Name: 1

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Magnetic

Origin 2 (Second): Plant

Origin Traits:

Traits (Origin 1 and 2): Vulnerable to Fire

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary:

Novice Secondary: Lashing Creepers

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 8 (+) DEX: 18 (+) WIS: 13 (+)

CON: 16 (+) INT: 11 (+) CHA: 10 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (5)	Conspiracy (1)	
Insight (2)	Interaction(1)	
Mechanics (5)	Nature (6)	
Perception (2)	Science (1)	
Stealth (5)	)	

Gear: (Mundane Gear & Omega Salvage)

umpire's padding, , Louisville slugger, light ranged weapon, explorer's kit, climber's kit, generator (8 hours of fuel), fuel, 5 gallons, generator (8 hours of fuel), binoculars

Hit Points: 28 Bloodied: 14

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon