Name: ,,,,,

Weem's Gamma World Character Sheet

twitter.com/theweem *theweem.com*

Character Origins:

Origin 1 (First): Empath

Origin 2 (Second): 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 (5)	Athletics (5)	
Conspiracy (5)	Insight (10)	
Interaction(7)	Mechanics (9)	
Nature (6)	Perception (6)	
Science (5)	Stealth (5)	
)		

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: 30

Bloodied: 32

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon