Name: 1

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Mythic

Origin 2 (Second): Hawkoid

Origin Traits:

Traits (Origin 1 and 2): Flight

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary:

Novice Secondary: Terrifying Shriek

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 11 (+) DEX: 5 (+) WIS: 16 (+)

CON: 6 (+) INT: 8 (+) CHA: 18 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (-1)	Athletics (1)	
Insight (4)	Interaction(9)	
Nature (4)	Perception (8)	
Stealth (-1)	)	

Gear: (Mundane Gear & Omega Salvage)

light armor, , light melee weapon, , explorer's kit, water purifier (water not included), radio cell phone	

Hit Points: 18

Bloodied: 9

Speed: 6

Defenses:

13	**AC**	( ) **DEX or** ( )	**INT Mod**
12	**FORTITUDE**	( ) **STR or** ( )	**CON Mod**
11	**REFLEX**	( ) **DEX or** ( )	**INT Mod**
16	**WILL**	( ) **WIS or** ( )	**CHA Mod**

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon