Name: 1

Weem's Gamma World Character Sheet

twitter.com/theweem *theweem.com*

Character Origins:

Origin 1 (First)	Origin 2 (Second)
Entropic	AI

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: 13 (+) DEX: 6 (+) WIS: 8 (+)

CON: 13 (+) INT: 16 (+) CHA: 18 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (-1)	Athletics (2)	
Conspiracy (6)	Interaction(5)	
Mechanics (6)	Nature (2)	
Science (10)	Stealth (-1)	
)		

Gear: (Mundane Gear & Omega Salvage)

umpire's padding, , television, , explorer's kit, draft horse (no wagon), wagon, duct tape, canoe, radio cell phone, draft horse (no wagon)	

Hit Points: 25 Bloodied: 12

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon