Name: 1

Weem's Gamma World Character Sheet

twitter.com/theweem *theweem.com*

Character Origins:

Origin 1 (First)	Origin 2 (Second)
Ectoplasmic	Plastic

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: 10 (+) DEX: 16 (+) WIS: 18 (+)

CON: 14 (+) INT: 10 (+) CHA: 6 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (8)	Athletics (1)	
Conspiracy (1)	Insight (5)	
Interaction(-1)	Mechanics (1)	
Nature (5)	Perception (9)	
Science (1)	Stealth (4)	
)		

Gear: (Mundane Gear & Omega Salvage)

pots and pans, mechanic's overalls, scissors, dart, explorer's kit, laptop computer, duct tape, duct tape, duct tape, generator (8 hours of fuel)

Hit Points: 26 Bloodied: 13

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon