Name: bvc

Weem's Gamma World Character Sheet

twitter.com/theweem *theweem.com*

Character Origins:

Origin 1 (First): Reanimated

Origin 2 (Second): Telekinetic

Origin Traits:

Traits (Origin 1 and 2): Telekinetic Shield, Telekinetic Reach

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary:

Novice Secondary: Telekinetic Wave

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 18 (+) DEX: 12 (+) WIS: 12 (+)

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

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (21)	Athletics (28)	
Conspiracy (23)	Insight (21)	
Interaction(20)	Mechanics (27)	
Nature (21)	Perception (21)	
Science (23)	Stealth (21)	
)		

Gear: (Mundane Gear & Omega Salvage)

heavy armor, , , heavy ranged weapon, explorer's kit, canoe, climber's kit, pickup truck, fuel, 5 gallons, wagon

Hit Points: 117

Bloodied: 58

Speed: 6

Defenses:

18	**AC**	○ **DEX or** ○	**INT Mod**
34	**FORTITUDE**	○ **STR or** ○	**CON Mod**
35	**REFLEX**	○ **DEX or** ○	**INT Mod**
31	**WILL**	○ **WIS or** ○	**CHA Mod**

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon