Name: 0987h9

Weem's Gamma World Character Sheet

twitter.com/theweem *theweem.com*

Character Origins:

Origin 1 (First): Magnetic

Origin 2 (Second): Reanimator

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: 18 (+) WIS: 16 (+)

CON: 11 (+) INT: 14 (+) CHA: 15 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (5)	Conspiracy (7)	
Insight (4)	Interaction(3)	
Mechanics (7)	Nature (4)	
Perception (4)	Science (3)	
Stealth (5)	)	

Gear: (Mundane Gear & Omega Salvage)

umpire's padding, , machete, , explorer's kit, climber's kit, night-vision goggles, climber's kit, keelboat, Ancient Junk: Hearing aid & Digital camera

Hit Points: 23

Bloodied: 11

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon