Weem's Gamma World Character Sheet

twitter.com/theweem theweem.com

Name: Biggy

Character Origins:

Origin 1 (First): Arachnoid

Origin 2 (Second): Electrokinetic

Origin Traits:

Traits (Origin 1 and 2): Natural Battery

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary:

Novice Secondary: Electric Boogaloo

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR:	9 (+)	DEX:	18 (+)	WIS:	16 (+)
CON:	13 (+)	INT:	15 (+)	CHA:	15 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (5)	Athletics (1)	
Conspiracy (3)	Insight (4)	
Interaction(3)	Mechanics (7)	
Nature (8)	Perception (4)	
Science (3)	Stealth (5)	
)		

Gear: (Mundane Gear & Omega Salvage)

plate armor, , board with nail, potato gun, explorer's kit, keelboat, keelboat, generator (8 hours of fuel), water purifier (water not included)

Hit Points: 12

Bloodied: 6

Speed: 6

Defenses:

18	AC	DEX or	INT Mod
12	FORTITUDE	STR or	CON Mod
19	REFLEX	DEX or	INT Mod
14	WILL	WIS or	CHA Mod

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon