# Weem's Gamma World Character Sheet

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**Name:** Biggy

**Character Origins:**

Origin 1 (First): Prescient

Origin 2 (Second): Doppelganger

**Origin Traits:**

Traits (Origin 1 and 2): Two Possibilities

Critical (Level 2):

Critical (Level 6):

**Powers:**

Novice Primary:

Novice Secondary: Double Trouble

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

**Ability Scores:** (+Modifier)

STR: 9 (+ ) DEX: 17 (+ ) WIS: 18 (+ )

CON: 12 (+ ) INT: 16 (+ ) CHA: 13 (+ )

**Skills:**

| Bonus | Name | Abil Mod + lvl + other mods |
|---|---|---|
| Acrobatics (4) | Athletics (1) | |
| Conspiracy (8) | Insight (5) | |
| Interaction(6) | Mechanics (4) | |
| Nature (5) | Perception (5) | |
| Science (4) | Stealth (4) | |
| ) | | |
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**Gear:** (Mundane Gear & Omega Salvage)

scissors, makeshift sling, explorer's kit, night-vision goggles, night-vision goggles

**Hit Points:** 12

Bloodied: 6

**Speed:** 6

**Defenses:**

| | | | |
|---|---|---|---|
| 14 | **AC** | **DEX or** | **INT Mod** |
| 12 | **FORTITUDE** | **STR or** | **CON Mod** |
| 16 | **REFLEX** | **DEX or** | **INT Mod** |
| 16 | **WILL** | **WIS or** | **CHA Mod** |

**Attacks:** **Initiative:**

| Att Bonus | Power/Weapon/Salvage Item | DMG | DMG Bon |
|---|---|---|---|
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