Weem's Gamma World Character Sheet

twitter.com/theweem theweem.com

Name: Biggy

Character Origins:

Origin 1 (First): Gravity Controller

Origin 2 (Second): Mind Coercer

Origin Traits:

Traits (Origin 1 and 2): Gravity by Choice, Group Telepathy

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary: Gravitational Pulse

Novice Secondary: Mental Push

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 10 (+) DEX: 8 (+) WIS: 12 (+)

CON: 18 (+) INT: 13 (+) CHA: 16 (+)

Skills:

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

Gear: (Mundane Gear & Omega Salvage)

light melee weapon, glock, explorer's kit, pickup truck, tent, heavy flashlight, tent

Hit Points: 12

Bloodied: 6

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon