Name: bvc

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Nightmare

Origin 2 (Second): Radioactive

Origin Traits:

Traits (Origin 1 and 2): Gamma Tolerance

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary:

Novice Secondary: Radiation Eyes

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 12 (+) DEX: 5 (+) WIS: 17 (+)

CON: 16 (+) INT: 18 (+) CHA: 14 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (1)	Athletics (4)	
Conspiracy (7)	Insight (6)	
Interaction(9)	Mechanics (7)	
Nature (6)	Perception (6)	
Science (11)	Stealth (1)	
)		

Gear: (Mundane Gear & Omega Salvage)

mechanic's overalls, , scissors, , explorer's kit, fuel, 5 gallons, tent

Hit Points: 38

Bloodied: 19

Speed: 6

Defenses:

18	**AC**	**DEX or**	**INT Mod**
18	**FORTITUDE**	**STR or**	**CON Mod**
17	**REFLEX**	**DEX or**	**INT Mod**
18	**WILL**	**WIS or**	**CHA Mod**

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon