Name: 1

Weem's Gamma World Character Sheet

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Character Origins:

Origin 1 (First): Mind Breaker

Origin 2 (Second): Saurian

Origin Traits:

Traits (Origin 1 and 2): Group Telepathy

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary: Psychic Assault

Novice Secondary:

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 16 (+) DEX: 12 (+) WIS: 10 (+)

CON: 11 (+) INT: 5 (+) CHA: 18 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (2)	Athletics (4)	
Conspiracy (-1)	Insight (1)	
Interaction(9)	Mechanics (-1)	
Nature (5)	Perception (1)	
Science (-1)	Stealth (2)	
)		

Gear: (Mundane Gear & Omega Salvage)

Kevlar vest, yield sign, television, light ranged weapon, explorer's kit, generator (8 hours of fuel), night-vision goggles, riding horse, radio cell phone

Hit Points: 23

Bloodied: 11

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon