# Gamma World: Master's of the Earth Character Sheet

**Character Name:** **Sex: M / F** **Race:** *PSHuman* **Rank:**

## Ability Scores

| | | | | | |
|---|---|---|---|---|---|
| **PS** | | +/- | **MS** | | +/- |
| **DX** | | +/- | **IN** | | +/- |
| **CN** | | +/- | **CH** | | +/- |

**Height:** **Weight:** **Age:**

**Hair:** **Eyes:** **Skin:**

**HP:**_____

**Heal:**_____

**AC:**_____
**Armor:**_____
**Shield:**_____
**Helmet:**_____

**Special:**

**Dex Adj:**

| Skill | Mod | Score | Skill | Mod | Score |
|---|---|---|---|---|---|
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| | | | Artifact Adjustment | | +1 |

| Weapon | Special Effects | Weight | Range | Ammo | Damage | Combat Modifiers |
|---|---|---|---|---|---|---|
| | | | | | | **Hand: L / R / A** |
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| | | | | | | **Surprise:** Organic Non-Org **Initiative Roll** |
| | | | | | | |

## Movement Rates

| Move Type | Unburdened = PS | Burdened = 2/3 PS | Heavy Burden = 1/3 PS |
|---|---|---|---|
| **Walk:BMR** | **12** | | |
| **Slow:** X1/2 | **6** | | |
| **Crawl:** X1/4 | **3** | | |
| **Run:** X2 | **24** | | |
| **Swim:** | | | |
| Surface: X1/2 | **6** | | |
| Underwater: X1/3 | **4** | | |
| **Climb:** | | | |
| Trees: | **6** | | |
| Ropes/Poles: | **4** | | |
| Walls/Cliffs: | **2** | | |
| Assisted Climb: | **X1.5** | | |
| **Leap:** | | | |
| Standing:1/4XPS | | | |
| Run: X1/2+PS+DXmod | | | |
| **Jump:**1/4XPS+DXmod | | | |
| **Vault:**1/6XPS+DXmod | | | |
| **Spring:**1/6XPS | | | |

## Adventure History

***Hero Factors*:** _____

***Experience Rank*:** _____

**Experience Total:** _____

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Search:**X1/2 | **6** | | | **Examine:**X1/3 | **4** | | |

**Initial Ability Die Rolls** **1.** **2.** **3.** **4.** **5.** **6.**

# Gamma World Gear

| Item | Location | Tech | Wt | Item | Location | Tech | Wt |
|---|---|---|---|---|---|---|---|
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| | | | | Rations : | | | |
| | | | | Water : | | | |
| | | | | +Weapon/Money Weight | **Total Weight Carried:** | | **kg** |

## Animal Companions or Mounts

| Animal | MR | AC | HD | HP | Move | PC | MC | Size | Attacks | Damage | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | |
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## Money/Finances

| Item | Number | Value | Location | Weight | Reoccurring Bills |
|---|---|---|---|---|---|
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