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

Name your character. What do others call you?

NAME

Roll character origins on the Character Origin Table:

ORIGIN 1 (FIRST) ORIGIN 2 (SECOND)

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):

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):

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: (+ )

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

Calculate your defenses.

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

AC

FORTITUDE (STR or CON MODIFIER)

REFLEX (DEX or INT MODIFIER)

WILL (WIS or CHA MODIFIER)

Also:

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

ATTACKS

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

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