Name: ,,,,,

Weem's Gamma World Character Sheet

twitter.com/theweem *theweem.com*

Character Origins:

Origin 1 (First): Fungoid

Origin 2 (Second): Nightmare

Origin Traits:

Traits (Origin 1 and 2)

Critical (Level 2)

Critical (Level 6)

Powers:

Novice Primary:

Novice Secondary:

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 7 (+) DEX: 8 (+) WIS: 17 (+)

CON: 18 (+) INT: 16 (+) CHA: 7 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Conspiracy (4)	Insight (4)	
Interaction (8)	Mechanics (4)	
Nature (4)	Perception (4)	
Science (4)	)	

Gear: (Mundane Gear & Omega Salvage)

leather dusters, snowboard, sign with post, shotgun, explorer's kit, generator (8 hours of fuel), night-vision goggles, generator (8 hours of fuel)

Hit Points: 30

Bloodied: 15

Speed: 6

Defenses:

18	**AC**	**DEX or**	**INT Mod**
15	**FORTITUDE**	**STR or**	**CON Mod**
14	**REFLEX**	**DEX or**	**INT Mod**
18	**WILL**	**WIS or**	**CHA Mod**

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon