**Name:** 1

# Weem's Gamma World Character Sheet

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

**Character Origins:**

Origin 1 (First): Alien

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: 8 (+ ) DEX: 7 (+ ) WIS: 16 (+ )

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

**Skills:**

| Bonus | Name | Abil Mod + lvl + other mods |
|---|---|---|
| Conspiracy (9) | Insight (4) | |
| Mechanics (5) | Nature (4) | |
| Perception (4) | Science (9) | |
| ) | | |
| | | |
| | | |

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

scissors, dart, explorer's kit, tent, Ancient Junk: Bottle of nail polish & Laptop computer, canoe

**Hit Points:** 21

Bloodied: 10

**Speed:** 6

**Defenses:**

| | | | |
|---|---|---|---|
| 15 | **AC** | **DEX or** | **INT Mod** |
| 13 | **FORTITUDE** | **STR or** | **CON Mod** |
| 15 | **REFLEX** | **DEX or** | **INT Mod** |
| 16 | **WILL** | **WIS or** | **CHA Mod** |

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

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