Name: Bob

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Entropic

Origin 2 (Second): Reanimator

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: 11 (+) DEX: 14 (+) WIS: 16 (+)

CON: 13 (+) INT: 8 (+) CHA: 18 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (3)	Athletics (1)	
Conspiracy (4)	Insight (4)	
Interaction(5)	Nature (4)	
Perception (4)	Science (4)	
Stealth (3)	)	

Gear: (Mundane Gear & Omega Salvage)

leather dusters, , Louisville slugger, dart, explorer's kit, binoculars, pickup truck, binoculars, climber's kit

Hit Points: 12

Bloodied: 6

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon