**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) | |
| ) | | |
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**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 |
|---|---|---|---|
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