Name: 1

Weem's Gamma World Character Sheet

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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)	
)		

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