**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) | |
| ) | | |
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**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 |
|---|---|---|---|
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