	+4	map - local (+1 to Nature checks for navigation in map area.) tent (Big enough for two - three if you are friendly.)																
Nature:	+1																	
Perception:	+1																	
Science:	+8																	
Stealth:	+0																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+6	+3	1d4	reach
	Unarmed powerful	+6	+2	1d8	reach
	speed limit sign (35 mph)	+6	+2	2d8	reach
crossbow (LRTH)	+6	+3	1d12	10 squares	

RADIATION EYES**(RADIOACTIVE NOVICE)***Your eyes glow cherry red as you loose a jagged bolt of ionizing radiation at your foe.*

At-will	standard (dark, radiation)	ranged 5
Target:	One creature	
Attack:	+5 vs. Fortitude	
Hit:	1d10+6 radiation damage and the target takes a -2 penalty to all defenses until the end of your next turn.	

FEAR MANIFESTED**(NIGHTMARE NOVICE)***You wrench your enemy's deepest darkest fear from its mind and use it as a weapon against that foe.*

At-will	standard (psi, physical)	ranged 10
Target:	One creature	
Attack:	+4 vs. Will	
Hit:	1d8+5 psychic damage and until the end of your next turn the target grants combat advantage and takes a -2 penalty to attack rolls.	

FEATS:
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:**PERSONALITY**

How trusting are you? Open-minded

What is your outlook? Enthusiastic

What kind of a decision-maker are you? Adaptable

How conscientious are you about following rules? Pragmatic

How empathetic are you? Hard-hearted

How courageous are you while under fire? Daring

NOTES

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 available.	
Critical (Lvl 6)	Not yet available.	

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

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:
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:**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**

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 available.	
Critical (Lvl 6)	Not yet available.	

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 (HMTH)	+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

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Felbert	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Telekinetic (+2 to psi overcharge)	Empath	You can manipulate unattended objects up to 5 squares away from you as if you were using them yourself (e.g., open a door as a minor action, swing a club as a standard action). You take a -2 penalty to attack rolls of attacks you make using this trait. // You and each ally adjacent to you never grant combat advantage. Allies adjacent to you gain a +5 bonus to death saving throws.
Critical (Lvl 2)	Not yet available.	
Critical (Lvl 6)	Not yet available.	

Ability Scores (+Modifier)					HIT POINTS				SECOND WIND				
STR:	15 (+2)	DEX:	12 (+1)	WIS:	14 (+2)	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:	9 (-1)	INT:	18 (+4)	CHA:	16 (+3)	26	13						

SKILLS			DEFENSES				SPEEDS:				INIT	ARMOR	ALPHAS					
Acrobatics:	+2	AC	19	Fortitude	13	Reflex	17	Will	14	Base:	6	Climb:	0	Fly:	0	+2	light(s)	1
Athletics:	+3	UBER FEATURE (10th level)																
Conspiracy:	+9	Not yet available.																
Insight:	+7	GEAR																
Interaction:	+4	bolt cutter (+5 to Strength checks to cut chains ropes and so on.)																
Mechanics:	+9	crowbar (+2 to Strength checks to force open doors and compartments.)																
Nature:	+3	gas mask (Gain resist 5 poison against gas attacks.)																
Perception:	+3	night-vision goggles (Gain darkvision 10 but take a -5 penalty to Perception checks.)																
Science:	+5	steel mirror (Gotta stay pretty right?)																
Stealth:	+2	supercrazy glue (It is crazy strong!)																

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+7	+3	1d4	reach
	Unarmed powerful	+4	+2	1d8	reach
	baseball bat (LMOH)	+7	+3	1d8	reach
	lawn dart (LROH)	+7	+3	1d8	5 squares

VITALITY TRANSFER**(EMPATH NOVICE)***First do no harm -- not to anyone you like anyway.*

Encounter	standard (psi)	ranged 3
Target:	One creature	
Attack:	+4 vs. Fortitude	
Hit:	The target is weakened until the end of your next turn. In addition you or one ally within 5 squares of you gains 3 temporary hit points.	

TELEKINETIC WAVE**(TELEKINETIC NOVICE)***You overwhelm your foes with a surge of telekinetic energy.*

At-will	standard (psi, force)	close blast 5
Target:	Each creature in blast	
Attack:	+5) vs. Fortitude	
Hit:	1d6+5 force damage and you push the target 3 squares.	

FEATS:
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:**PERSONALITY**

How trusting are you? Suspicious

What is your outlook? Grim

What kind of a decision-maker are you? Forceful

How conscientious are you about following rules? Pragmatic

How empathetic are you? Hard-hearted

How courageous are you while under fire? Cautious

NOTES

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Fernie Sanders	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Plant (+2 to bio overcharge)	Entropic	Whenever you take fire damage, you take 5 extra fire damage. // Gain resist 15 necrotic. In addition, whenever you regain hit points, you take a -2 penalty to all defenses until the end of your next turn.
Critical (Lvl 2)	Not yet available.	
Critical (Lvl 6)	Not yet available.	

Ability Scores (+Modifier)					HIT POINTS				SECOND WIND				
STR:	14 (+2)	DEX:	9 (-1)	WIS:	12 (+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:	12 (+1)	CHA:	16 (+3)	35	17						

SKILLS		DEFENSES				SPEEDS:				INIT	ARMOR	ALPHAS						
Acrobatics:	+4	AC	18	Fortitude	17	Reflex	13	Will	14	Base:	5	Climb:	0	Fly:	0	+0	heavy	1
Athletics:	+3	UBER FEATURE (10th level)																
Conspiracy:	+2	Not yet available.																
Insight:	+2	GEAR																
Interaction:	+4	fuel (5 gallons.) generator (Provides power - runs 8 hours on 1 gallon of fuel.)																
Mechanics:	+2	steel mirror (Gotta stay pretty right?) steel mirror (Gotta stay pretty right?)																
Nature:	+6																	
Perception:	+2																	
Science:	+6																	
Stealth:	+0																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+4	+3	1d4	reach
	Unarmed powerful	+6	+2	1d8	reach
	glaive (HMTH)	+6	+2	2d8	reach
composite bow and arrows	+6	+2	2d8	10 squares	

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				SECOND WIND					
STR:	11 (+0)	DEX:	13 (+1)	WIS:	18 (+4)	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:	15 (+2)	CHA:	16 (+3)	28	14							

SKILLS		DEFENSES				SPEEDS:				INIT	ARMOR	ALPHAS						
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.).)																
Mechanics:	+3	generator (Provides power - runs 8 hours on 1 gallon of fuel.) lantern (8 hours of lamp fuel - illuminates a 10-square radius.)																
Nature:	+5	lighter (Nondisposable.)																
Perception:	+9																	
Science:	+3																	
Stealth:	+6																	

IMAGE	BASIC ATTACKS				
	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

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

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)					HIT POINTS				SECOND WIND	
STR:	20 (+5)	DEX:	11 (+0)	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:	12 (+1)	INT:	11 (+0)	CHA:	10 (+0)	29	14			

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.).)																
Mechanics:	+1	generator (Provides power - runs 8 hours on 1 gallon of fuel.) lantern (8 hours of lamp fuel - illuminates a 10-square radius.)																
Nature:	+6	lighter (Nondisposable.)																
Perception:	+2																	
Science:	+1																	
Stealth:	+5																	

IMAGE	BASIC ATTACKS				
	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

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

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Luce	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Photonic (+2 to dark overcharge)	Reanimator	Gain resist 10 laser. // Gain resist 10 necrotic.
Critical (Lvl 2)	Not yet available.	
Critical (Lvl 6)	Not yet available.	

Ability Scores (+Modifier)					HIT POINTS				SECOND WIND					
STR:	5 (-3)	DEX:	13 (+1)	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:	10 (+0)	INT:	18 (+4)	CHA:	15 (+2)	27	13							

SKILLS		DEFENSES				SPEEDS:				INIT	ARMOR	ALPHAS						
Acrobatics:	+2	AC	19	Fortitude	13	Reflex	16	Will	14	Base:	6	Climb:	0	Fly:	0	+2	light(s)	1
Athletics:	-2	UBER FEATURE (10th level)																
Conspiracy:	+9	Not yet available.																
Insight:	+4	GEAR																
Interaction:	+3	climbers kit (Grappling hook - hammer - pitons (10) - rappelling harness - rope (100 ft.)) water purifier (Water not included - purifies 1/2 gallon of water in 10 minutes.)																
Mechanics:	+5																	
Nature:	+4																	
Perception:	+4																	
Science:	+13																	
Stealth:	+2																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+7	+3	1d4	reach
	Unarmed powerful	+2	+2	1d8	reach
	kukri (LMOH)	+7	+3	1d8	reach
bow and arrow (LRTH)	+7	+3	1d12	10 squares	

GLOWING BLADES**(PHOTONIC NOVICE)***You create a pair of photonic blades, hurl one at your foe, and then shape the other into a whirling shield to protect a friend.*

At-will	standard (dark, force)	ranged 10
Target:	One creature	
Attack:	+5 vs. Reflex	
Hit:	1d10+6 force damage, and you push the target 2 squares. Then, choose one ally within 3 squares of the target. That ally gains a +2 power bonus to all defenses until the start of your next turn.	

GRAVEYARD SUMMONS**(REANIMATOR NOVICE)***Dust and spiritual energy swirl together, arming a corpse that does your bidding.*

At-will	standard (psi, necrotic)	close burst 5
Effect:	A Medium animated corpse appears in an unoccupied square within the burst. The animated corpse is treated as an ally, stands as a free action and acts in initiative order directly after you. It has the same speed and defenses as you, it uses your abilities for attack rolls and checks, and it has 1 hit point. The corpse disappears when it drops to 0 hit points or at the end of your next turn. The corpse can make the following attack (melee 1) as a standard action, or it can make basic attacks using a weapon.	
Target:	One creature	
Attack:	+4 vs. Reflex	
Hit:	1d10+5 necrotic damage.	

FEATS:
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:**PERSONALITY**

How trusting are you? Skeptical

What is your outlook? Enthusiastic

What kind of a decision-maker are you? Forceful

How conscientious are you about following rules? Pragmatic

How empathetic are you? Oblivious

How courageous are you while under fire? Reckless

NOTES

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Mammon	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Demon (+2 to dark overcharge)	Reanimated	You see normally in low light or complete darkness. You can't see through features that otherwise obscure vision, such as smoke or obscuring terrain. // Reduce your speed by 1. You are immune to disease, and whenever you start your turn and have at least 1 hit point, you regain hit points equal to your level.
Critical (Lvl 2)	Not yet available.	
Critical (Lvl 6)	Not yet available.	

Ability Scores (+Modifier)					HIT POINTS				SECOND WIND	
STR:	16 (+3)	DEX:	18 (+4)	WIS:	15 (+2)	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:	12 (+1)	INT:	12 (+1)	CHA:	16 (+3)	29	14			

SKILLS		DEFENSES			SPEEDS:				INIT	ARMOR	ALPHAS							
Acrobatics:	+9	AC	18	Fortitude	14	Reflex	15	Will	16	Base:	5	Climb:	0	Fly:	0	+5	light	1
Athletics:	+8	UBER FEATURE (10th level)																
Conspiracy:	+2	Not yet available.																
Insight:	+3	GEAR																
Interaction:	+4	crowbar (+2 to Strength checks to force open doors and compartments.) keelboat (Capacity 10 tons - speed 2 mph - requires a crew of at least 4.)																
Mechanics:	+2	riding horse (Averages 5 mph overland - includes riding gear.) wagon (Capacity 1 ton.)																
Nature:	+3	water purifier (Water not included - purifies 1/2 gallon of water in 10 minutes.)																
Perception:	+3																	
Science:	+2																	
Stealth:	+9																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+7	+3	1d4	reach
	Unarmed powerful	+5	+2	1d8	reach
	pitchfork (LMTH)	+7	+3	1d12	reach
	javelin (LRTH)	+7	+3	1d12	10 squares

NASTY BITE**(REANIMATED NOVICE)***You sink your rotting teeth into your victim seeking its tasty brain. Brains!*

At-will	standard (dark, healing, physical)	melee 1
Target:	One creature	
Attack:	+4 vs. Fortitude	
Hit:	2d6+5 physical damage. If you score a critical hit you also regain 5 + 1 hit points.	

BLACKFIRE PORT**(DEMON NOVICE)***You hurl black flames at your enemy and then teleport away.*

At-will	minor (dark, fire)	melee 2
Target:	One creature	
Attack:	+5 vs. Fortitude	
Hit:	The target takes 1d10 fire damage.	
Effect:	You teleport 3 squares.	
Special:	This power is usable only once per round.	

FEATS:
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:**PERSONALITY**How trusting are you? **Obstinate**What is your outlook? **Grim**What kind of a decision-maker are you? **Forceful**How conscientious are you about following rules? **Flexible**How empathetic are you? **Thieving**How courageous are you while under fire? **Daring****NOTES**

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Purrrrr	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Felinoïd (+2 to bio overcharge)	Regenerator	You gain a +1 bonus to speed while wearing light armor or no armor. You take no damage from falls of 50 feet or less, and you always land on your feet when you fall. // Whenever you start your turn and have at least 1 hit point, you regain hit points equal to 1/2 your level + 1 (1).
Critical (Lvl 2) Not yet available.		
Critical (Lvl 6) Not yet available.		

Ability Scores (+Modifier)					HIT POINTS				SECOND WIND					
STR:	12 (+1)	DEX:	18 (+4)	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:	16 (+3)	INT:	12 (+1)	CHA:	10 (+0)	33	16							

SKILLS		DEFENSES				SPEEDS:				INIT	ARMOR	ALPHAS						
Acrobatics:	+5	AC	19	Fortitude	14	Reflex	17	Will	14	Base:	7	Climb:	0	Fly:	0	+5	light(s)	1
Athletics:	+2	UBER FEATURE (10th level)																
Conspiracy:	+2	Not yet available.																
Insight:	+4	GEAR																
Interaction:	+1	compass (+2 to Nature checks for navigation.)																
Mechanics:	+2	fuel (5 gallons.)																
Nature:	+8	matches (Box of 50.)																
Perception:	+8																	
Science:	+2																	
Stealth:	+9																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+7	+3	1d4	reach
	Unarmed powerful	+5	+2	1d8	reach
	dagger (LMOH)	+7	+3	1d8	reach
sling (LROH)	+7	+3	1d8	5 squares	

SLASHING CLAWS**(FELINOID NOVICE)***You rake at the face of your foe with a lightning-fast flurry of razor-sharp claws.*

At-will	standard (bio, physical)	melee 1
Target:	One creature	
Attack:	+5 vs. Reflex. Make the attack two times.	
Hit:	(one attack): 1d6+6 physical damage.	
Hit:	(both attacks): 2d6+6 physical damage and the target is blinded until the start of your next turn.	

REVITALIZING STRIKE**(REGENERATOR NOVICE)***You know how to hit where it hurts, and when you do, your hurts go away.*

At-will	standard (bio, healing, weapon, physical)	melee or ranged (weapon)
Target:	One creature	
Attack:	+3 vs. AC	
Hit:	1[W]+5 physical damage. In addition, if you are bloodied, you regain 2 hit points.	

FEATS:
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:
:**PERSONALITY**

How trusting are you? Gullible

What is your outlook? Hopeful

What kind of a decision-maker are you? Forceful

How conscientious are you about following rules? Scrupulous

How empathetic are you? Kind

How courageous are you while under fire? Cautious

NOTES

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Scarrafone	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Electrokinetic (+2 to dark overcharge)	Cockroach	Gain resist 10 electricity. // You can climb your speed. You can even climb upside down across horizontal surfaces. You can't attack while climbing.
Critical (Lvl 2)	Not yet available.	
Critical (Lvl 6)	Not yet available.	

Ability Scores (+Modifier)					HIT POINTS				SECOND WIND			
STR:	14 (+2)	DEX:	11 (+0)	WIS:	18 (+4)	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:	11 (+0)	CHA:	12 (+1)	33	16					

SKILLS		DEFENSES			SPEEDS:				INIT	ARMOR	ALPHAS							
Acrobatics:	+1	AC	19	Fortitude	14	Reflex	15	Will	15	Base:	5	Climb:	5	Fly:	0	+1	heavy(s)	1
Athletics:	+3	UBER FEATURE (10th level)																
Conspiracy:	+1	Not yet available.																
Insight:	+5	GEAR																
Interaction:	+2	heavy flashlight (Creates a zone of illumination in a close blast 20.)																
Mechanics:	+9	motorcycle (Average 40 mph overland - gets 35 mp - seats two.)																
Nature:	+5	wagon (Capacity 1 ton.)																
Perception:	+5	water purifier (Water not included - purifies 1/2 gallon of water in 10 minutes.)																
Science:	+1																	
Stealth:	+5																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+3	+3	1d4	reach
	Unarmed powerful	+5	+2	1d8	reach
	heavy lamp (HMOH)	+5	+2	1d10	reach
bricks (HROH)	+5	+2	1d10	5 squares	

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Squidward	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Octopoid (+2 to bio overcharge)	Speedster	Whenever a creature ends its turn adjacent to you, you can slide it 1 square as a free action. // Gain a +2 bonus to speed while wearing light armor or no armor.
Critical (Lvl 2)	Not yet available.	
Critical (Lvl 6)	Not yet available.	

Ability Scores (+Modifier)					HIT POINTS				SECOND WIND	
STR:	7 (-2)	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:	9 (-1)	INT:	18 (+4)	CHA:	14 (+2)	26	13			

SKILLS		DEFENSES			SPEEDS:				INIT	ARMOR	ALPHAS							
Acrobatics:	+8	AC	18	Fortitude	10	Reflex	17	Will	15	Base:	8	Climb:	0	Fly:	0	+4	light	1
Athletics:	+3	UBER FEATURE (10th level)																
Conspiracy:	+5	Not yet available.																
Insight:	+4	GEAR																
Interaction:	+3	binoculars (+5 to Perception checks to observe distant details.)																
Mechanics:	+5	heavy flashlight (Creates a zone of illumination in a close blast 20.)																
Nature:	+4	lantern (8 hours of lamp fuel - illuminates a 10-square radius.)																
Perception:	+4	matches																
Science:	+5	swimsuit																
Stealth:	+8																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+7	+3	1d4	reach
	Unarmed powerful	+1	+2	1d8	reach
	scythe (LMTH)	+7	+3	1d12	reach
	atlatl (LRTH)	+7	+3	1d12	10 squares

QUICK ATTACK**(SPEEDSTER NOVICE)***You move and strike and move before your Joe even knows it is being attacked.*

Encounter	standard (psi, weapon, physical)	melee or ranged (weapon)
Target:	One creature	
Effect:	You can shift up to 2 squares before the attack.	
Attack:	+4 + weapon accuracy ([WA]) vs. AC	
Hit:	1[W]+4 physical damage and you shift 2 squares.	

LONG ARMS OF THE SEA**(OCTOPOID NOVICE)***You whip your highly flexible arms outward, lashing at your enemies.*

At-will	standard (bio, physical)	melee 3
Target:	One or two creatures	
Attack:	+5 vs. AC	
Hit:	1d6+5 physical damage, and the target is immobilized until the end of your next turn.	

FEATS:
:
:
:**PERSONALITY**

How trusting are you? Suspicious

What is your outlook? Self-assured

What kind of a decision-maker are you? Impatient

How conscientious are you about following rules? Flexible

How empathetic are you? Thieving

How courageous are you while under fire? Fierce

NOTES

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Trixie	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Fungoid (+2 to bio overcharge)	Doppelganger	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 2) Not yet available.		
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	Fly:	0	+2	heavy	1
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 (heavy spear (HRTH))	+6	+2	2d8	reach
		+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:
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:
:**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**

GAMMA WORLD*


Roleplaying Game

NAME	LEVEL
Vladmir the Great	1

FIRST ORIGIN	SECOND ORIGIN	TRAITS
Vampiric (+2 to psi overcharge)	Giant	// You move your speed, even while wearing heavy armor or carrying a heavy load.
Critical (Lvl 2)	Not yet available.	
Critical (Lvl 6)	Not yet available.	

Ability Scores (+Modifier)					HIT POINTS				SECOND WIND			
STR:	16 (+3)	DEX:	14 (+2)	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:	16 (+3)	INT:	11 (+0)	CHA:	18 (+4)	33	16					

SKILLS		DEFENSES			SPEEDS:				INIT	ARMOR	ALPHAS							
Acrobatics:	+3	AC	19	Fortitude	17	Reflex	14	Will	16	Base:	5	Climb:	0	Fly:	0	+3	heavy(s)	1
Athletics:	+8	UBER FEATURE (10th level)																
Conspiracy:	+1	Not yet available.																
Insight:	+8	GEAR																
Interaction:	+9	binoculars (+5 to Perception checks to observe distant details.) draft horse (Can pull a wagon at 3 mph.)																
Mechanics:	+1	tent (Big enough for two - three if you are friendly.) winter outfit (+1 to checks against cold.)																
Nature:	+4																	
Perception:	+4																	
Science:	+1																	
Stealth:	+3																	

IMAGE	BASIC ATTACKS				
	Attack	Attack	Accuracy	Damage	Range
	Unarmed quick	+5	+3	1d4	reach
	Unarmed powerful	+5	+2	1d8	reach
	warhammer (HMOH)	+5	+2	1d10	reach
	throwing hammer (HROH)	+5	+2	1d10	5 squares

BRICKBAT**(GIANT NOVICE)***You spin in a circle with your weapon knocking down a wide swath of foes.***Encounter** **standard (bio, physical)** **close burst 1**

Requirement: You must be wielding a melee weapon.

Target: Each enemy in burst you can see

Attack: +4 + weapon accuracy vs. AC

Hit: 1[W]+3 physical damage, and you knock the target prone.

EYES OF THE VAMPIRE**(VAMPIRIC NOVICE)***You fix your otherworldly eyes on your foes and drain their mental vitality.***At-will** **standard (psi, psychic)** **area burst 1 within 10**

Target: Each enemy in burst

Attack: +5 vs. Will

Hit: 1d8+5 psychic damage, and the target is slowed and takes a -1 penalty to Will until the end of your next turn. If you bloody a creature or reduce a creature to 0 hit points with this power, you gain 2 temporary hit points.

FEATS:
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:
:**PERSONALITY**

How trusting are you? Skeptical

What is your outlook? Self-assured

What kind of a decision-maker are you? Forceful

How conscientious are you about following rules? Pragmatic

How empathetic are you? Hard-hearted

How courageous are you while under fire? Fierce

NOTES