Name: 1

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Fungoid

Origin 2 (Second): Seismic

Origin Traits:

Traits (Origin 1 and 2): Armored Skin

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary:

Novice Secondary: Seismic Stomp

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 16 (+) DEX: 11 (+) WIS: 10 (+)

CON: 18 (+) INT: 10 (+) CHA: 11 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (1)	Athletics (8)	
Conspiracy (1)	Insight (1)	
Interaction(5)	Mechanics (1)	
Nature (1)	Perception (1)	
Science (1)	Stealth (1)	
)		

Gear: (Mundane Gear & Omega Salvage)

light armor, , machete, heavy ranged weapon, explorer's kit, climber's kit, heavy flashlight, keelboat, fuel, 5 gallons, laptop computer

Hit Points: 30

Bloodied: 15

Speed: 5

Defenses:

14	**AC**	○ **DEX or** ○	**INT Mod**
15	**FORTITUDE**	○ **STR or** ○	**CON Mod**
11	**REFLEX**	○ **DEX or** ○	**INT Mod**
13	**WILL**	○ **WIS or** ○	**CHA Mod**

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon