Weem's Gamma World Character Sheet

twitter.com/theweem theweem.com

Name: Biggy

Character Origins:

Origin 1 (First): Telekinetic

Origin 2 (Second): Hypercognitive

Origin Traits:

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

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary: Telekinetic Wave

Novice Secondary: Uncanny Strike

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 11 (+) DEX: 13 (+) WIS: 16 (+)

CON: 10 (+) INT: 18 (+) CHA: 12 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (2)	Athletics (1)	
Conspiracy (5)	Insight (8)	
Interaction(2)	Mechanics (9)	
Nature (4)	Perception (4)	
Science (5)	Stealth (2)	
)		

Gear: (Mundane Gear & Omega Salvage)

shoulder pads, , machete, thrown hand axe, explorer's kit, night-vision goggles, wagon, climber's kit

Hit Points: 12

Bloodied: 6

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon