**Name:** 0987h9

# Weem's Gamma World Character Sheet

*twitter.com/theweem* *theweem.com*

**Character Origins:**

Origin 1 (First): Mythic

Origin 2 (Second): Gelatinous

**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: 16 (+ ) DEX: 15 (+ ) WIS: 7 (+ )

CON: 9 (+ ) INT: 8 (+ ) CHA: 18 (+ )

**Skills:**

| Bonus | Name | Abil Mod + lvl + other mods |
|---|---|---|
| Acrobatics (3) | Athletics (4) | |
| Interaction(9) | Stealth (7) | |
| ) | | |
| | | |
| | | |
| | | |
| | | |

**Gear:** (Mundane Gear & Omega Salvage)

light melee weapon, , explorer's kit, riding horse, night-vision goggles, night-vision goggles, radio cell phone, pickup truck, wagon, lantern (8 hours of lamp oil), climber's kit

**Hit Points:** 21

Bloodied: 10

**Speed:** 6

**Defenses:**

| | | | |
|---|---|---|---|
| 13 | **AC** | **DEX or** | **INT Mod** |
| 17 | **FORTITUDE** | **STR or** | **CON Mod** |
| 14 | **REFLEX** | **DEX or** | **INT Mod** |
| 16 | **WILL** | **WIS or** | **CHA Mod** |

**Attacks:** **Initiative:**

| Att Bonus | Power/Weapon/Salvage Item | DMG | DMG Bon |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |