

GW AC2

From the producers of the DUNGEONS & DRAGONS® Game

7507

# GAMMA WORLD®

SCIENCE FANTASY ROLE-PLAYING GAME

## PLAYER CHARACTER SHEETS

GAMMA WORLD® CHARACTER SHEETS are designed for use with the GAMMA WORLD game rules.



TSR, Inc.

PRODUCTS OF YOUR IMAGINATION™

DUNGEONS & DRAGONS, PRODUCTS OF YOUR IMAGINATION, and GAMMA WORLD are trademarks owned by TSR, Inc.



# GAMMA WORLD<sup>®</sup>

## CHARACTER SHEET



<b>CHARACTER'S NAME</b>			<b>PLAYER'S NAME</b>	
<b>TYPE</b>			<b>RANK</b>	
<b>STATUS POINTS</b>			<b>COMMUNITY</b>	
<b>MS</b>	<b>MODIFIED MS</b>		<b>NOTES</b>	
<b>IN</b>	<b>MODIFIED IN</b>			
<b>DX</b>	<b>MODIFIED DX</b>			
<b>PS</b>	<b>MODIFIED PS</b>			
<b>CH</b>	<b>MODIFIED CH</b>			
<b>CN</b>	<b>MODIFIED CN</b>			
<b>ARMOR CLASS</b>	<b>HIT POINT SCORE</b>	<b>CURRENT HIT POINTS</b>		
<b>PHYSICAL MUTATIONS</b>			<b>EFFECT</b>	
<b>MENTAL MUTATIONS</b>			<b>EFFECT</b>	
<b>WEAPONS</b>	<b>CLASS / DAMAGE</b>	<b>WEIGHT</b>	<b>POSSESSIONS</b>	<b>WEIGHT</b>
<b>MOVEMENT RATE</b>			<b>UNBURDENED BURDENED HEAVILY BURDENED</b>	



## LANGUAGES

### CREATURES ENCOUNTERED

### MONEY

### FOLLOWERS AND HIRELINGS

### NOTES



## GAMMA WORLD®

### CHARACTER SHEET

CHARACTER'S NAME <i>Jonin</i>			PLAYER'S NAME <i>Terry Daniels</i>		
TYPE <i>Humanoid</i>			RANK <i>2</i>		
STATUS POINTS <i>1,149</i>			COMMUNITY <i>Hornv</i>		
MS <i>16</i>	MODIFIED MS		NOTES <i>+1 on damage</i>		
IN <i>12</i>	MODIFIED IN				
DX <i>17</i>	MODIFIED DX				
PS <i>10</i>	MODIFIED PS <i>16</i>				
CH <i>18</i>	MODIFIED CH				
CN <i>18</i>	MODIFIED CN				
ARMOR CLASS <i>9</i>	HIT POINT SCORE <i>60</i>		CURRENT HIT POINTS <i>60</i>		
<b>PHYSICAL MUTATIONS</b> <i>Heightened strength</i> <i>Multiple body parts</i> <i>Heightened balance</i>			<b>EFFECT</b> <i>Can lift 6x PS and carry 4x PS without being heavily burdened</i> <i>5 eyes</i> <i>Add 1 to multiple for DX checks</i>		
<b>MENTAL MUTATIONS</b> <i>Life Leech</i>			<b>EFFECT</b> <i>Drain 6 HP from each intelligent being within 3m. Add HP to own score for 24 hours.</i>		
<b>WEAPONS</b>		<b>CLASS / DAMAGE</b>	<b>WEIGHT</b>	<b>POSSESSIONS</b>	<b>WEIGHT</b>
<i>Short sword</i>		<i>9/1d6</i>	<i>7</i>	<i>Bed roll</i>	<i>1</i>
<i>Crossbow</i>		<i>9/1d6</i>	<i>13</i>	<i>Steel Knife</i>	<i>.5</i>
				<i>Large canteen</i>	<i>1</i>
				<i>Backpack</i>	<i>2</i>
				<i>3 sets clothes</i>	<i>5</i>
				<i>90 Demons</i>	<i>1</i>
MOVEMENT RATE <i>12/900/18</i>			UNBURDENED <i>60</i> BURDENED <i>60</i> HEAVILY BURDENED <i>60</i>		

GAMMA WORLD is a registered trademark owned by TBR, Inc.

©1984 TBR, Inc. All Rights Reserved

The **GAMMA WORLD®** character sheets will help you keep track of character abilities and equipment during Gamma World adventures. If you have played the **GAMMA WORLD** game, you should be familiar with most of the sheet.

Players should use a pencil when filling out the character sheet, because some information may change during the game.

More detailed information may be found in the Gamma World rule book.

**CHARACTER'S NAME:** List the player character's name. You may choose any name for your character.

**PLAYER'S NAME:** Write your name in this section. Your character sheet will be easier to locate if you use this character again.

**TYPE:** List your character's type in this section. A character may be a PURE STRAIN HUMAN, HUMANOID, or MUTATED ANIMAL.

**STATUS POINTS:** Record the number of Status Points your character has accumulated. Status Points are used to gain rank.

**RANK:** List the rank your character has achieved through the accumulation of Status Points.

**COMMUNITY:** List the Community to which the character belongs.

**CRYPTIC ALLIANCE:** A character may change the community of which he is a member by joining a Cryptic Alliance. If your character becomes a member of a Cryptic Alliance, circle the appropriate symbol at the top of the character sheet.

**MS (Mental Strength):** A character's Mental Strength measures his ability to control the mental energies used in Mental Combat. The Mental Strength Score also determines the range, duration, and other characteristics of some Mental Mutations.

**IN (Intelligence):** The Intelligence Score measures intellect, wit, logic, etc.

**DX (Dexterity):** The Dexterity Score measures the speed at which a character functions, his reaction time, and his agility.

**PS (Physical Strength):** The Physical Strength Score measures a character's ability to perform physical acts. The score determines how much weight the character can lift ( $5 \times PS$  in kilograms) and carry while moving, and modifies the amount of damage done in Physical Combat.

**CH (Charisma):** The Charisma Score measures the ability to influence NPCs' reactions through physical appearance, persuasiveness, will-power, etc.

**CN (Constitution):** The Constitution Score measures the ability to with-



#### LANGUAGES

##### CREATURES ENCOUNTERED

5 orlen  
Podogn  
Seps

##### MONEY

##### FOLLOWERS AND HIRELINGS

Companion Robot

##### NOTES

1984 TSR, Inc. All Rights Reserved

stand physical damage. It determines the effect of radiation, poison, and biogenetic weapons on the character. Attribute Scores are MODIFIED according to mutation or events during play.

**ARMOR CLASS:** List your character's Armor Class, determined by the type of armor your character wears or the Natural Armor your character has as a result of mutations.

**HIT POINT SCORE:** List your character's Hit Point Score here.

**CURRENT HIT POINTS:** Keep a running total of the Hit Points your character has left.

**PHYSICAL MUTATIONS:** List the Physical Mutations a character

starts the game with and those gained during play. In the next column list their EFFECTs.

**MENTAL MUTATIONS:** List the Mental Mutations a character starts the game with and those gained during play. In the next column list their EFFECTs.

**WEAPONS:** List the character's Weapons. List the CLASS of the weapon and the DAMAGE it does when it is used. List the POSSESSIONS the character starts the game with and those he obtains during play. List their WEIGHT in the next column.

**MOVEMENT RATE:** Record the rate at which your character may move. Then designate whether your character is UNBURDENED, BUR-

DENED, or HEAVILY BURDENED according to how much weight he carries.

**LANGUAGES:** List the languages your character knows when the game begins and those he learns during the game.

**CREATURES ENCOUNTERED:** List the creatures your character encounters during the game. You may list the MONEY obtained from these creatures in the next column, or any other money obtained.

**FOLLOWERS and HIRELINGS:** List all NPCs who have been hired to serve your character or those who serve him out of loyalty.

**NOTES:** This space is provided for any extra information that you would like to record before or during the game.

©1984 TSR, Inc. All Rights Reserved. GAMMA WORLD is a registered trademark owned by TSR, Inc. Printed in U.S.A.

Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR (UK) Ltd.

This product is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc.

TSR, Inc.  
POB 756  
Lake Geneva,  
WI 53147

TSR (UK) Ltd.  
The Mill, Rathmore Road  
Cambridge CB14AD  
United Kingdom

ISBN 0-88038-139-6

7507



Useless. Absolutely useless.  
Your laser rifle, your stun whip.  
And what happened to  
your fusion bomb?



A pack of podogs has emerged from the surrounding mountains.  
You are trapped and defenseless. You thought you had three shots in  
the rifle and 10 more minutes on the stun whip. The fusion bomb?  
You used it yesterday.

Ah, so the character sheet wasn't such a bad idea after all?

The GAMMA WORLD® Character Sheets will keep essential  
information easily accessible during play. Designated spaces  
organize the character's statistics, mutations, possessions, followers,  
creatures encountered, and more. This package provides 32  
character sheets and tips on how to use them.

Now that you can keep track of this important information, you are  
ready to journey into the far future.

Now you are ready for the GAMMA WORLD game.

ISBN 0-88038-139-6

TSR, Inc.  
POB 756  
Lake Geneva, WI 53147

TSR (UK) Ltd.  
The Mill, Rathmore Road  
Cambridge CB14AD  
United Kingdom

©1984 TSR, Inc. All Rights Reserved. Printed in U.S.A.  
GAMMA WORLD is a registered trademark owned by TSR, Inc.



7507XXX0401