Name: bvc

Weem's Gamma World Character Sheet

twitter.com/theweem *theweem.com*

Character Origins:

Origin 1 (First): Reanimated

Origin 2 (Second): Ectoplasmic

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: 15 (+) WIS: 16 (+)

CON: 11 (+) INT: 8 (+) CHA: 9 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (5)	Athletics (11)	
Conspiracy (2)	Insight (6)	
Interaction(3)	Mechanics (2)	
Nature (6)	Perception (10)	
Science (2)	Stealth (5)	
)		

Gear: (Mundane Gear & Omega Salvage)

shoulder pads, , I-beam, compound bow, explorer's kit, heavy flashlight, climber's kit, fuel, 5 gallons, Ancient Junk: Plastic water bottle & Ammo, climber's kit, draft horse (no wagon), Ancient Junk: LED light bullb & Laptop computer, heavy flashlight

Hit Points: 33

Bloodied: 16

Speed: 6

Defenses:

16	**AC**	○ **DEX or** ○	**INT Mod**
17	**FORTITUDE**	○ **STR or** ○	**CON Mod**
15	**REFLEX**	○ **DEX or** ○	**INT Mod**
16	**WILL**	○ **WIS or** ○	**CHA Mod**

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon