Name: 0987h9

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Mind Coercer

Origin 2 (Second): Nightmare

Origin Traits:

Traits (Origin 1 and 2): Group Telepathy

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary: Mental Push

Novice Secondary:

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 9 (+) DEX: 7 (+) WIS: 9 (+)

CON: 3 (+) INT: 16 (+) CHA: 18 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Athletics (1)	Conspiracy (4)	
Insight (1)	Interaction(13)	
Mechanics (4)	Nature (1)	
Perception (1)	Science (4)	
)		

Gear: (Mundane Gear & Omega Salvage)

board with nail, assault rifle, explorer's kit, lantern (8 hours of lamp oil), night-vision goggles, Ancient Junk: Clock radio & String of holiday lights, riding horse

Hit Points: 15

Bloodied: 7

Speed: 6

Defenses:

14	**AC**	**DEX or**	**INT Mod**
11	**FORTITUDE**	**STR or**	**CON Mod**
14	**REFLEX**	**DEX or**	**INT Mod**
19	**WILL**	**WIS or**	**CHA Mod**

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon