

GAMMA WORLD CHARACTER SHEET

Name

Gear

Origin 1

Origin 2

Felinoid Engineered Human

Explorer's Kit

Pickup Truck

Binoculars

Traits

+2 to Bio overcharge

Take no damage from falls of 50 feet or less

Always land on your feet when you fall

Night vision goggles

Heavy Flashlight

Duct Tape

+2 bonus to Omega Tech burnout checks

Hit Points

Hit Points	Bloodied
68	34

Critical (Level 2)

Engineered Human Critical

Speed

7

Critical (Level 6)

Felinoid Critical

28 **AC**

Light Armor & Shield

Powers

Novice (Origin 1) Slashing Claws

Novice (Origin 2) Bold Attack

Utility (Lvl 3) Tough as Nails

Expert Primary (Lvl 5) Killing Bite

Utility (Lvl 7) Pounce

Expert Secondary (Lvl 9) Tactical Assault

Uber Feature (Lvl 10) Automatically succeed on one Omega Charge check per encounter

24 **Fortitude**

27 **Reflex**

24 **Will**

Initiative

14

Attacks

Attack

Bonus	Weapon	Damage	Rng	Type
17	Meat Cleaver	1d8+14		1 Hnd Mel
17	Billiard Ball	1d8+14	5	1 Hnd Rng
18	.22 Pistol	1d8+14	10	1 Hnd Gun
17	Unarmed	1d4+14		

Ability Scores

Str 16 (3) | **Dex** 18 (4) | **Wis** 17 (3)

Con 11 (0) | **Int** 16 (3) | **Cha** 9 (-1)

Skills

Bonus	Skill Name	Bonus	Skill Name
14	Acrobatics	13	Mechanics
13	Athletics	13	Nature
13	Conspiracy	13	Perception
13	Insight	17	Science
13	Interaction	22	Stealth

More Gear