Name: ,,,,,

Weem's Gamma World Character Sheet

twitter.com/theweem *theweem.com*

Character Origins:

Origin 1 (First)	Origin 2 (Second)
Empath	Electrokinetic

Origin Traits:

Traits (Origin 1 and 2)

Pacifying Aura, Vital Presence, Natural Battery

Critical (Level 2)	Critical (Level 6)

Powers:

Novice Primary: Vitality Transfer

Novice Secondary: Electric Boogaloo

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR:	14 (+)	DEX:	15 (+)	WIS:	16 (+)
CON:	8 (+)	INT:	15 (+)	CHA:	18 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (3)	Athletics (3)	
Conspiracy (3)	Insight (8)	
Interaction(5)	Mechanics (7)	
Nature (4)	Perception (4)	
Science (3)	Stealth (3)	
)		

Gear: (Mundane Gear & Omega Salvage)

riot gear, snowboard, parking meter, thrown knife, explorer's kit, Ancient Junk: Skateboard & Skateboard, keelboat, draft horse (no wagon), draft horse (no wagon), wagon

Hit Points: 20 Bloodied: 27

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon