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.

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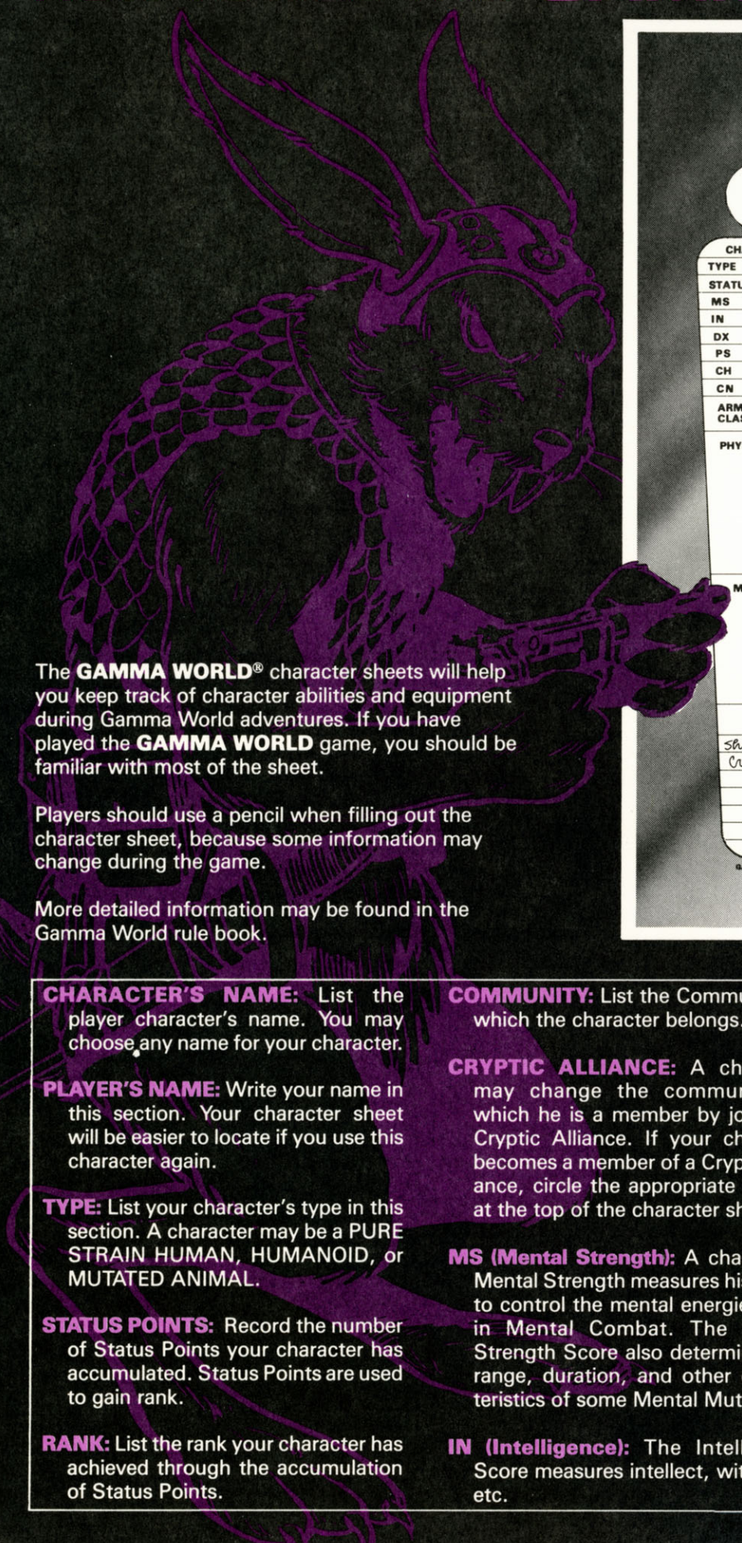
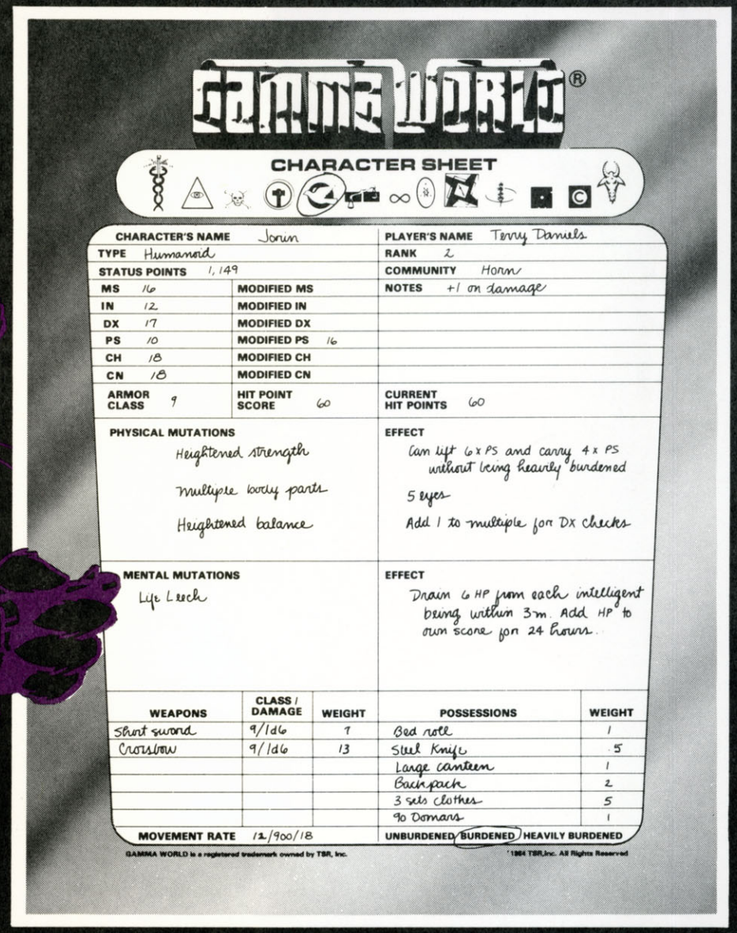
HOW TO USE THE GAMMA WORLD® CHARACTER SHEETS



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.



GAMMA WORLD®

CHARACTER SHEET

CHARACTER'S NAME	Jorun	PLAYER'S NAME	Terry Daniels
TYPE	Humanoid	RANK	2
STATUS POINTS	1,149	COMMUNITY	Horn
MS 16	MODIFIED MS	NOTES	+1 on damage
IN 12	MODIFIED IN		
DX 17	MODIFIED DX		
PS 10	MODIFIED PS 16		
CH 18	MODIFIED CH		
CN 18	MODIFIED CN		
ARMOR CLASS 9	HIT POINT SCORE 60	CURRENT HIT POINTS	60

PHYSICAL MUTATIONS	EFFECT
Heightened strength	Can lift 6 x PS and carry 4 x PS without being heavily burdened
Multiple body parts	5 eyes
Heightened balance	Add 1 to multiple for DX checks
MENTAL MUTATIONS	EFFECT
Life Leech	Drain 6 HP from each intelligent being within 3m. Add HP to own score for 24 hours.

WEAPONS	CLASS / DAMAGE	WEIGHT	POSSESSIONS	WEIGHT
Short sword	9/1d6	7	Bed roll	1
Crossbow	9/1d6	13	Steel Knife	5
			Large canteen	1
			Backpack	2
			3 sets clothes	5
			90 Domars	1
MOVEMENT RATE	12/900/18		UNBURDENED, BURDENED, HEAVILY BURDENED	

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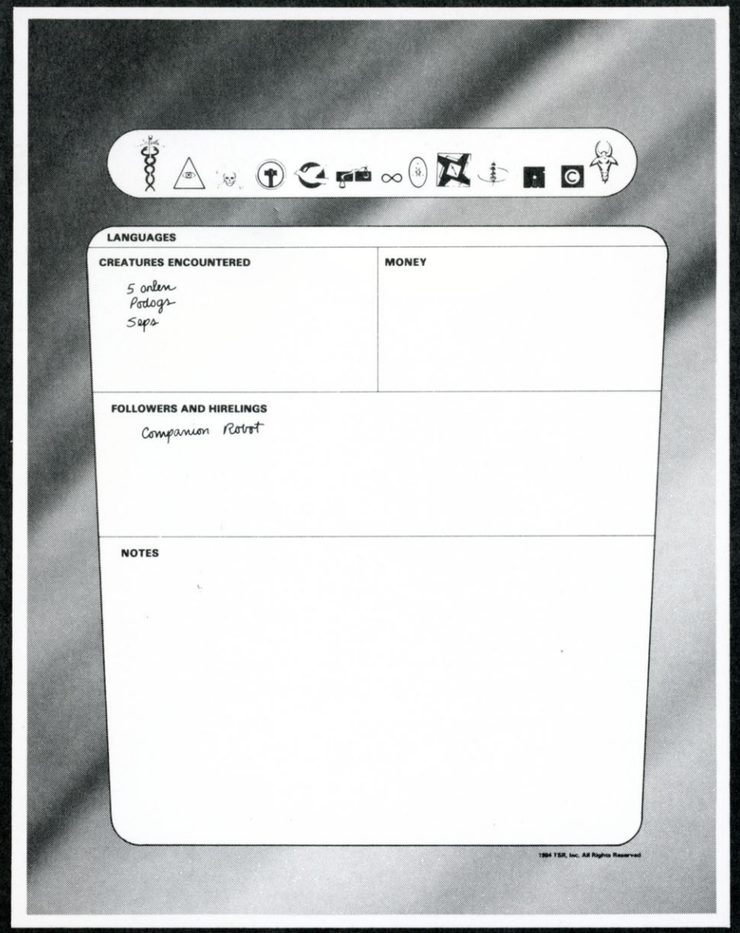

LANGUAGES

CREATURES ENCOUNTERED	MONEY
5 orlem Podogs Saps	

FOLLOWERS AND HIRELINGS

Companion Robot

NOTES

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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 × 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, willpower, etc.

CN (Constitution): The Constitution Score measures the ability to withstand 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, BURDENED, 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.

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The Mill, Rathmore Road
Cambridge CB14AD
United Kingdom

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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.

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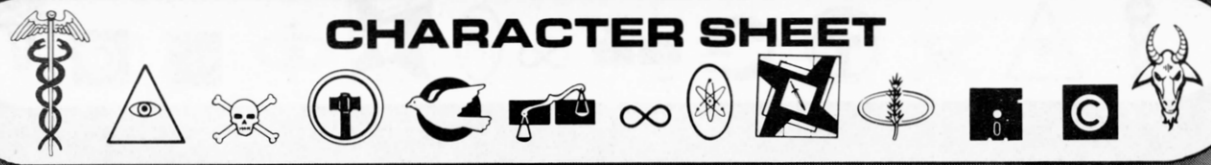
CHARACTER SHEET



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DX	MODIFIED DX	
PS	MODIFIED PS	
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ARMOR CLASS	HIT POINT SCORE	CURRENT HIT POINTS

PHYSICAL MUTATIONS	EFFECT

MENTAL MUTATIONS	EFFECT

WEAPONS	CLASS / DAMAGE	WEIGHT	POSSESSIONS	WEIGHT

MOVEMENT RATE

UNBURDENED BURDENED HEAVILY BURDENED

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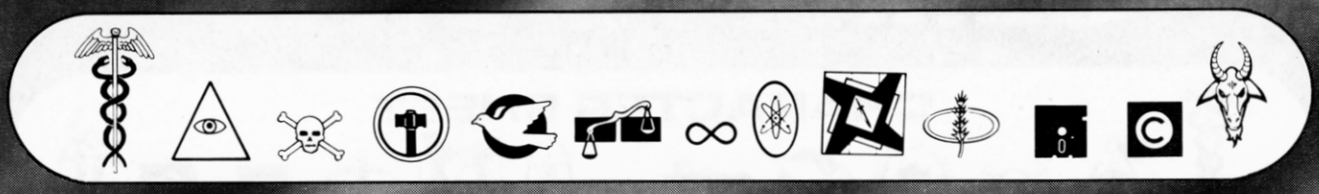

LANGUAGES

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MONEY

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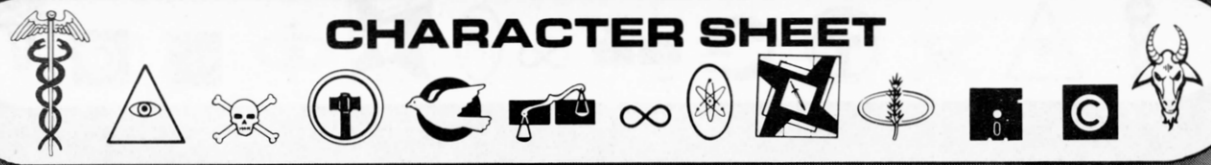

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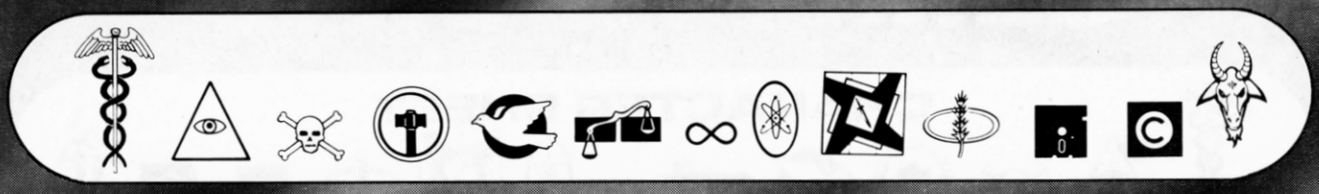

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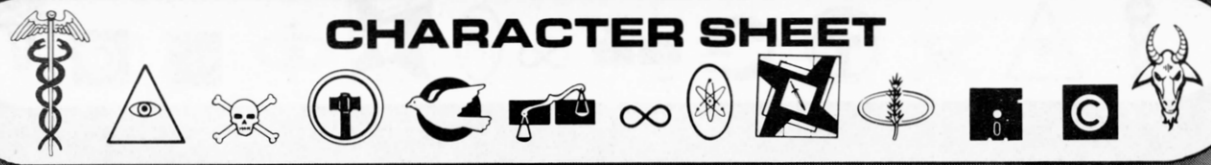

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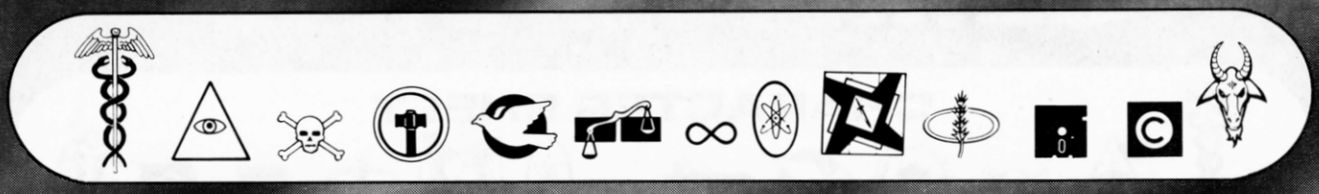

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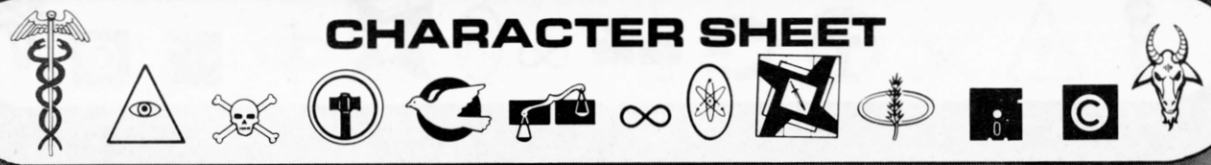

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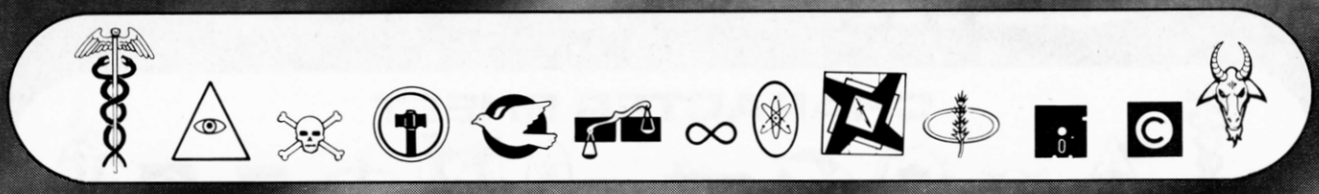

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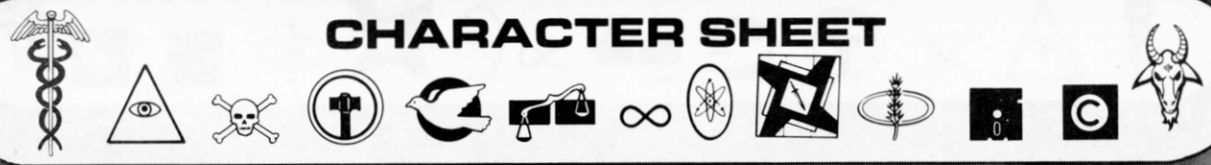

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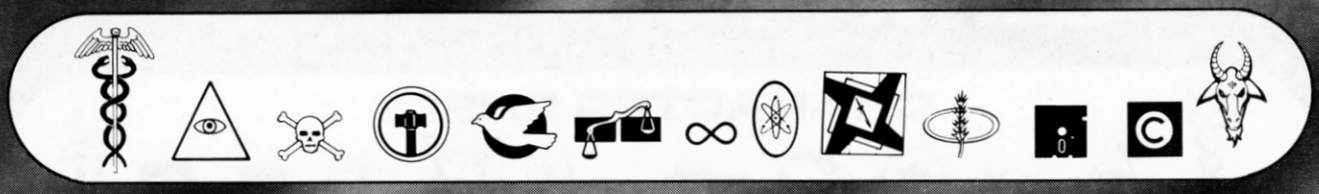

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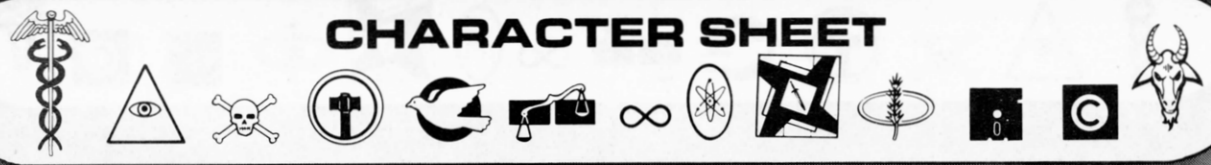

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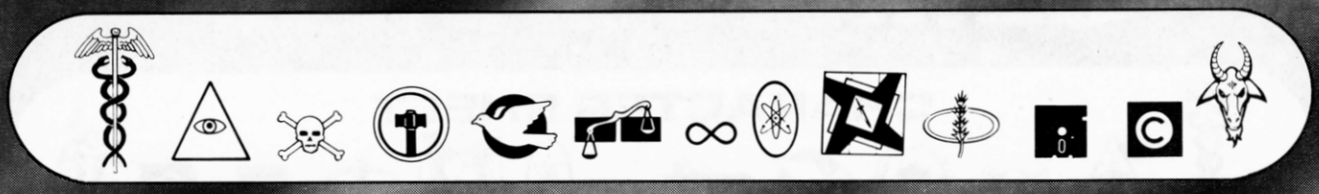

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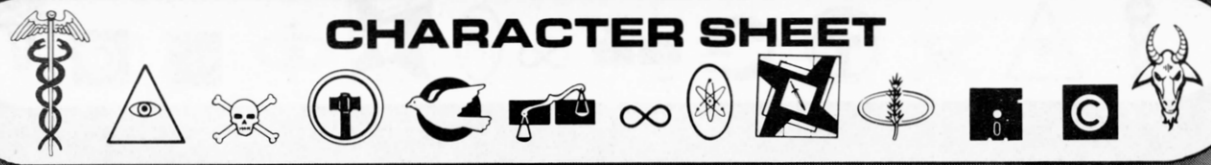

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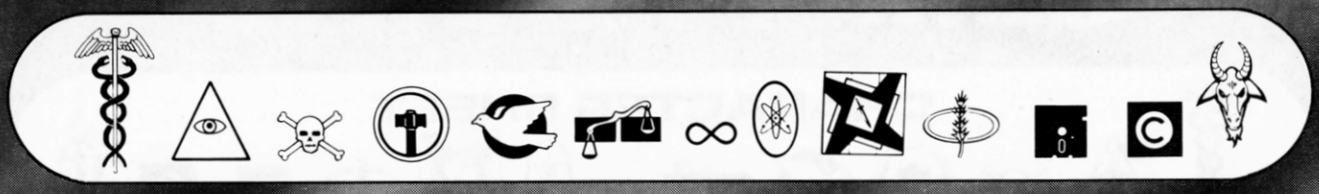

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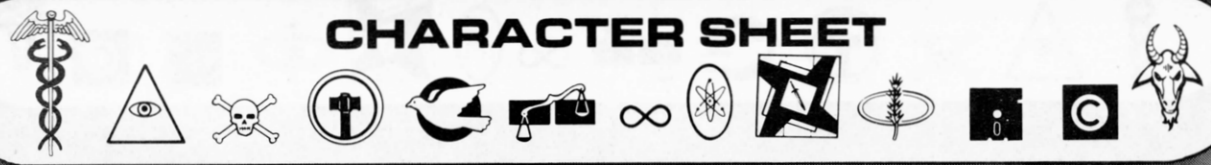

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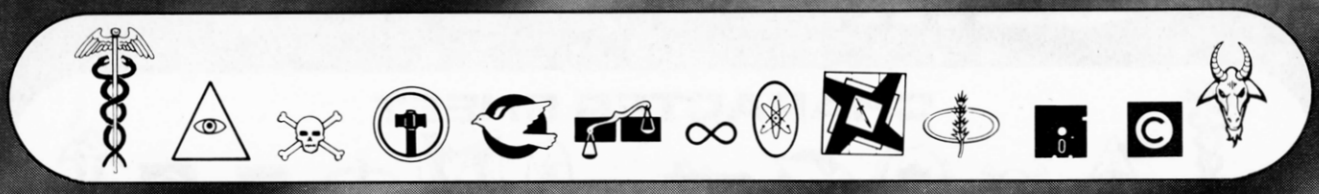

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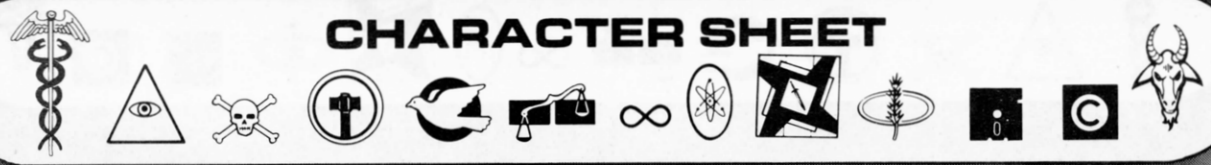

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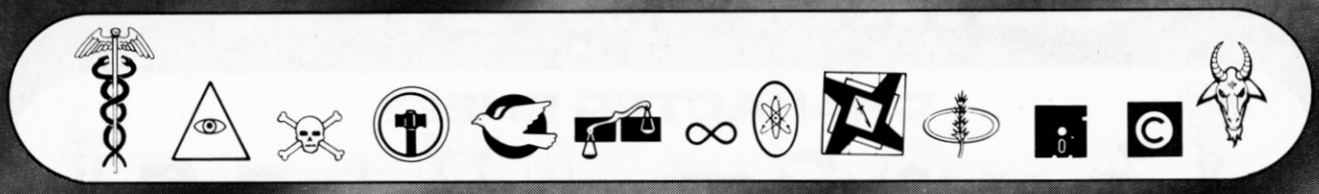

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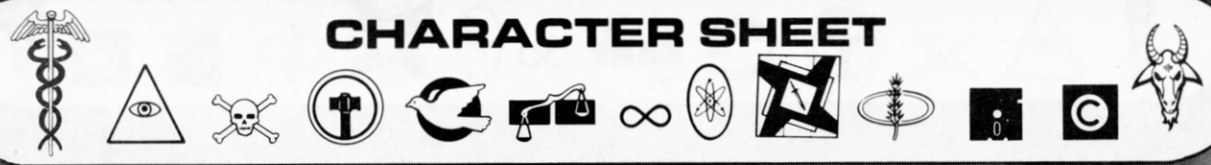

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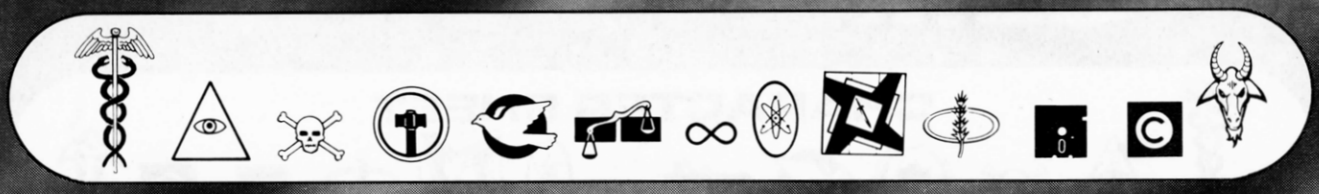

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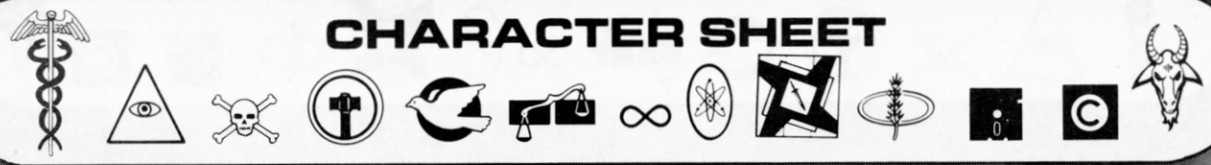

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WEAPONS	CLASS / DAMAGE	WEIGHT	POSSESSIONS	WEIGHT

MOVEMENT RATE

UNBURDENED BURDENED HEAVILY BURDENED

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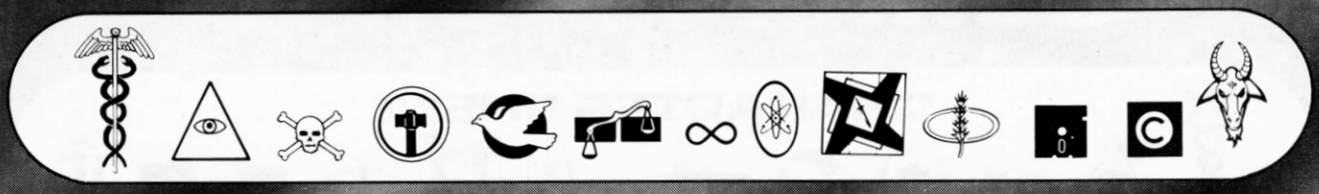

LANGUAGES

CREATURES ENCOUNTERED

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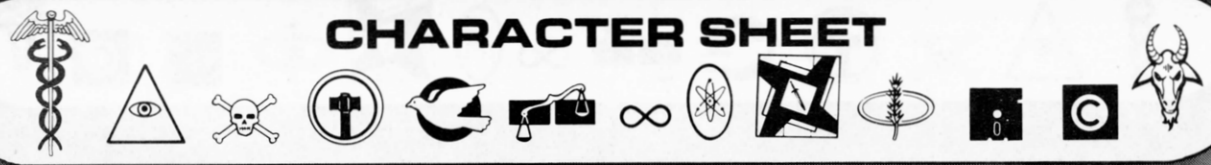

CHARACTER'S NAME		PLAYER'S NAME
TYPE		RANK
STATUS POINTS		COMMUNITY
MS	MODIFIED MS	NOTES
IN	MODIFIED IN	
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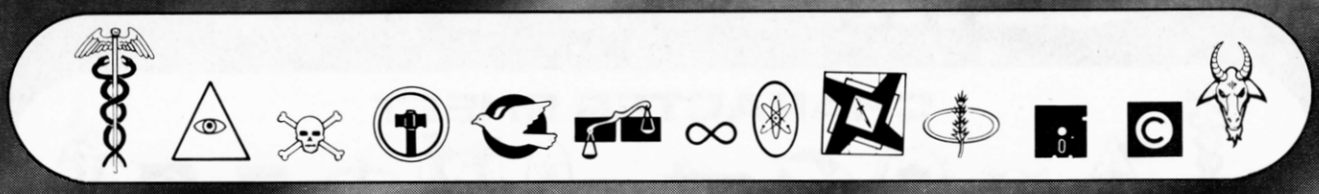

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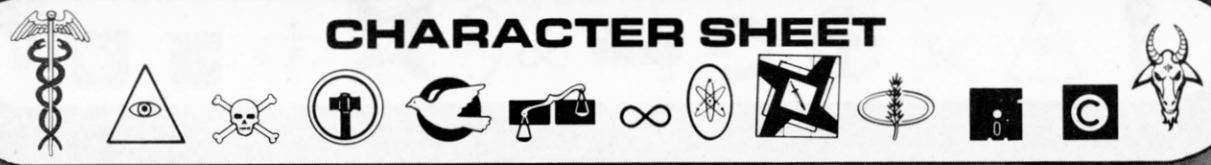

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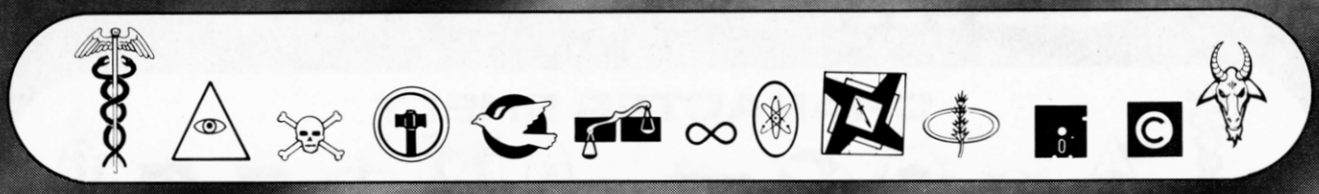

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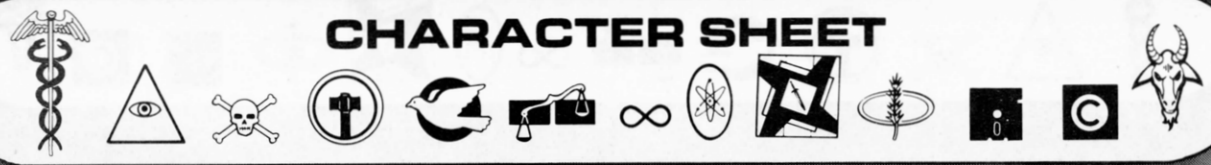

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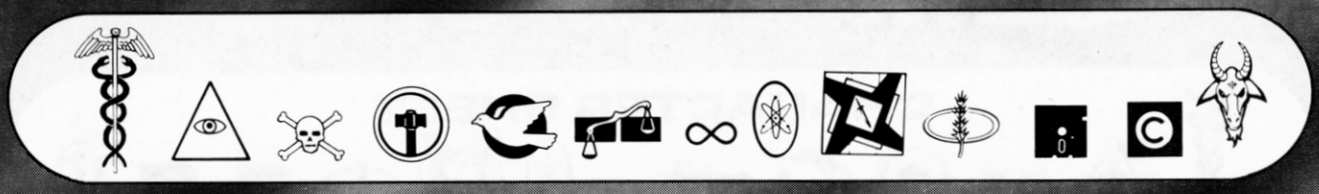

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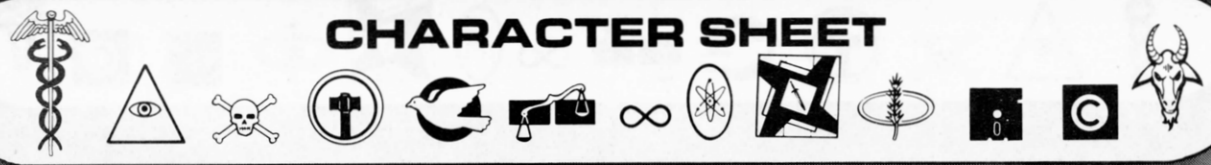

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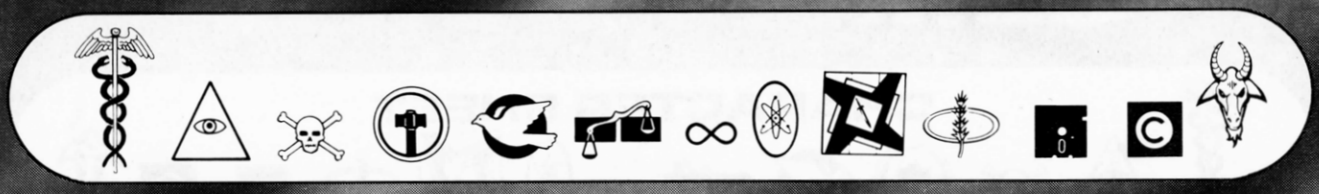

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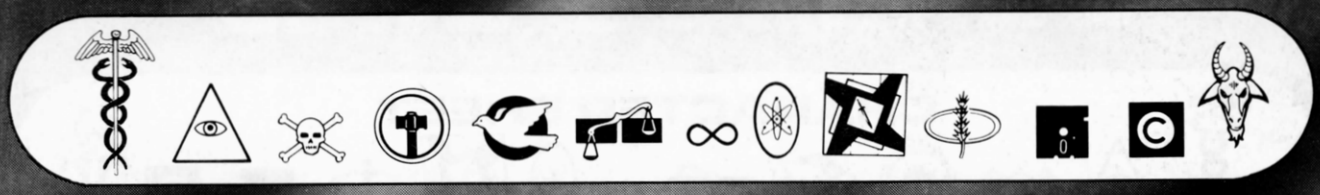

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