

Character Creation Quick Start

Step 1: Determining Origins

Determine your character's origins by doing the following:

Origin Table A (1-3)

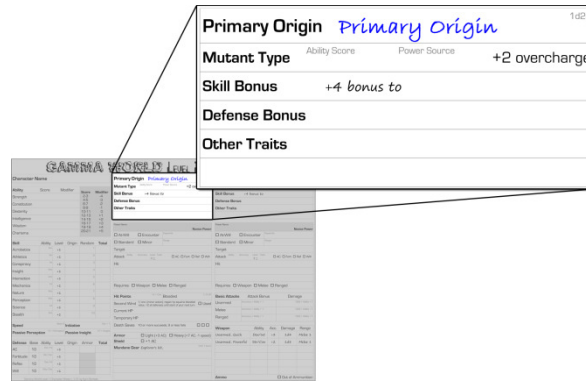
1	Android	11	Mind Breaker
2	Cockroach	12	Mind Coercer
3	Doppelganger	13	Plant
4	Electrokinetic	14	Pyrokinetic
5	Empath	15	Radioactive
6	Felinoid	16	Rat Swarm
7	Giant	17	Seismic
8	Gravity Controller	18	Speedster
9	Hawkoid	19	Telekinetic
10	Hypercognitive	20	Yeti

Origin Table B (4-6)

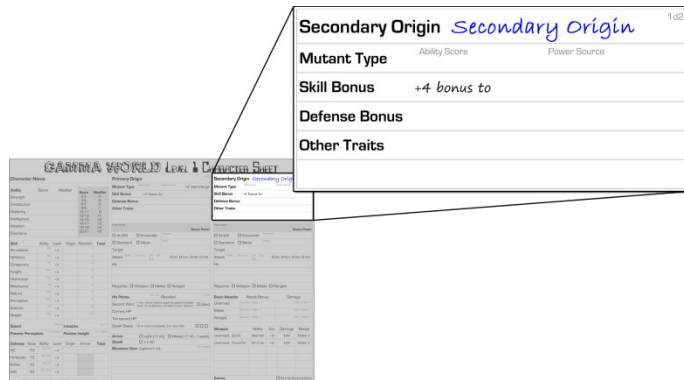
1	AI	11	Mythic
2	Alien	12	Nightmare
3	Arachnoid	13	Plaguebearer
4	Cryokinetic	14	Plastic
5	Ectoplasmic	15	Prescient
6	Entropic	16	Reanimated
7	Exploding	17	Shapeshifter
8	Fungoid	18	Simian
9	Gelatinous	19	Temporal
10	Magnetic	20	Wheeled

Note: If your first and second rolls are the same, your **Secondary Origin** is *Engineered Human*.

A. Primary Origin: Roll 1d6 for **Origin Table** (A or B), and then roll 1d20, writing down your Primary Origin.



B. Secondary Origin: Roll 1d6 for **Origin Table** (A or B), and then roll 1d20, writing down your Secondary Origin.



Step 2: Filling Out Origins

- A. Primary Origin:** Under Primary Origin, write down the following:
- Mutant Trait Ability Score.** Write the primary ability score (STR, CON, DEX, INT, WIS, or CHA).
 - Mutant Trait Power Source.** Write the primary power source (Bio, Dark, or Psi).
 - Skill Bonus.** Write the skill(s) your primary origin grants bonuses for.
 - Defense Bonus.** Write the defense(s) your primary origin grants bonuses for.
 - Other Traits.** Write any other traits your primary origin grants.
 - Origin Power.** Write the primary origin power and statistics. For now, leave Attack and Hit blank.

The image shows a character sheet for 'GAHANNA VORONIS' with a callout box highlighting the 'Primary Origin' section. The callout box contains the following handwritten entries:

Primary Origin	Primary Origin	1d20
Mutant Type	Ability Score: Score Power Source: Power	+2 overcharge
Skill Bonus	+4 bonus to	Skill(s)
Defense Bonus	Defense(s)	
Other Traits	Trait(s)	
Power Name	Power	Novice Power

- B. Secondary Origin:** Under Secondary Origin, write down the following:
- Mutant Trait Ability Score.** Write the secondary ability score (STR, CON, DEX, INT, WIS, or CHA).
 - Mutant Trait Power Source.** Write the secondary power source (Bio, Dark, or Psi).
 - Skill Bonus.** Write the skill(s) your secondary origin grants bonuses for.
 - Defense Bonus.** Write the defense(s) your secondary origin grants bonuses for.
 - Other Traits.** Write any other traits your secondary origin grants.
 - Origin Power.** Write the secondary origin power and statistics. For now, leave Attack and Hit blank.

The image shows a character sheet for 'GAHANNA VORONIS' with a callout box highlighting the 'Secondary Origin' section. The callout box contains the following handwritten entries:

Secondary Origin	Secondary Origin	1d20
Mutant Type	Ability Score: Score Power Source: Power	
Skill Bonus	+4 bonus to	Skill(s)
Defense Bonus	Defense(s)	
Other Traits	Trait(s)	
Power Name	Power	Novice Power

Step 3: Determining Ability Scores

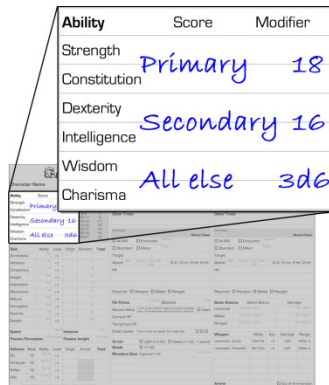
Assign your ability scores as follows:

- A. Primary Ability Score:** Write 18 for your primary origin ability score (for example, the Android has Intelligence, so a primary origin Android has an 18 Intelligence). Write down the modifier for the primary ability score.
- B. Secondary Ability Score:** Write 16 for your secondary origin ability score (for example, the Rat Swarm has Dexterity, so a secondary origin Rat Swarm has a 16 Dexterity). Write down the modifier for the secondary ability score.

Note: If your primary and secondary origins share the ability score, write 20 for the ability score (for example, the ability score for Mind Breaker and Empath are both Charisma, so a Mind Breaker/Empath has a 20 Charisma).

- B. Other Ability Scores:** For each remaining ability score, roll 3d6 and write the result in this order—Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma—skipping those that are already filled in. Write down the modifiers for the other ability scores.

Ability	Score	Modifier
Strength	Primary 18	
Constitution		
Dexterity	Secondary 16	
Intelligence		
Wisdom	All else 3d6	
Charisma		



Step 4: Determining Skills

Determine your skills as follows, totaling up all the modifiers when finished:

- A. Ability Score Modifiers:** Write the skill modifiers from your ability scores (for example, a 16 Dexterity gets +3 to the Acrobatics skill).
- B. Origin Modifier:** Write the skill modifiers from your origins (for example, the Mind Coercer gets +4 to the Interaction skill).
- C. Random Modifier:** Write the skill modifier from one d10 roll on the table below (for example, if you roll a 6, you get +4 to the Mechanics skill).

- 1 Acrobatics
- 2 Athletics
- 3 Conspiracy
- 4 Insight
- 5 Interaction
- 6 Mechanics
- 7 Nature
- 8 Perception
- 9 Science
- 10 Stealth

Skill	Ability	Level	Origin	Random	Total
Acrobatics	Dex	+1		1	
Athletics	Str	+1		2	
Conspiracy	Int	+1		3	
Insight	Wis	+1		4	
Interaction	Cha	+1		5	
Mechanics	Int	+1		6	
Nature	Wis	+1		7	
Perception	Wis	+1		8	
Science	Int	+1		9	
Stealth	Dex	+1		10	

Handwritten notes in blue ink:

- Vertical text in the Ability column: "Ability Modifiers"
- Vertical text in the Origin column: "Origin Modifiers"
- Vertical text in the Random column: "Roll d10"
- Vertical text in the Total column: "Add 'em up!"

Step 5: Determining Armor

Write down your desired armor and appropriate statistics.

GANNA YOREL LEVEL 1 CHARACTER SHEET

Armor Light (+3 AC) Heavy (+7 AC, -1 speed)
Shield +1 AC

High Dexterity / Intelligence		High Strength / Constitution	
Light Armor +3 AC Bonus Add Dex/Int AC Bonus <i>Examples:</i> leather duster, umpire's padding sewn with chain links, half Kevlar vest.	Armor <input checked="" type="checkbox"/> Light (+3 AC) <input type="checkbox"/> Heavy (+7 AC, -1 speed) Shield <input type="checkbox"/> +1 AC	Heavy Armor +7 AC Bonus No Dex/Int AC Bonus -1 Speed <i>Examples:</i> riot gear, scavenged plate armor, coveralls sewn with pots and pans.	Armor <input type="checkbox"/> Light (+3 AC) <input checked="" type="checkbox"/> Heavy (+7 AC, -1 speed) Shield <input type="checkbox"/> +1 AC
	Shield +1 shield bonus to AC <i>Examples:</i> yield sign, winter tire chunk, snowboard	Armor <input type="checkbox"/> Light (+3 AC) <input type="checkbox"/> Heavy (+7 AC, -1 speed) Shield <input checked="" type="checkbox"/> +1 AC	

Step 6: Determining Melee Weapon

Write down your melee weapon and appropriate statistics.

Basic Attacks		Attack Bonus	Damage		
Unarmed		Accuracy + Ability + 1	1[W] + Ability + 1		
Melee		Accuracy + Ability + 1	1[W] + Ability + 1		
Ranged		Accuracy + Ability + 1	1[W] + Ability + 1		
Weapon		Ability	Acc.	Damage	Range
Unarmed, Quick		Dex/Int	+3	1d4	Melee 1
Unarmed, Powerful		Str/Con	+2	1d8	Melee 1

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1-Handed Light Accuracy +3 Damage 1d8 Range Melee 1 2-Handed Light Accuracy +3 Damage 1d12 Range Melee 1 Examples: scissors, bowie knife, rebar, Louisville slugger.	<table border="1"> <thead> <tr> <th colspan="2">Basic Attacks</th> <th>Attack Bonus</th> <th colspan="2">Damage</th> </tr> </thead> <tbody> <tr> <td>Unarmed</td> <td><i>quick</i></td> <td>Accuracy + Ability + 1 +8</td> <td colspan="2">1[W] + Ability + 1 1d4+5</td> </tr> <tr> <td>Melee</td> <td><i>scissors</i></td> <td>Accuracy + Ability + 1 +8</td> <td colspan="2">1[W] + Ability + 1 1d8+5</td> </tr> <tr> <td>Ranged</td> <td></td> <td>Accuracy + Ability + 1</td> <td colspan="2">1[W] + Ability + 1</td> </tr> <tr> <th colspan="2">Weapon</th> <th>Ability</th> <th>Acc.</th> <th>Damage</th> <th>Range</th> </tr> <tr> <td>Unarmed, Quick</td> <td></td> <td>Dex/Int</td> <td>+3</td> <td>1d4</td> <td>Melee 1</td> </tr> <tr> <td>Unarmed, Powerful</td> <td></td> <td>Str/Con</td> <td>+2</td> <td>1d8</td> <td>Melee 1</td> </tr> <tr> <td><i>scissors</i></td> <td></td> <td>Dex/Int</td> <td>+3</td> <td>1d8</td> <td>Melee 1</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	Basic Attacks		Attack Bonus	Damage		Unarmed	<i>quick</i>	Accuracy + Ability + 1 +8	1[W] + Ability + 1 1d4+5		Melee	<i>scissors</i>	Accuracy + Ability + 1 +8	1[W] + Ability + 1 1d8+5		Ranged		Accuracy + Ability + 1	1[W] + Ability + 1		Weapon		Ability	Acc.	Damage	Range	Unarmed, Quick		Dex/Int	+3	1d4	Melee 1	Unarmed, Powerful		Str/Con	+2	1d8	Melee 1	<i>scissors</i>		Dex/Int	+3	1d8	Melee 1													1-Handed Heavy Accuracy +2 Damage 1d10 Range Melee 1 2-Handed Heavy Accuracy +2 Damage 2d8 Range Melee 1 Examples: board with nail, sledgehammer, parking meter, chain saw.	<table border="1"> <thead> <tr> <th colspan="2">Basic Attacks</th> <th>Attack Bonus</th> <th colspan="2">Damage</th> </tr> </thead> <tbody> <tr> <td>Unarmed</td> <td><i>powerful</i></td> <td>Accuracy + Ability + 1 +7</td> <td colspan="2">1[W] + Ability + 1 1d8+5</td> </tr> <tr> <td>Melee</td> <td><i>sledgehammer</i></td> <td>Accuracy + Ability + 1 +7</td> <td colspan="2">1[W] + Ability + 1 2d8+5</td> </tr> <tr> <td>Ranged</td> <td></td> <td>Accuracy + Ability + 1</td> <td colspan="2">1[W] + Ability + 1</td> </tr> <tr> <th colspan="2">Weapon</th> <th>Ability</th> <th>Acc.</th> <th>Damage</th> <th>Range</th> </tr> <tr> <td>Unarmed, Quick</td> <td></td> <td>Dex/Int</td> <td>+3</td> <td>1d4</td> <td>Melee 1</td> </tr> <tr> <td>Unarmed, Powerful</td> <td></td> <td>Str/Con</td> <td>+2</td> <td>1d8</td> <td>Melee 1</td> </tr> <tr> <td><i>sledgehammer</i></td> <td></td> <td>Str/Con</td> <td>+2</td> <td>2d8</td> <td>Melee 1</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	Basic Attacks		Attack Bonus	Damage		Unarmed	<i>powerful</i>	Accuracy + Ability + 1 +7	1[W] + Ability + 1 1d8+5		Melee	<i>sledgehammer</i>	Accuracy + Ability + 1 +7	1[W] + Ability + 1 2d8+5		Ranged		Accuracy + Ability + 1	1[W] + Ability + 1		Weapon		Ability	Acc.	Damage	Range	Unarmed, Quick		Dex/Int	+3	1d4	Melee 1	Unarmed, Powerful		Str/Con	+2	1d8	Melee 1	<i>sledgehammer</i>		Str/Con	+2	2d8	Melee 1												
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Step 7: Determining Ranged Weapon

Write down your ranged weapon and appropriate statistics.

Basic Attacks			Attack Bonus	Damage
Unarmed	Accuracy + Ability + 1		1[W] + Ability + 1	
Melee	Accuracy + Ability + 1		1[W] + Ability + 1	
Ranged	Accuracy + Ability + 1		1[W] + Ability + 1	

Weapon	Ability	Acc.	Damage	Range
Unarmed, Quick	Dex/Int	+3	1d4	Melee 1
Unarmed, Powerful	Str/Con	+2	1d8	Melee 1

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<p>1-Handed Light Accuracy +3 Damage 1d8 Range 5</p> <p>2-Handed Light Accuracy +3 Damage 1d12 Range 10</p> <p>Examples: thrown knife, dart, makeshift sling, icicle, replica shuriken.</p>	<table border="1"> <thead> <tr> <th colspan="3">Basic Attacks</th> <th>Attack Bonus</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Unarmed</td> <td>Accuracy + Ability + 1</td> <td></td> <td>1[W] + Ability + 1</td> </tr> <tr> <td>Melee</td> <td>Accuracy + Ability + 1</td> <td></td> <td>1[W] + Ability + 1</td> </tr> <tr> <td>Ranged</td> <td>shuriken</td> <td>+8</td> <td>1d8+5</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th>Weapon</th> <th>Ability</th> <th>Acc.</th> <th>Damage</th> <th>Range</th> </tr> </thead> <tbody> <tr> <td>Unarmed, Quick</td> <td>Dex/Int</td> <td>+3</td> <td>1d4</td> <td>Melee 1</td> </tr> <tr> <td>Unarmed, Powerful</td> <td>Str/Con</td> <td>+2</td> <td>1d8</td> <td>Melee 1</td> </tr> <tr> <td>shuriken</td> <td>Dex/Int</td> <td>+3</td> <td>1d8</td> <td>5</td> </tr> </tbody> </table>	Basic Attacks			Attack Bonus	Damage	Unarmed	Accuracy + Ability + 1		1[W] + Ability + 1	Melee	Accuracy + Ability + 1		1[W] + Ability + 1	Ranged	shuriken	+8	1d8+5	Weapon	Ability	Acc.	Damage	Range	Unarmed, Quick	Dex/Int	+3	1d4	Melee 1	Unarmed, Powerful	Str/Con	+2	1d8	Melee 1	shuriken	Dex/Int	+3	1d8	5	<p>1-Handed Heavy Accuracy +2 Damage 1d10 Range 5</p> <p>2-Handed Heavy Accuracy +2 Damage 2d8 Range 10</p> <p>Examples: thrown hand axe, sizable rock, table saw blade, bowling ball, Olympic hammer.</p>	<table border="1"> <thead> <tr> <th colspan="3">Basic Attacks</th> <th>Attack Bonus</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Unarmed</td> <td>Accuracy + Ability + 1</td> <td></td> <td>1[W] + Ability + 1</td> </tr> <tr> <td>Melee</td> <td>Accuracy + Ability + 1</td> <td></td> <td>1[W] + Ability + 1</td> </tr> <tr> <td>Ranged</td> <td>hand axe</td> <td>+7</td> <td>1d10+5</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th>Weapon</th> <th>Ability</th> <th>Acc.</th> <th>Damage</th> <th>Range</th> </tr> </thead> <tbody> <tr> <td>Unarmed, Quick</td> <td>Dex/Int</td> <td>+3</td> <td>1d4</td> <td>Melee 1</td> </tr> <tr> <td>Unarmed, Powerful</td> <td>Str/Con</td> <td>+2</td> <td>1d8</td> <td>Melee 1</td> </tr> <tr> <td>hand axe</td> <td>Str/Con</td> <td>+2</td> <td>1d10</td> <td>5</td> </tr> </tbody> </table>	Basic Attacks			Attack Bonus	Damage	Unarmed	Accuracy + Ability + 1		1[W] + Ability + 1	Melee	Accuracy + Ability + 1		1[W] + Ability + 1	Ranged	hand axe	+7	1d10+5	Weapon	Ability	Acc.	Damage	Range	Unarmed, Quick	Dex/Int	+3	1d4	Melee 1	Unarmed, Powerful	Str/Con	+2	1d8	Melee 1	hand axe	Str/Con	+2	1d10	5
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Ranged	autocannon	+7	2d10+5																																																																										
Weapon	Ability	Acc.	Damage	Range																																																																									
Unarmed, Quick	Dex/Int	+3	1d4	Melee 1																																																																									
Unarmed, Powerful	Str/Con	+2	1d8	Melee 1																																																																									
autocannon	Str/Con	+2	2d10	20																																																																									

Note: Guns require ammunition. If you use your gun more than once in an encounter, you run out of ammunition when the encounter is over.

Step 8: Determining Non-Combat Equipment

A. Starting Gear: Roll once on the Starting Gear table below (see page 76):

1	Roll twice on Ancient Junk table	11	Laptop computer
2	Climber's Kit	12	Duct tape
3	Canoe	13	Heavy flashlight
4	Keelboat	14	Fuel, 5 gallons
5	Lantern (8 hours of lamp oil)	15	Generator (8 hours of fuel)
6	Draft horse (no wagon)	16	Night-vision goggles
7	Riding horse	17	Radio cell phone
8	Tent	18	Pickup truck
9	Wagon	19	Water purifier (water not included)
10	Binoculars	20	Roll twice

B. Ancient Junk: Roll 1d4 times on the Ancient Junk table (see page 81):

1	1	15-inch computer monitor	6	1	Stapler
1	2	20-lb. dumbbell	6	2	Tennis racket
1	3	Punching bag	6	3	Plastic water bottle
1	4	Bike helmet	6	4	Camera lens
1	5	Day-glow vest	6	5	Cordless drill
1	6	Exercise treadmill	6	6	Cell-phone earpiece
1	7	Cell phone	6	7	String of holiday lights
1	8	Ashtray	6	8	Water-bubble level
1	9	Electric blender	6	9	Croquet set
1	10	Hearing aid	6	10	Sci-fi serial on DVD
2	1	Coloring book	7	1	Radar detector
2	2	Camera flash cube	7	2	Wristwatch
2	3	Portable table saw	7	3	Wireless router
2	4	Toy gun	7	4	Saxophone
2	5	Vacuum cleaner	7	5	Violin
2	6	Remote control	7	6	Glue (white)
2	7	Tin of sardines	7	7	DVD player
2	8	Inflatable kiddie pool	7	8	Box of cake mix
2	9	Nose-hair clipper	7	9	Eyeglasses
2	10	Electric razor	7	10	Gas grill
3	1	Green plastic soldiers	8	1	Printer/scanner
3	2	Board game	8	2	Skateboard
3	3	Bag of hard candy	8	3	Socket wrench set
3	4	Kaleidoscope	8	4	Individually wrapped creme-filled yellow sponge cake
3	5	Slide projector	8	5	Cellophane tape
3	6	Toy dump truck	8	6	Electric blanket
3	7	Corporate logo T-shirt	8	7	Electric fan
3	8	Jug of maple syrup	8	8	Inflatable life vest
3	9	Earphones	8	9	Nail clippers
3	10	Mini fridge	8	10	Baby car seat
4	1	Pack of antacid tablets	9	1	Tweezers and nail file
4	2	Taxi mileage meter	9	2	Windshield scraper
4	3	Umbrella	9	3	Cordless mouse
4	4	Webcam	9	4	Digital camera
4	5	Wireless keyboard	9	5	Clock radio
4	6	Bottle of nail polish	9	6	Subwoofer
4	7	Swim goggles	9	7	Tire-pressure gauge
4	8	Deck of cards	9	8	Exercise bike
4	9	LED light bulb	9	9	Construction hazard light
4	10	Laptop computer	9	10	Digital photo frame
5	1	Electric toothbrush	10	1	Pack of crayons
5	2	Garage-door opener	10	2	Smoke detector
5	3	Bottle of hand lotion	10	3	8 GB RAM stick
5	4	Butane lighter	10	4	Air compressor
5	5	Bike lock	10	5	Camcorder
5	6	Golf club (9 iron or your choice)	10	6	Car stereo
5	7	Foosball table	10	7	Ceiling fan
5	8	Interface cable	10	8	Ammo
5	9	Digital thermometer	10	9	Stocking cap
5	10	Pogo stick	10	10	Weed whacker

Step 9: Finishing Character Sheet

- A. **Speed:** Write down 6 + origin modifiers + armor modifier.
- B. **Initiative:** Write down Dexterity modifier + origin modifiers + 1.
- C. **Passive Perception:** Write down 10 + Perception Skill modifier.
- D. **Passive Insight:** Write down 10 + Insight Skill modifier.
- E. **Armor Class:** Write down 10 + (if light/no armor, Dexterity/Intelligence modifiers) + 1 + Origin modifiers + Armor bonus + Shield bonus (if any);
- F. **Fortitude Defense:** Write down 10 + Strength/Constitution modifiers + 1 + Origin modifiers.
- G. **Reflex Defense:** Write down 10 + Dexterity/Intelligence modifiers + 1 + Origin modifiers.
- H. **Will Defense:** Write down 10 + Wisdom/Charisma modifiers + 1 + Origin modifiers.
- I. **Hit Points:** Write down 12 + your Constitution score.
- J. **Bloodied Value:** Write down $\frac{1}{2}$ your hit point total, rounded down.
- K. **Name and Description:** Write down your character's name and appearance.
- L. **Attack Bonus:** For each attack, write down ability score modifier + Accuracy + 1.
- M. **Damage Range:** For each attack, write down Damage + ability scores modifier + 1.

Speed: Base 6
Initiative: Dex + 1

Passive Perception: 10 + Perception
Passive Insight: 10 + Insight

Defense	Base	Ability	Level	Origin	Armor	Total
AC	10	Dex/Int	+1			
Fortitude	10	Str/Con	+1			
Reflex	10	Dex/Int	+1			
Will	10	Wis/Cha	+1			

Hit Points: 12 + Con
Bloodied: $\frac{1}{2}$ HP

Power Name: **Brickbat** Novice Power

At-Will Encounter Keywords: Bio, Physical, Weapon

Standard Minor Range: Close burst 1

Target: *Each enemy in burst you can see*

Attack: Ability **+4** Accuracy **+2** Level **+1** Total **+7** AC Fort Ref Will

Hit: *2d8+4, and you knock the target prone*

Requires: Weapon Melee Ranged

Step 10: Using Cards

A. Alpha Mutation: From the GM's deck, draw one Alpha Mutation card and ready it, placing it face-up in front of you. If you use the Alpha Mutation power, tap the card (turn it sideways), indicating you can't use it again.

Overcharge: After successfully using an Alpha Mutation, you can attempt to overcharge the power. Roll d20 (+ Primary Origin power source bonus, if applicable): on 10 or higher, success; on 9 or lower, failure.

Alpha Flux: If you roll a natural 1 on a d20 during an encounter, resolve your current action and then discard all Alpha Mutation cards and then draw new cards from the GM's deck.

Note: At the end of the encounter, discard your Alpha Mutation cards and draw a new one.

B. Omega Tech: From the GM's deck, draw one Omega Tech card and ready it, placing it face-up in front of you. If you use the Omega Tech, tap the card (turn it sideways), indicating you can't use it again.

Note: At the end of the encounter, roll d20 for each used Omega Tech. On a 10 or higher, it retains its charge and can be used again. Or a 9 or lower, discard the Omega Tech card.

Gamma World System Notes

A. Healing Surges: There are NO healing surges.

B. Second Wind: Second Wind is a minor action that restores your bloodied value ($\frac{1}{2}$ your maximum hit points).

C. Short Rests: After a short rest, you recover all of your hit points.

D. Action Points: There are NO action points.

E. Guns: If you use guns more than once in an encounter, you run out of ammunition at the end of the encounter.