Name: 1

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Hypercognitive

Origin 2 (Second): Speedster

Origin Traits:

Traits (Origin 1 and 2)

Critical (Level 2)

Critical (Level 6)

Powers:

Novice Primary: Uncanny Strike

Novice Secondary: Quick Attack

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 11 (+) DEX: 16 (+) WIS: 18 (+)

CON: 16 (+) INT: 9 (+) CHA: 11 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (15)	Athletics (8)	
Conspiracy (8)	Insight (16)	
Interaction(8)	Mechanics (8)	
Nature (12)	Perception (12)	
Science (8)	Stealth (11)	
)		

Gear: (Mundane Gear & Omega Salvage)

light armor, , Louisville slugger, icicle, explorer's kit, laptop computer, generator (8 hours of fuel), Ancient Junk: Pack of crayons & Swim goggles

Hit Points: 63

Bloodied: 45

Speed: 6

Defenses:

17	**AC**	**DEX or**	**INT Mod**
21	**FORTITUDE**	**STR or**	**CON Mod**
25	**REFLEX**	**DEX or**	**INT Mod**
22	**WILL**	**WIS or**	**CHA Mod**

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon