Weem's Gamma World Character Sheet

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Name: 1

Character Origins:

Origin 1 (First): Felinoid

Origin 2 (Second): Rat Swarm

Origin Traits:

Traits (Origin 1 and 2): Catfall, Crawling Mass

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary: Slashing Claws

Novice Secondary: Swarm!

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR:	10 (+)	DEX:	20 (+)	WIS:	10 (+)
CON:	10 (+)	INT:	13 (+)	CHA:	11 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (6)	Athletics (1)	
Conspiracy (2)	Insight (1)	
Interaction(1)	Mechanics (2)	
Nature (1)	Perception (1)	
Science (2)	Stealth (14)	
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Gear: (Mundane Gear & Omega Salvage)

shuriken, explorer's kit, tent, night-vision goggles

Hit Points: 22

Bloodied: 11

Speed: 6

Defenses:

16	AC	DEX or	INT Mod
11	FORTITUDE	STR or	CON Mod
18	REFLEX	DEX or	INT Mod
11	WILL	WIS or	CHA Mod

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon