Name: 1

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Ectoplasmic

Origin 2 (Second): Seismic

Origin Traits:

Traits (Origin 1 and 2): Armored Skin

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary:

Novice Secondary: Seismic Stomp

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 16 (+) DEX: 9 (+) WIS: 18 (+)

CON: 11 (+) INT: 7 (+) CHA: 6 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (1)	Athletics (8)	
Insight (5)	Interaction(-1)	
Nature (5)	Perception (9)	
Stealth (1)	)	

Gear: (Mundane Gear & Omega Salvage)

shoulder pads, , katana, sizable rock, explorer's kit, wagon, generator (8 hours of fuel), draft horse (no wagon), lantern (8 hours of lamp oil)

Hit Points: 23

Bloodied: 11

Speed: 5

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon