

ABILITIES

STRENGTH

CONSTITUTION

DEXTERITY

INTELLIGENCE

WISDOM

CHARISMA

DEFENSES

ARMOR CLASS
DEX or INT mod + Level + Armor + 10

FORTITUDE DEFENSE
CON or STR mod + Level + 10

REFLEX DEFENSE
DEX or INT mod + Level + 10

WILL DEFENSE
WIS or CHA mod + Level + 10

INITIATIVE
DEX or INT mod + Level + 10

PRIMARY ORIGIN

SECONDARY ORIGIN

SKILLS

STRENGTH

Athletics

DEXTERITY

Acrobatics

INTELLIGENCE

Conspiracy

Mechanics

Science

WISDOM

Insight

Nature

Perception

CHARISMA

Interaction

PASSIVE

Insight Perception

SPEED

12 + CON


HIT POINTS
HIT POINTS ÷ 2

SECOND WIND

BLOODIED

EXPERIENCE

GEAR/SALVAGE



GAMMA WORLD
ROLEPLAYING GAME

CHARACTER NAME		LEVEL			
WEAPON NAME	MOD	LVL	ACC	TOTAL	

Origin Name

Primary Origin Traits

Mutant Type:

Power Source:

Overcharge Bonus:

Skill Bonus:

Origin Trait 1:

Origin Trait 2:

Origin Critical (Level 2 or 6):

Power Name

Novice Power

Power Name

Utility Power

Power Name

Expert Power

Origin Name

Secondary Origin Traits

Mutant Type:

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HIT POINTS

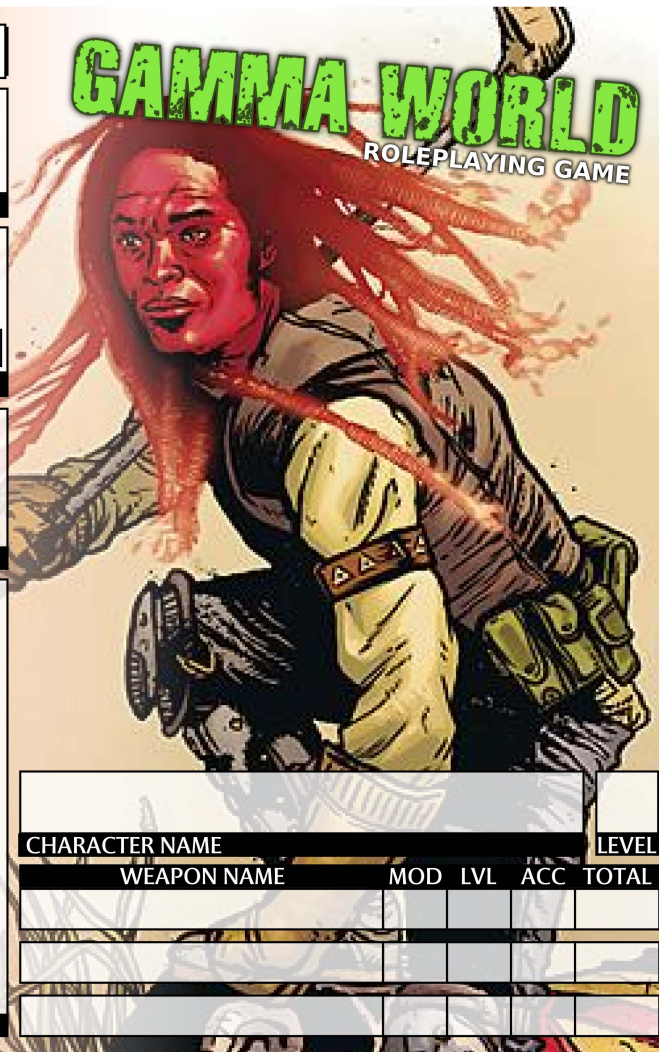
HIT POINTS ÷ 2

SECOND WIND

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ABILITIES		PRIMARY ORIGIN		SPEED <input type="text"/>
STRENGTH <input type="text"/>	<input type="text"/>	SECONDARY ORIGIN		12 + CON
CONSTITUTION <input type="text"/>	<input type="text"/>	SKILLS		HIT POINTS
DEXTERITY <input type="text"/>	<input type="text"/>	STRENGTH		HIT POINTS ÷ 2
INTELLIGENCE <input type="text"/>	<input type="text"/>	Athletics <input type="text"/>		SECOND WIND <input type="text"/>
WISDOM <input type="text"/>	<input type="text"/>	DEXTERITY		BLOODIED
CHARISMA <input type="text"/>	<input type="text"/>	Acrobatics <input type="text"/>		EXPERIENCE
DEFENSES		Stealth <input type="text"/>		
ARMOR CLASS <input type="text"/>	DEX or INT mod + Level + Armor + 10	INTELLIGENCE		
FORTITUDE DEFENSE <input type="text"/>	CON or STR mod + Level + 10	Conspiracy <input type="text"/>		
REFLEX DEFENSE <input type="text"/>	DEX or INT mod + Level + 10	Mechanics <input type="text"/>		
WILL DEFENSE <input type="text"/>	WIS or CHA mod + Level + 10	Science <input type="text"/>		GEAR/SALVAGE
INITIATIVE <input type="text"/>	DEX or INT mod + Level + 10	WISDOM		
		Insight <input type="text"/>		
		Nature <input type="text"/>		
		Perception <input type="text"/>		
		CHARISMA		
		Interaction <input type="text"/>		
		PASSIVE		
		Insight <input type="text"/> Perception <input type="text"/>		

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WEAPON NAME	MOD	LVL	ACC	TOTAL	

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HIT POINTS ÷ 2

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EXPERIENCE

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CHARACTER NAME

WEAPON NAME

MOD

LVL

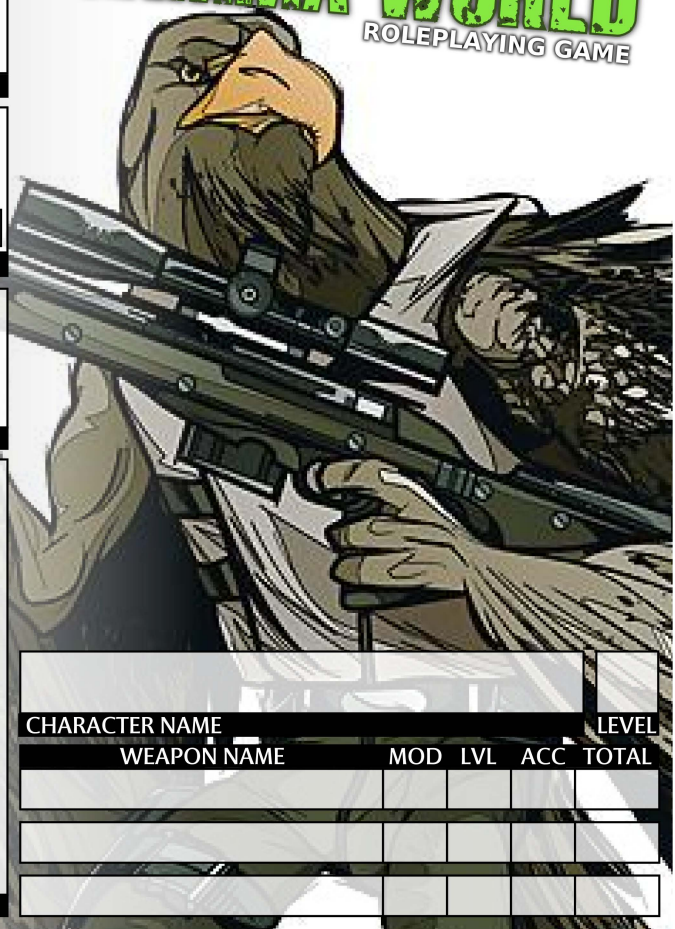
ACC

TOTAL

LEVEL

GAMMA WORLD

ROLEPLAYING GAME



Origin Name

Primary Origin Traits

Mutant Type:

Power Source:

Overcharge Bonus:

Skill Bonus:

Origin Trait 1:

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ABILITIES		PRIMARY ORIGIN		SPEED
STRENGTH	<input type="text"/>			12 + CON
CONSTITUTION	<input type="text"/>	SECONDARY ORIGIN		HIT POINTS
DEXTERITY	<input type="text"/>	SKILLS		HIT POINTS ÷ 2
INTELLIGENCE	<input type="text"/>	STRENGTH		SECOND WIND <input type="text"/>
WISDOM	<input type="text"/>	Athletics <input type="text"/>		BLOODIED
CHARISMA	<input type="text"/>	DEXTERITY		EXPERIENCE
DEFENSES		Intelligence		
ARMOR CLASS	<input type="text"/>	Conspiracy <input type="text"/>		
DEX or INT mod + Level + Armor + 10		Mechanics <input type="text"/>		
FORTITUDE DEFENSE	<input type="text"/>	Science <input type="text"/>		
CON or STR mod + Level + 10		WISDOM		
REFLEX DEFENSE	<input type="text"/>	Insight <input type="text"/>		
DEX or INT mod + Level + 10		Nature <input type="text"/>		
WILL DEFENSE	<input type="text"/>	Perception <input type="text"/>		
WIS or CHA mod + Level + 10		CHARISMA		
INITIATIVE	<input type="text"/>	Interaction <input type="text"/>		
DEX or INT mod + Level + 10		PASSIVE		
		Insight <input type="text"/> Perception <input type="text"/>		

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WEAPON NAME	MOD	LVL	ACC	TOTAL

GEAR/SALVAGE

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Mutant Type:

Power Source:

Overcharge Bonus:

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STRENGTH <input type="text"/>	<input type="text"/>	SECONDARY ORIGIN		12 + CON
CONSTITUTION <input type="text"/>	<input type="text"/>	SKILLS		HIT POINTS
DEXTERITY <input type="text"/>	<input type="text"/>	STRENGTH		HIT POINTS ÷ 2
INTELLIGENCE <input type="text"/>	<input type="text"/>	Athletics <input type="text"/>		SECOND WIND <input type="text"/>
WISDOM <input type="text"/>	<input type="text"/>	DEXTERITY		BLOODIED
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CONSTITUTION	<input type="text"/>	SECONDARY ORIGIN		HIT POINTS
DEXTERITY	<input type="text"/>	SKILLS		HIT POINTS ÷ 2
INTELLIGENCE	<input type="text"/>	STRENGTH		SECOND WIND <input type="text"/>
WISDOM	<input type="text"/>	Athletics <input type="text"/>		BLOODIED
CHARISMA	<input type="text"/>	DEXTERITY		EXPERIENCE
DEFENSES		Intelligence <input type="text"/>		
ARMOR CLASS	<input type="text"/>	Conspiracy <input type="text"/>		
DEX or INT mod + Level + Armor + 10		Mechanics <input type="text"/>		
FORTITUDE DEFENSE	<input type="text"/>	Science <input type="text"/>		
CON or STR mod + Level + 10		WISDOM		
REFLEX DEFENSE	<input type="text"/>	Insight <input type="text"/>		
DEX or INT mod + Level + 10		Nature <input type="text"/>		
WILL DEFENSE	<input type="text"/>	Perception <input type="text"/>		
WIS or CHA mod + Level + 10		CHARISMA		
INITIATIVE	<input type="text"/>	Interaction <input type="text"/>		
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