Name: Terdfurguson

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Regenerator

Origin 2 (Second): Hawkoid

Origin Traits:

Traits (Origin 1 and 2): Flight

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary:

Novice Secondary: Terrifying Shriek

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 14 (+) DEX: 15 (+) WIS: 16 (+)

CON: 18 (+) INT: 8 (+) CHA: 10 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (3)	Athletics (3)	
Insight (4)	Interaction(1)	
Nature (4)	Perception (12)	
Stealth (3)	)	

Gear: (Mundane Gear & Omega Salvage)

light armor, , scissors, , explorer's kit, wagon, Ancient Junk: Nail clippers & Exercise treadmill, water purifier (water not included), tent, water purifier (water not included)	

Hit Points: 12

Bloodied: 6

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon