Name: ,,,,,

Weem's Gamma World Character Sheet

twitter.com/theweem *theweem.com*

Character Origins:

Origin 1 (First)	Origin 2 (Second)
AI	Pyrokinetic

Origin Traits:

Traits (Origin 1 and 2)

Firey Resistance, Firey Aura

Critical (Level 2)	Critical (Level 6)

Powers:

Novice Primary:

Novice Secondary: Firey Flare

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 9 (+) DEX: 16 (+) WIS: 16 (+)

CON: 12 (+) INT: 18 (+) CHA: 12 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (4)	Athletics (1)	
Conspiracy (7)	Insight (4)	
Interaction(6)	Mechanics (7)	
Nature (6)	Perception (4)	
Science (7)	Stealth (4)	
)		

Gear: (Mundane Gear & Omega Salvage)

leather dusters, , machete, shuriken, explorer's kit, duct tape, lantern (8 hours of lamp oil), canoe	

Hit Points: 24 Bloodied: 31

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon