Weem's Gamma World Character Sheet

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Name:

Character Origins:

Origin 1 (First): Simian

Origin 2 (Second): Magnetic

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

CON: 11 (+) INT: 12 (+) CHA: 7 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (4)	Athletics (9)	
Conspiracy (2)	Insight (3)	
Mechanics (6)	Nature (3)	
Perception (3)	Science (2)	
Stealth (4)	)	

Gear: (Mundane Gear & Omega Salvage)

mechanic's overalls, , rebar, thrown knife, explorer's kit, laptop computer, generator (8 hours of fuel), generator (8 hours of fuel), binoculars

Hit Points: 12

Bloodied: 6

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon