

Player Name _____ **GAMMA WORLD** _____ Campaign

Date Character Began _____ Player Character Record _____ Game Master _____

GAMMA WORLD

Player Character Record

_____ Campaign

_____ Game Master

Character Name

Character Type

ATTRIBUTE SCORES

COMBAT SCORES

Score	Modifiers				
	MS	Notes			
		<i>Mental Strength</i>			
	IN	Artifact Use Mod		Notes	
		<i>Intelligence</i>			
	DX	Ranged Bonus		Notes	
		<i>Dexterity</i>			
	PS	Melee Bonus		Notes	
		<i>Physical Strength</i>			
	CH	Max Followers		Morale Adjustment	Reaction Adjustment
		<i>Charisma</i>			
	CN	Notes			
		<i>Constitution</i>			

The diagram shows a character's armor and hit points. On the left, there is a large octagon labeled "Armor Class". Below it is a smaller rectangle labeled "Rear AC". At the bottom left is another rectangle labeled "Unarmored AC". On the right, there is a trapezoid labeled "Hit Points". Below it is an inverted trapezoid labeled "Force Field". At the bottom right is a rectangle labeled "Hit Dice".

Character Sketch

Movement



WEAPONS

[illegible]

MUTATIONS

[illegible][illegible]

EQUIPMENT CARRIED

[illegible]

ARTIFACTS

EXPERIENCE

Total XPs

--

XP's Needed for Next Bonus



CHARACTER DESCRIPTION

Sex _____ Age _____ Date of Birth _____
 Height _____ Mass _____ Handedness _____
 Hair or Fur _____ Eyes _____ Skin _____
 Cryptic Alliance _____ Place of Origin _____
 Personality _____

BACKGROUND AND NOTES

[illegible]