# Weem's Gamma World Character Sheet

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**Name:** 1

**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) | ) | |
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**Gear:** (Mundane Gear & Omega Salvage)

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