Weem's Gamma World Character Sheet

twitter.com/theweem theweem.com

Name: Biggy

Character Origins:

Origin 1 (First): Arachnoid

Origin 2 (Second): Seismic

Origin Traits:

Traits (Origin 1 and 2): Armored Skin

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary:

Novice Secondary: Seismic Stomp

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 16 (+) DEX: 18 (+) WIS: 3 (+)

CON: 11 (+) INT: 13 (+) CHA: 15 (+)

Skills:

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

Gear: (Mundane Gear & Omega Salvage)

light melee weapon, dart, explorer's kit, fuel, 5 gallons, night-vision goggles, generator (8 hours of fuel), draft horse (no wagon)

Hit Points: 12

Bloodied: 6

Speed: 5

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon