Name: 1

Weem's Gamma World Character Sheet

twitter.com/theweem *theweem.com*

Character Origins:

Origin 1 (First): Magnetic

Origin 2 (Second): Nightmare

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: 15 (+) DEX: 18 (+) WIS: 12 (+)

CON: 7 (+) INT: 16 (+) CHA: 9 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (5)	Athletics (3)	
Conspiracy (4)	Insight (2)	
Interaction(5)	Mechanics (8)	
Nature (2)	Perception (2)	
Science (4)	Stealth (5)	
)		

Gear: (Mundane Gear & Omega Salvage)

riot gear, yield sign, machete, sizable rock, explorer's kit, binoculars, wagon

Hit Points: 19

Bloodied: 9

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon