Name: 1

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Electrokinetic

Origin 2 (Second): Antimatter Blaster

Origin Traits:

Traits (Origin 1 and 2): Natural Battery

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary: Electric Boogaloo

Novice Secondary:

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 5 (+) DEX: 7 (+) WIS: 20 (+)

CON: 15 (+) INT: 11 (+) CHA: 10 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Athletics (-1)	Conspiracy (1)	
Insight (10)	Interaction(1)	
Mechanics (5)	Nature (6)	
Perception (6)	Science (1)	
)		

Gear: (Mundane Gear & Omega Salvage)

light armor, , light melee weapon, glock, explorer's kit, wagon, binoculars, draft horse (no wagon), lantern (8 hours of lamp oil)

Hit Points: 27

Bloodied: 13

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon