Name: 1

Weem's Gamma World Character Sheet

twitter.com/theweem *theweem.com*

Character Origins:

Origin 1 (First): Mind Coercer

Origin 2 (Second): Nightmare

Origin Traits:

Traits (Origin 1 and 2): Group Telepathy

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary: Mental Push

Novice Secondary:

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 5 (+) DEX: 11 (+) WIS: 11 (+)

CON: 8 (+) INT: 16 (+) CHA: 18 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (1)	Athletics (-1)	
Conspiracy (4)	Insight (1)	
Interaction(13)	Mechanics (4)	
Nature (1)	Perception (1)	
Science (4)	Stealth (1)	
)		

Gear: (Mundane Gear & Omega Salvage)

heavy melee weapon, shuriken, explorer's kit, canoe, wagon, wagon

Hit Points: 20

Bloodied: 10

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon