Weem's Gamma World Character Sheet

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Name: 0987h9

Character Origins:

Origin 1 (First): Plastic

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: 7 (+) DEX: 18 (+) WIS: 16 (+)

CON: 17 (+) INT: 10 (+) CHA: 10 (+)

Skills:

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

Gear: (Mundane Gear & Omega Salvage)

leather dusters, , , , explorer's kit, radio cell phone, riding horse

Hit Points: 29

Bloodied: 14

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon