Weem's Gamma World Character Sheet

twitter.com/theweem theweem.com

Name: Bob

Character Origins:

Origin 1 (First): Android

Origin 2 (Second): Felinoid

Origin Traits:

Traits (Origin 1 and 2): Machine Powered, Catfall

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary: Machine Grip

Novice Secondary: Slashing Claws

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 12 (+) DEX: 16 (+) WIS: 12 (+)

CON: 14 (+) INT: 18 (+) CHA: 13 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (4)	Athletics (2)	
Conspiracy (5)	Insight (2)	
Interaction(2)	Mechanics (5)	
Nature (2)	Perception (2)	
Science (9)	Stealth (8)	
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Gear: (Mundane Gear & Omega Salvage)

pots and pans, , heavy melee weapon, makeshift sling, explorer's kit, keelboat, climber's kit, Ancient Junk: Inflatable kiddie pool & Electric blender, tent, keelboat

Hit Points: 12

Bloodied: 6

Speed: 6

Defenses:

18	AC	DEX or	INT Mod
15	FORTITUDE	STR or	CON Mod
17	REFLEX	DEX or	INT Mod
12	WILL	WIS or	CHA Mod

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon