Name: 1

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Exploding

Origin 2 (Second): Entropic

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: 10 (+) DEX: 11 (+) WIS: 9 (+)

CON: 18 (+) INT: 10 (+) CHA: 16 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (1)	Athletics (5)	
Conspiracy (1)	Insight (1)	
Interaction(4)	Mechanics (1)	
Nature (1)	Perception (1)	
Science (5)	Stealth (1)	
)		

Gear: (Mundane Gear & Omega Salvage)

shuriken, explorer's kit,	aptop computer, heavy flashlight, heavy flashlight, canoe, water purifier (water not included)

Hit Points: 30

Bloodied: 30

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon