# Weem's Gamma World Character Sheet

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**Name:** bvc

**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) | |
| ) | | |
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**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 |
|---|---|---|---|
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