Name: 0987h9

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Octopoid

Origin 2 (Second): Reanimator

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: 13 (+) DEX: 6 (+) WIS: 16 (+)

CON: 8 (+) INT: 18 (+) CHA: 15 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (-1)	Athletics (6)	
Conspiracy (9)	Insight (4)	
Interaction(3)	Mechanics (5)	
Nature (4)	Perception (4)	
Science (5)	Stealth (-1)	
)		

Gear: (Mundane Gear & Omega Salvage)

Kevlar vest, , , , explorer's kit, heavy flashlight, draft horse (no wagon)	

Hit Points: 20

Bloodied: 10

Speed: 6

Defenses:

18	**AC**	**DEX or**	**INT Mod**
14	**FORTITUDE**	**STR or**	**CON Mod**
15	**REFLEX**	**DEX or**	**INT Mod**
15	**WILL**	**WIS or**	**CHA Mod**

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon