Name: bvc

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Octopoid

Origin 2 (Second): Engineered Human

Origin Traits:

Traits (Origin 1 and 2): Tech Affinity

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary:

Novice Secondary: Bold Attack

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 15 (+) DEX: 10 (+) WIS: 7 (+)

CON: 9 (+) INT: 20 (+) CHA: 11 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (14)	Athletics (20)	
Conspiracy (19)	Insight (13)	
Interaction(18)	Mechanics (19)	
Nature (13)	Perception (13)	
Science (23)	Stealth (14)	
)		

Gear: (Mundane Gear & Omega Salvage)

Kevlar vest, mechanic's overalls, rebar, light ranged weapon, explorer's kit, generator (8 hours of fuel), binoculars, lantern (8 hours of lamp oil)

Hit Points: 86 Bloodied: 43

Speed: 6

Defenses:

20	**AC**	○ **DEX or** ○	**INT Mod**
27	**FORTITUDE**	○ **STR or** ○	**CON Mod**
30	**REFLEX**	○ **DEX or** ○	**INT Mod**
26	**WILL**	○ **WIS or** ○	**CHA Mod**

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon