Weem's Gamma World Character Sheet

twitter.com/theweem theweem.com

Name: Bob

Character Origins:

Origin 1 (First): Alien

Origin 2 (Second): Arachnoid

Origin Traits:

Traits (Origin 1 and 2)

Critical (Level 2)

Critical (Level 6)

Powers:

Novice Primary:

Novice Secondary:

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 10 (+) DEX: 16 (+) WIS: 15 (+)

CON: 9 (+) INT: 18 (+) CHA: 9 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (4)	Athletics (1)	
Conspiracy (5)	Insight (3)	
Interaction(1)	Mechanics (5)	
Nature (7)	Perception (3)	
Science (9)	Stealth (4)	
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Gear: (Mundane Gear & Omega Salvage)

scissors, light ranged weapon, explorer's kit, climber's kit, pickup truck, heavy flashlight, generator (8 hours of fuel), wagon

Hit Points: 12

Bloodied: 6

Speed: 6

Defenses:

15	**AC**	**DEX or**	**INT Mod**
11	**FORTITUDE**	**STR or**	**CON Mod**
17	**REFLEX**	**DEX or**	**INT Mod**
15	**WILL**	**WIS or**	**CHA Mod**

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon