Name: 1

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Entropic

Origin 2 (Second): Regenerator

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: 12 (+) DEX: 16 (+) WIS: 12 (+)

CON: 16 (+) INT: 15 (+) CHA: 18 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (4)	Athletics (2)	
Conspiracy (3)	Insight (2)	
Interaction(5)	Mechanics (3)	
Nature (2)	Perception (6)	
Science (7)	Stealth (4)	
)		

Gear: (Mundane Gear & Omega Salvage)

mechanic's overalls, shield, light melee weapon, shotgun, explorer's kit, climber's kit, Ancient Junk: 15-inch computer monitor & Tin of sardines, tent, night-vision goggles, riding horse

Hit Points: 28

Bloodied: 14

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon