Name: 1

Weem's Gamma World Character Sheet

twitter.com/theweem *theweem.com*

Character Origins:

Origin 1 (First): Doppelganger

Origin 2 (Second): Pyrokinetic

Origin Traits:

Traits (Origin 1 and 2): Two Possibilities, Firey Resistance, Firey Aura

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary: Double Trouble

Novice Secondary: Firey Flare

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 12 (+) DEX: 13 (+) WIS: 16 (+)

CON: 9 (+) INT: 18 (+) CHA: 12 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (2)	Athletics (2)	
Conspiracy (9)	Insight (4)	
Interaction(6)	Mechanics (5)	
Nature (4)	Perception (4)	
Science (5)	Stealth (2)	
)		

Gear: (Mundane Gear & Omega Salvage)

mechanic's overalls, , Bowie knife, dart, explorer's kit, climber's kit, Ancient Junk: Clock radio & Digital photo frame, water purifier (water not included), heavy flashlight

Hit Points: 21 Bloodied: 10

Speed: 6

Defenses:

18	**AC**	○ **DEX or** ○	**INT Mod**
12	**FORTITUDE**	○ **STR or** ○	**CON Mod**
17	**REFLEX**	○ **DEX or** ○	**INT Mod**
14	**WILL**	○ **WIS or** ○	**CHA Mod**

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon