Name:

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Cryokinetic

Origin 2 (Second): Rat Swarm

Origin Traits:

Traits (Origin 1 and 2): Crawling Mass

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary:

Novice Secondary: Swarm!

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 10 (+) DEX: 16 (+) WIS: 13 (+)

CON: 12 (+) INT: 10 (+) CHA: 18 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (4)	Athletics (1)	
Conspiracy (1)	Insight (2)	
Interaction(5)	Mechanics (1)	
Nature (2)	Perception (2)	
Science (1)	Stealth (12)	
)		

Gear: (Mundane Gear & Omega Salvage)

shoulder pads, mechanic's overalls, rebar, table saw blade, explorer's kit, duct tape, canoe, radio cell phone, keelboat, generator (8 hours of fuel), riding horse

Hit Points: 12

Bloodied: 6

Speed: 6

Defenses:

18	**AC**	( ) **DEX or** ( )	**INT Mod**
13	**FORTITUDE**	( ) **STR or** ( )	**CON Mod**
15	**REFLEX**	( ) **DEX or** ( )	**INT Mod**
15	**WILL**	( ) **WIS or** ( )	**CHA Mod**

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon