Weem's Gamma World Character Sheet

twitter.com/theweem theweem.com

Name: Biggy

Character Origins:

Origin 1 (First): Reanimated

Origin 2 (Second): Telekinetic

Origin Traits:

Traits (Origin 1 and 2): Telekinetic Shield, Telekinetic Reach

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary:

Novice Secondary: Telekinetic Wave

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 18 (+) DEX: 11 (+) WIS: 9 (+)

CON: 8 (+) INT: 16 (+) CHA: 15 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (1)	Athletics (9)	
Conspiracy (4)	Insight (1)	
Interaction(3)	Mechanics (8)	
Nature (1)	Perception (1)	
Science (4)	Stealth (1)	
)		

Gear: (Mundane Gear & Omega Salvage)

shield, , light ranged weapon, explorer's kit, keelboat, pickup truck

Hit Points: 12

Bloodied: 6

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon