**Name:** 1

# Weem's Gamma World Character Sheet

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**Character Origins:**

Origin 1 (First): Felinoid

Origin 2 (Second): Antimatter Blaster

**Origin Traits:**

Traits (Origin 1 and 2): Catfall

Critical (Level 2):

Critical (Level 6):

**Powers:**

Novice Primary: Slashing Claws

Novice Secondary:

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

**Ability Scores:** (+Modifier)

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

CON: 11 (+ ) INT: 9 (+ ) CHA: 11 (+ )

**Skills:**

| Bonus | Name | Abil Mod + lvl + other mods |
|---|---|---|
| Acrobatics (5) | Athletics (5) | |
| Conspiracy (1) | Insight (8) | |
| Interaction(1) | Mechanics (1) | |
| Nature (4) | Perception (4) | |
| Science (1) | Stealth (9) | |
| ) | | |
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**Gear:** (Mundane Gear & Omega Salvage)

plate armor, , parking meter, , explorer's kit, heavy flashlight, draft horse (no wagon), tent, wagon, heavy flashlight

**Hit Points:** 23

Bloodied: 11

**Speed:** 6

**Defenses:**

| | | | |
|---|---|---|---|
| 18 | **AC** | **DEX or** | **INT Mod** |
| 17 | **FORTITUDE** | **STR or** | **CON Mod** |
| 17 | **REFLEX** | **DEX or** | **INT Mod** |
| 14 | **WILL** | **WIS or** | **CHA Mod** |

**Attacks:** **Initiative:**

| Att Bonus | Power/Weapon/Salvage Item | DMG | DMG Bon |
|---|---|---|---|
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