Name: 1

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Hawkoid

Origin 2 (Second): Felinoid

Origin Traits:

Traits (Origin 1 and 2): Flight, Catfall

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary: Terrifying Shriek

Novice Secondary: Slashing Claws

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 13 (+) DEX: 16 (+) WIS: 18 (+)

CON: 7 (+) INT: 12 (+) CHA: 9 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (4)	Athletics (2)	
Conspiracy (2)	Insight (5)	
Interaction(1)	Mechanics (2)	
Nature (5)	Perception (9)	
Science (2)	Stealth (8)	
)		

Gear: (Mundane Gear & Omega Salvage)

riot gear, , rebar, compound bow, explorer's kit, keelboat, climber's kit

Hit Points: 19

Bloodied: 9

Speed: 6

Defenses:

18	**AC**	○ **DEX or** ○	**INT Mod**
12	**FORTITUDE**	○ **STR or** ○	**CON Mod**
16	**REFLEX**	○ **DEX or** ○	**INT Mod**
15	**WILL**	○ **WIS or** ○	**CHA Mod**

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon