Weem's Gamma World Character Sheet

twitter.com/theweem theweem.com

Name: Biggy

Character Origins:

Origin 1 (First): Yeti

Origin 2 (Second): Empath

Origin Traits:

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

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary: Big Claws

Novice Secondary: Vitality Transfer

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 18 (+) DEX: 14 (+) WIS: 16 (+)

CON: 12 (+) INT: 14 (+) CHA: 16 (+)

Skills:

Bonus	Name	Abil Mod + lvl + other mods
Acrobatics (3)	Athletics (5)	
Conspiracy (3)	Insight (8)	
Interaction(4)	Mechanics (3)	
Nature (8)	Perception (4)	
Science (3)	Stealth (3)	
)		

Gear: (Mundane Gear & Omega Salvage)

shoulder pads, mechanic's overalls, sign with post, light ranged weapon, explorer's kit, draft horse (no wagon), keelboat, riding horse

Hit Points: 12

Bloodied: 6

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon