Name: Bob

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Cockroach

Origin 2 (Second): Alien

Origin Traits:

Traits (Origin 1 and 2): Bug Legs

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary: Eau De Roach

Novice Secondary:

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 8 (+) DEX: 12 (+) WIS: 10 (+)

CON: 18 (+) INT: 16 (+) CHA: 10 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (2)	Conspiracy (4)	
Insight (1)	Interaction(1)	
Mechanics (8)	Nature (1)	
Perception (1)	Science (8)	
Stealth (2)	)	

Gear: (Mundane Gear & Omega Salvage)

shoulder pads, , Louisville slugger, icicle, explorer's kit, wagon, riding horse, canoe, wagon

Hit Points: 12

Bloodied: 6

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon