Name:

Weem's Gamma World Character Sheet

twitter.com/theweem *theweem.com*

Character Origins:

Origin 1 (First): Exploding

Origin 2 (Second): Cockroach

Origin Traits:

Traits (Origin 1 and 2): Bug Legs

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary:

Novice Secondary: Eau De Roach

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 12 (+) DEX: 8 (+) WIS: 13 (+)

CON: 20 (+) INT: 16 (+) CHA: 8 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (2)	Athletics (8)	
Conspiracy (6)	Insight (4)	
Interaction(2)	Mechanics (10)	
Nature (4)	Perception (4)	
Science (6)	Stealth (2)	
)		

Gear: (Mundane Gear & Omega Salvage)

leather dusters, , , light gun, explorer's kit, tent, heavy flashlight, lantern (8 hours of lamp oil), binoculars

Hit Points: 22

Bloodied: 11

Speed: 6

Defenses:

17	**AC**	○ **DEX or** ○	**INT Mod**
19	**FORTITUDE**	○ **STR or** ○	**CON Mod**
18	**REFLEX**	○ **DEX or** ○	**INT Mod**
15	**WILL**	○ **WIS or** ○	**CHA Mod**

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon