

Name:

Level:

Origin:

PrimarySecondary

Experience:

Alpha Mutations: ☐ 1 ☐ 2 ☐ 3

Ability	Score	Modifier	Score	Modifier
Strength			2-3	-4
			4-5	-3
Constitution			6-7	-2
			8-9	-1
Dexterity			10-11	0
			12-13	+1
Intelligence			14-15	+2
			16-17	+3
Wisdom			18-19	+4
			20-21	+5
Charisma				

Skill	Total	Level	Ability	Origin	Random
Acrobatics			DEX		1
Athletics			STR		2
Conspiracy			INT		3
Insight			WIS		4
Interaction			CHA		5
Mechanics			INT		6
Nature			WIS		7
Perception			WIS		8
Science			INT		9
Stealth			DEX		10

Other Abilities

Gear

Uber Feature: Choose one at 10th level

☐ Use origin expert power one additional time each encounter: _____

☐ At end of each encounter, automatically succeed on one Omega Charge check.

☐ At end of each enc., choose one Alpha Mutation to keep instead of discarding.

Speed: (6 + Origin - Armor)

☒ Walk

☐ Climb

☐ Fly

Initiative:
DEX + Origin + Lvl

Special:

Armor:

☐ Light (+3 AC)

☐ Shield (+1 AC)

☐ Heavy (+7 AC, -1 speed, no ability bonus to AC)

Defense	Total	Armor	Lvl	Ability	Origin	Base
AC				DEX/ INT		10
Fortitude				STR/ CON		10
Reflex				DEX/ INT		10
Will				WIS/ CHA		10

Special:

Hit Points:

12 + CON
Score

Bloodied:

1/2 Hit
Points

Resistances:

Vulnerabilities:

Current HP:

Temporary HP:

Second Wind

Once per encounter (minor action), regain hp equal to bloodied value. +2 all defenses until start of your next turn

☐ Used

Death Saves

10 or higher succeeds, 9 or less fails

☐ ☐ ☐

Special:

Weapon	Uses Ammo	Ability	Acc	Dmg	Range
	<input type="checkbox"/>				
	<input type="checkbox"/>				
	<input type="checkbox"/>				
	<input type="checkbox"/>				
<div><input type="checkbox"/> Out of Ammunition</div> <div>You can use ammunition to fire any weapon you have that requires ammunition.</div>					




Basic Attack	Attack Bonus Ability + Acc + Lvl	Damage 1[W] + Ability + Lvl

Overcharge Bonus:

Primary
Origin

☐ Bio ☐ Dark ☐ Psi

Critical Hit Benefits: Choose one at 2nd level, other at 6th

Omega Tech Cards (Salvaged)	#			
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

[illegible]