



ARMOR CLASS

GAMMA WORLD

THE ENDTIMES ARE HERE

HIT POINTS

27



NAME Duplex

TYPE Humanoid

**M STR**

MENTAL STRENGTH

13

MOD: NOTES:

**INT**

INTELLEGEENCE

14

MOD: NOTES:

DEX

DEXTERITY

13

MOD: NOTES:

**CHA**

CHARISMA

9

MOD: NOTES: Max 4 Followers

**CON**

CONSTITUTION

8

MOD: NOTES:

P STR

PHYSICAL STRENGTH

5

MOD: NOTES:



PHYSICAL MUTATIONS

Increased Speed (2x Movement)

New Body Parts (Prehensile Armadillo Tail)

MENTAL MUTATIONS

Pyrokinesis (1d6 Damage, up to 10d6 in 10 rounds)

Telekinetic Arm (STR 18, 20 Meters Long)

Dual Brain

Will Force (2x Any Ability or +1 To Hit)

Epilepsy (D)

Multiple Damage (D) (2x psychosomatic Damage)

WEAPONS

Toilet Plunger / Club (1d6 Damage)

Pest Control Suit (Acts as Chainmail AC 4)

RELICS

Energy Cloak

(Condition: Obviously Broken, 0% Chance of Working)

BIO

Dakota Dement of the Duplex Brain, better known as simply “Duplex”. He has handy radiation-sensing antennas, a strong telepathic psychic arm, he can set you on fire with but a thought, and has an extra large sized head to house his dual brains.

Unfortunately for Duplex, that extra brain of his doesn't work very well! He has cronic epileptic fits, is totally vulnerable to all mental attacks, and always feels twice the pain due to his acute psychosomatic inclintions.

JAMES' NOTES

As a kid I loved the madness of GAMMA WORLD and extolled the virtues of randomly rolling up and playing absolutely disasterous characters. That's part of the fun!

Duplex is my first GAMMA WORLD 1st edition character in decades. How appropriate he is utterly useless!

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