Name: !!

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Vampric

Origin 2 (Second): Mind Breaker

Origin Traits:

Traits (Origin 1 and 2): Group Telepathy

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary:

Novice Secondary: Psychic Assault

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 10 (+) DEX: 12 (+) WIS: 6 (+)

CON: 13 (+) INT: 9 (+) CHA: 20 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (2)	Athletics (1)	
Conspiracy (1)	Insight (-1)	
Interaction(14)	Mechanics (1)	
Nature (-1)	Perception (-1)	
Science (1)	Stealth (2)	
)		

Gear: (Mundane Gear & Omega Salvage)

rebar, hunting rifle, explorer's kit, water purifier (water not included), Ancient Junk: Cordless mouse & Kaleidoscope, radio cell phone, pickup truck

Hit Points: 25

Bloodied: 12

Speed: 6

Defenses:

12	**AC**	○ **DEX or** ○	**INT Mod**
13	**FORTITUDE**	○ **STR or** ○	**CON Mod**
13	**REFLEX**	○ **DEX or** ○	**INT Mod**
19	**WILL**	○ **WIS or** ○	**CHA Mod**

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon