Weem's Gamma World Character Sheet

twitter.com/theweem theweem.com

Name: Biggy

Character Origins:

Origin 1 (First): Empath

Origin 2 (Second): Photonic

Origin Traits:

Traits (Origin 1 and 2): Pacifying Aura, Vital Presence

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary: Vitality Transfer

Novice Secondary:

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 10 (+) DEX: 16 (+) WIS: 8 (+)

CON: 10 (+) INT: 16 (+) CHA: 18 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (4)	Athletics (1)	
Conspiracy (4)	Insight (4)	
Interaction(5)	Mechanics (4)	
Science (8)	Stealth (4)	
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Gear: (Mundane Gear & Omega Salvage)

Louisville slugger, dart, computer, pickup truck, binoculars	explorer's kit, laptop night-vision goggles,

Hit Points: 12

Bloodied: 6

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon