



ARMOR CLASS

# GAMMA WORLD

THE ENDTIMES ARE HERE

HIT POINTS

28



NAME The Kommandant TYPE Mutant Squirrel

**M STR**

MENTAL STRENGTH

7

MOD: NOTES: +4 MENTAL DEF

**INT**

INTELLEGEENCE

12

MOD: NOTES:

**DEX**

DEXTERITY

12

MOD: NOTES:

**CHA**

CHARISMA

11

MOD: NOTES: Max 4 Followers

**CON**

CONSTITUTION

9

MOD: NOTES:

**P STR**

PHYSICAL STRENGTH

16

MOD: NOTES: Bonus +1



## PHYSICAL MUTATIONS

Heightened Touch

## MENTAL MUTATIONS

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

Light Wave Manipulation

Mental Defense Shield

## WEAPONS

**Military Dagger (1d4/H Damage)**

**Furry Coat (Acts as Fur AC 4)**

## RELICS

**Control Baton**

**(Controls Robots & Machines)**

**(Condition: Poor, 20% Chance of Working)**

## BIO

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Herr Fetzig Eichhörnchen, known as “The Kommandant”, is a mutant European Red Squirrel who scours the post-apocalyptic wastelands looking for errant droids who are hopelessly lost without strong leadership.

The Kommandant can disappear from sight by bending light waves & can freeze creatures and machines alike upon command. He can also always be seen carrying a perpetually fritzing-out Control Baton that (when working) inspires robots and droids to follow his orders.

## JAMES' NOTES

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Thinking we'd get used to making mutant humanoids before moving on to mutant animals, Kirsten was initially bummed to not get to roll up a mutant squirrel. But as soon as she started rolling up mutations it became clear that, yes, she was *\*totally\** rolling a mutant squirrel! The magic of GAMMA WORLD strikes again!

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