Name: ,,,,,

Weem's Gamma World Character Sheet

twitter.com/theweem *theweem.com*

Character Origins:

Origin 1 (First)	Origin 2 (Second)
Prescient	Fungoid

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: 10 (+) DEX: 13 (+) WIS: 18 (+)

CON: 16 (+) INT: 11 (+) CHA: 8 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (5)	Athletics (4)	
Conspiracy (4)	Insight (8)	
Interaction(11)	Mechanics (4)	
Nature (8)	Perception (8)	
Science (4)	Stealth (5)	
)		

Gear: (Mundane Gear & Omega Salvage)

umpire's padding, , chain saw, , explorer's kit, pickup truck, water purifier (water not included), keelboat

Hit Points: 43 Bloodied: 21

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon