Weem's Gamma World Character Sheet

twitter.com/theweem theweem.com

Name: Biggy

Character Origins:

Origin 1 (First): Ectoplasmic

Origin 2 (Second): Plant

Origin Traits:

Traits (Origin 1 and 2): Vulnerable to Fire

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary:

Novice Secondary: Lashing Creepers

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 12 (+) DEX: 9 (+) WIS: 18 (+)

CON: 16 (+) INT: 7 (+) CHA: 7 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (1)	Athletics (2)	
Insight (5)	Nature (9)	
Perception (9)	Stealth (1)	
)		

Gear: (Mundane Gear & Omega Salvage)

umpire's padding, , Bowie knife, makeshift sling, explorer's kit, fuel, 5 gallons, draft horse (no wagon), generator (8 hours of fuel), binoculars

Hit Points: 12

Bloodied: 6

Speed: 6

Defenses:

14	AC	DEX or	INT Mod
16	FORTITUDE	STR or	CON Mod
11	REFLEX	DEX or	INT Mod
15	WILL	WIS or	CHA Mod

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon