Name: 0987h9

Weem's Gamma World Character Sheet

twitter.com/theweem *theweem.com*

Character Origins:

Origin 1 (First): Arachnoid

Origin 2 (Second): Mind Coercer

Origin Traits:

Traits (Origin 1 and 2): Group Telepathy

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary:

Novice Secondary: Mental Push

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

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

CON: 10 (+) INT: 9 (+) CHA: 16 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (5)	Athletics (2)	
Conspiracy (1)	Insight (2)	
Interaction(8)	Mechanics (1)	
Nature (6)	Perception (2)	
Science (1)	Stealth (5)	
)		

Gear: (Mundane Gear & Omega Salvage)

katana, compound bow, explorer's kit, night-vision goggles, duct tape, pickup truck, duct tape	

Hit Points: 22 Bloodied: 11

Speed: 6

Defenses:

15	**AC**	( ) **DEX or** ( )	**INT Mod**
12	**FORTITUDE**	( ) **STR or** ( )	**CON Mod**
17	**REFLEX**	( ) **DEX or** ( )	**INT Mod**
16	**WILL**	( ) **WIS or** ( )	**CHA Mod**

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon