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)	
)		

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