

GAMMA WORLD GAME DAY: Character Creation Quick Start

Creating your Gamma World character

You will need: 1 Character sheet (included), 2 Gamma World booster packs, a pencil/pen, and dice.

Step 1: Roll your character Origins by rolling 2d20 and consulting the table below for your *Primary* and *Secondary* origins. Roll a d20 once, consult the table then roll again.

CHARACTER ORIGINS

d20	Origin	d20	Origin	d20	Origin
1	Android	8	Gravity Controller	15	Radioactive
2	Cockroach	9	Hawkoid	16	Rat Swarm
3	Doppelganger	10	Hypercognitive	17	Seismic
4	Electrokinetic	11	Mind Breaker	18	Speedster
5	Empath	12	Mind Coercer	19	Telekinetic
6	Felinoid	13	Plant	20	Yeti
7	Giant	14	Pyrokinetic	*	Engineered Human

**If your first and second rolls are the same, your second origin is Engineered Human.*

Step 2: Select the Origin cards for your Primary and Secondary origins. You will record the traits on your character sheet. Note: Since this is a session for 1st level characters, you will not need utility powers, expert powers, or critical effects.

Step 3: Assign ability scores. Your *Mutant Types* dictate your primary and secondary ability scores. Record 18 for the ability listed as your Primary origin's Mutant Type and a 16 for the ability listed as your Secondary origin's Mutant Type. If both Mutant Types are the same, instead record 20 for that ability. Then for your remaining abilities, roll 3d6 for each Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma (skipping abilities that are already filled in), *in that order!* The ability modifiers are listed in the following table.

ABILITY MODIFIERS

Score	Modifier	Score	Modifier	Score	Modifier
1	-5	14-15	+2	28-29	+9
2-3	-4	16-17	+3	30-31	+10
4-5	-3	18-19	+4	32-33	+11
6-7	-2	20-21	+5	34-35	+12
8-9	-1	22-23	+6	36-37	+13
10-11	+0	24-25	+7	38-39	+14
12-13	+1	26-27	+8	Etc.	(Score - 10) ÷ 2

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Step 4: Determine your character's skills. Each origin grants a skill bonus (Engineered Humans have 2). In addition, roll 1d10 and consult the Skill Bonuses table. Your character receives a +4 bonus to the skill that you rolled. All of your skills will be calculated as: Ability Modifier + Level + Bonuses. (Different from 4th Edition D&D, Gamma World uses the full level for bonuses, not ½ the level).

SKILL BONUSES

d10	Skill	Key Ability	d10	Skill	Key Ability
1	Acrobatics	Dexterity	6	Mechanics	Intelligence
2	Athletics	Strength	7	Nature	Wisdom
3	Conspiracy	Intelligence	8	Perception	Wisdom
4	Insight	Wisdom	9	Science	Intelligence
5	Interaction	Charisma	10	Stealth	Dexterity

Step 5: Choose 1 armor, 1 melee weapon, 1 ranged weapon, and an explorer's kit. Other equipment such as ancient junk or other gear will not be used for this Game Day session.

ARMOR TABLE

Armor	Benefit
Light armor	+3 armor bonus to AC, Add Dex/Int bonus to AC
Heavy armor	+7 armor bonus to AC, -1 Speed, no Dex/Int bonus to AC
Shield	+1 shield bonus to AC

WEAPONS TABLE

Unarmed Attacks	Ability	Accuracy	[W]	
Quick attack	Dex/Int	+3	1d4	
Powerful attack	Str/Con	+2	1d8	
Light Melee	Ability	Accuracy	[W]	
One-handed weapon	Dex/Int	+3	1d8	
Two-handed weapon	Dex/Int	+3	1d12	
Heavy Melee	Ability	Accuracy	[W]	
One-handed weapon	Str/Con	+2	1d10	
Two-handed weapon	Str/Con	+2	2d8	
Light Ranged	Ability	Accuracy	[W]	Range
One-handed weapon	Dex/Int	+3	1d8	5
One-handed gun*	Dex/Int	+4	1d8	10
Two-handed weapon	Dex/Int	+3	1d12	10
Two-handed gun*	Dex/Int	+4	1d12	20
Heavy Ranged	Ability	Accuracy	[W]	Range
One-handed weapon	Str/Con	+2	1d10	5
One-handed gun*	Str/Con	+2	2d6	10
Two-handed weapon	Str/Con	+2	2d8	10
Two-handed gun*	Str/Con	+2	2d10	20

*This weapon requires ammunition.

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Step 6: Fill in the rest of your character sheet using the following guidelines:

- 🎲 **Hit Points:** 12 + your Constitution Score.
- 🎲 **Bloodied Value:** $\frac{1}{2}$ your hit point total, rounded down.
- 🎲 **Fortitude Defense:** 10 + your level + the better of your Strength or Constitution modifiers.
- 🎲 **Reflex Defense:** 10 + your level + the better of your Dexterity or Intelligence modifiers.
- 🎲 **Will Defense:** 10 + your level + the better of your Wisdom or Charisma modifiers.
- 🎲 **Armor Class (AC):** 10 + your level + armor bonus + shield bonus, if any; if you're wearing no armor or light armor, add the better of your Dexterity or Intelligence modifiers.
- 🎲 **Speed:** 6 + origin modifiers.
- 🎲 **Initiative Modifier:** Your Dexterity modifier + your level + other modifiers.
- 🎲 **Attack Bonus (Weapon):** Best modifier from the weapon's key ability pair + your level + weapon accuracy bonus.
- 🎲 **Attack Bonus (Power):** The power's key ability modifier + your level + the power's accuracy modifier (or weapon accuracy bonus if the power works with a weapon).
- 🎲 **Basic Attack Damage:** 1[W] + weapon's key ability modifier + your level
- 🎲 **Skill Bonus:** The key ability score modifier + your level + all bonuses you have for that skill.

Step 7: Choose your character's Personality traits (optional, but adds flavor):

- 🎲 How trusting are you?
Gullible, Open-minded, Skeptical, Suspicious, Obstinate
- 🎲 What is your outlook at the start of each day?
Hopeful, Enthusiastic, Self-assured, Grim, Self-doubting
- 🎲 What kind of decision maker are you?
Forceful, Adaptable, Timid, Easygoing, Impatient
- 🎲 How conscientious are you about following rules?
Scrupulous, Pragmatic, Dutiful, Flexible, Scofflaw
- 🎲 How empathetic are you?
Kind, Hard-hearted, Charitable, Oblivious, Thieving
- 🎲 How courageous are you while under fire?
Cautious, Daring, Fearful, Reckless, Fierce
- 🎲 What do you look like?
Describe your character's skin color, hair style, clothing, etc. The sky is the limit! You're a mutant after all...
- 🎲 What trade or occupation did your family follow when you were young?
- 🎲 What's the worst event of your life up until now?
- 🎲 What's the best thing that's ever happened to you?
- 🎲 Do you stay in contact with your family? What do they think of you?

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Step 8: Draw an Alpha Mutation and Omega Tech from either your deck or your DM's deck. These are readied (turned face-up) in front of you. After an encounter ends, discard your Alpha Mutation and draw a new one. Your Omega Tech remains readied and in play until it can no longer be used. Your DM will tell you how Overcharging your Alpha Mutation and Using/Losing your Omega Tech cards work.

You should have purchased 2 booster packs to participate in this session. Separate the Alpha Mutations and Omega Tech cards into two separate piles and shuffle them. You need a minimum of 7 cards in each deck (more is fine) and no more than two cards with the same name.

Please keep your cards and the DM's cards in separate piles so they do not get mixed together!

Here are a few things to keep in mind if you've played D&D 4th Edition before:

- 👉 There are no healing surges.
- 👉 Second Wind is a *minor* action that restores ½ of your hit points, or your bloodied value.
- 👉 You regain all of your hit points during a short rest.
- 👉 There are no action points in Gamma World.
- 👉 If you use gun ammo more than once in an encounter, you run out of ammo when the encounter is over.
- 👉 Skill checks and attack rolls add the character's *FULL* level, not ½ the character's level.
- 👉 Abilities are random, not chosen from an array, and are assigned *in order*. Mutations and origin powers offset most low ability scores. There is an equal chance for characters with high ability scores to die as it is for those with low ability scores. Try some role-playing to spruce up your fun with a low ability scored character. The game, however, is about *fun*, and if the DM approves a reroll, you may reroll all of your abilities (excepting the 1-2 origin-related ones), but you must abide by the second roll and any other stipulations the DM may have (such as clucking like a chicken when your character speaks...Avian DNA! Gotta love it!)
- 👉 Charge and other move-to-attack powers are not listed in the Gamma World Rulebook. That does not mean that the rules won't be available in a later expansion or that your DM won't allow it. Check with your DM.
- 👉 This is about the Gamma World rules and therefore will mostly be about them, not D&D 4th Edition. Sticking to the RAW (Rules As Written) will be the theme of the day, but your DM may allow leeway (as is his or her right). Please keep the *Rules Lawyering*[™] to a minimum.

**Please be kind and courteous to your fellow players and DM!
Enjoy Gamma World Game Day and have fun!**



GAMMA WORLD™

ROLEPLAYING GAME

CHARACTER SHEET

Follow the instructions below while reading along in the rules to create your starting D&D® *Gamma World* character.

1 Name your character. What do others call you?

NAME

.....

1a

2 Roll character origins on the Character Origin Table:

ORIGIN 1 (FIRST) : **ORIGIN 2 (SECOND)**

.....

1b

3 Record the traits for your two origins, and the critical of your choice if you're at least level 2:

TRAITS (ORIGIN 1 AND 2)

.....

CRITICAL (LEVEL 2):

CRITICAL (LEVEL 6):

.....

1c

4 Record the novice power of your first origin, the novice power of your second origin, and if you are 3rd level or higher, the utility power of your choice:

POWERS

Novice Primary:

Novice Secondary:

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary (Level 9):

2

5 You get an 18 in the primary ability score of your first origin and a 16 for your second origin (20 if the primary ability scores for your origins match). Roll 3d6 for each remaining score. Next, see the ability modifier chart for each score; place that value + your level in the parentheses:

ABILITY SCORES (+MODIFIER)

STR: (+) **DEX:** (+) **WIS:** (+)

CON: (+) **INT:** (+) **CHA:** (+)

3

6 Each origin provides a skill bonus, and you gain a +4 bonus to one random skill; see the Skill Bonus Table:

SKILLS

Bonus	Skill Name	Ability modifier + your level + other mods
.....
.....
.....
.....

4

7 Choose your armor and weapon. At 1st Level, you have one explorer's kit (and everything in it). You also make 1d4 + 1 rolls on the Starting Gear Table:

GEAR (MUNDANE GEAR & OMEGA SALVAGE)

.....
.....
.....
.....

5a

8 Determine your hit points. Also, fill in your speed:

HIT POINTS

SECOND WIND

Hit Points

Bloodied

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.

12 + Con+
5/lvl after 1st

1/2 hp

SPEED:

.....

5b

9 Determine your defenses. Your defenses are equal to 10 + your level + the better of two scores:

AC

(DEX OR INT MODIFIER)

.....

ALSO: For AC, add armor bonus + shield bonus, if any, and only add Dex or Int if wearing light or no armor.

FORTITUDE (STR OR CON MODIFIER)

.....

REFLEX (DEX OR INT MODIFIER)

.....

WILL (WIS OR CHA MODIFIER)

.....

5c

10 Your attack bonus is your ability modifier + your level + accuracy bonus for the weapon or power. Your damage bonus uses the same ability modifier as the attack bonus + either your level or twice your level. Also, fill in your initiative score:

INITIATIVE (DEX MOD + YOUR LEVEL + MODIFIERS):

.....

ATTACKS

Attack Bonus	Power, weapon, or salvage item	Damage Dice	Damage Bonus
.....
.....
.....

6

11 You begin with 1 Alpha Mutation (see Character Advancement Table) and 1 Omega Tech card.