Name: 1

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Cockroach

Origin 2 (Second): Octopoid

Origin Traits:

Traits (Origin 1 and 2): Bug Legs

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary: Eau De Roach

Novice Secondary:

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 7 (+) DEX: 16 (+) WIS: 3 (+)

CON: 18 (+) INT: 16 (+) CHA: 9 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (4)	Athletics (4)	
Conspiracy (4)	Insight (-2)	
Interaction(1)	Mechanics (8)	
Nature (-2)	Perception (-2)	
Science (4)	Stealth (4)	
)		

Gear: (Mundane Gear & Omega Salvage)

mechanic's overalls, , light melee weapon, shuriken, explorer's kit, heavy flashlight, laptop computer	

Hit Points: 30

Bloodied: 15

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon