Name: ,,,,,

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Mind Breaker

Origin 2 (Second): Mind Coercer

Origin Traits:

Traits (Origin 1 and 2): Group Telepathy, Group Telepathy

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary: Psychic Assault

Novice Secondary: Mental Push

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 13 (+) DEX: 4 (+) WIS: 5 (+)

CON: 17 (+) INT: 12 (+) CHA: 20 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (1)	Athletics (5)	
Conspiracy (5)	Insight (2)	
Interaction (17)	Mechanics (5)	
Nature (2)	Perception (2)	
Science (5)	Stealth (1)	
)		

Gear: (Mundane Gear & Omega Salvage)

light armor, , light melee weapon, shuriken, explorer's kit, fuel, 5 gallons, heavy flashlight, riding horse, canoe	

Hit Points: 44

Bloodied: 22

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon