**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 |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |