Name: 1

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Gelatinous

Origin 2 (Second): Yeti

Origin Traits:

Traits (Origin 1 and 2): Cold Resistance

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary:

Novice Secondary: Big Claws

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 20 (+) DEX: 7 (+) WIS: 9 (+)

CON: 5 (+) INT: 8 (+) CHA: 7 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Athletics	(6)	Insight (1)
Nature	(5)	Perception (1)
Stealth	(4)	)

Gear: (Mundane Gear & Omega Salvage)

leather dusters, , rebar,	, explorer's kit, wagon,
draft horse (no wagon),	duct tape, tent, canoe

Hit Points: 17

Bloodied: 8

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon