Name: 0987h9

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Doppelganger

Origin 2 (Second): Regenerator

Origin Traits:

Traits (Origin 1 and 2): Two Possibilities

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary: Double Trouble

Novice Secondary:

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 9 (+) DEX: 12 (+) WIS: 13 (+)

CON: 16 (+) INT: 18 (+) CHA: 13 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (2)	Athletics (1)	
Conspiracy (9)	Insight (2)	
Interaction(2)	Mechanics (5)	
Nature (2)	Perception (6)	
Science (5)	Stealth (2)	
)		

Gear: (Mundane Gear & Omega Salvage)

yield sign, machete, hunting rifle, explorer's kit, wagon, Ancient Junk: Nail clippers & Subwoofer, binoculars, binoculars

Hit Points: 28

Bloodied: 14

Speed: 6

Defenses:

16	**AC**	**DEX or**	**INT Mod**
14	**FORTITUDE**	**STR or**	**CON Mod**
17	**REFLEX**	**DEX or**	**INT Mod**
12	**WILL**	**WIS or**	**CHA Mod**

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon