Name: 0987h9

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Mythic

Origin 2 (Second): Gelatinous

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: 16 (+) DEX: 15 (+) WIS: 7 (+)

CON: 9 (+) INT: 8 (+) CHA: 18 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (3)	Athletics (4)	
Interaction(9)	Stealth (7)	
)		

Gear: (Mundane Gear & Omega Salvage)

light melee weapon, , explorer's kit, riding horse, night-vision goggles, night-vision goggles, radio cell phone, pickup truck, wagon, lantern (8 hours of lamp oil), climber's kit

Hit Points: 21

Bloodied: 10

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon