Name: 1

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Gelatinous

Origin 2 (Second): Photonic

Origin Traits:

Traits (Origin 1 and 2)

Critical (Level 2)

Critical (Level 6)

Powers:

Novice Primary:

Novice Secondary:

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 18 (+) DEX: 5 (+) WIS: 9 (+)

CON: 9 (+) INT: 16 (+) CHA: 8 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (-1)	Athletics (5)	
Conspiracy (4)	Insight (1)	
Mechanics (4)	Nature (1)	
Perception (1)	Science (8)	
Stealth (3)	)	

Gear: (Mundane Gear & Omega Salvage)

Kevlar vest, , , icicle, explorer's kit, duct tape, pickup truck

Hit Points: 21

Bloodied: 10

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon