Weem's Gamma World Character Sheet

twitter.com/theweem theweem.com

Name: Biggy

Character Origins:

Origin 1 (First): Yeti

Origin 2 (Second): Reanimator

Origin Traits:

Traits (Origin 1 and 2): Cold Resistance

Critical (Level 2):

Critical (Level 6):

Powers:

Novice Primary: Big Claws

Novice Secondary:

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary: (Level 9):

Ability Scores: (+Modifier)

STR: 18 (+) DEX: 9 (+) WIS: 16 (+)

CON: 9 (+) INT: 8 (+) CHA: 12 (+)

Skills:

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

Gear: (Mundane Gear & Omega Salvage)

umpire's padding, , katana, , explorer's kit, lantern (8 hours of lamp oil), water purifier (water not included), radio cell phone, draft horse (no wagon), pickup truck, laptop computer

Hit Points: 12

Bloodied: 6

Speed: 6

Defenses:

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

Attacks: **Initiative:**

Att Bonus	Power/Weapon/Salvage Item	DMG	DMG Bon