Name: 1

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Alien

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

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

Skills:

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

Gear: (Mundane Gear & Omega Salvage)

scissors, dart, explorer's kit, tent, Ancient Junk: Bottle of nail polish & Laptop computer, canoe

Hit Points: 21

Bloodied: 10

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon