Name: 0987h9

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Fungoid

Origin 2 (Second): Doppelganger

Origin Traits:

Traits (Origin 1 and 2): Two Possibilities

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary:

Novice Secondary: Double Trouble

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 11 (+) DEX: 15 (+) WIS: 6 (+)

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

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (3)	Athletics (1)	
Conspiracy (8)	Insight (-1)	
Interaction(7)	Mechanics (4)	
Nature (-1)	Perception (-1)	
Science (4)	Stealth (3)	
)		

Gear: (Mundane Gear & Omega Salvage)

shoulder pads, , , potato gun, explorer's kit, pickup truck, radio cell phone, lantern (8 hours of lamp oil), tent

Hit Points: 30

Bloodied: 15

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon