Name: bvc

Weem's Gamma World Character Sheet

twitter.com/theweem *theweem.com*

Character Origins:

Origin 1 (First): Hypercognitive

Origin 2 (Second): Magnetic

Origin Traits:

Traits (Origin 1 and 2)

Critical (Level 2)

Critical (Level 6)

Powers:

Novice Primary: Uncanny Strike

Novice Secondary:

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 11 (+) DEX: 16 (+) WIS: 18 (+)

CON: 6 (+) INT: 14 (+) CHA: 12 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (8)	Athletics (5)	
Conspiracy (7)	Insight (13)	
Interaction(6)	Mechanics (11)	
Nature (9)	Perception (9)	
Science (7)	Stealth (8)	
)		

Gear: (Mundane Gear & Omega Salvage)

mechanic's overalls, , machete, heavy ranged weapon, explorer's kit, heavy flashlight, laptop computer

Hit Points: 38

Bloodied: 19

Speed: 6

Defenses:

18	**AC**	**DEX or**	**INT Mod**
15	**FORTITUDE**	**STR or**	**CON Mod**
20	**REFLEX**	**DEX or**	**INT Mod**
19	**WILL**	**WIS or**	**CHA Mod**

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon