

Game-Mother

CHARACTER SHEET v2.0

PERSONAL AGENDA

RELATIONSHIPS

BUDDY

RIVAL



NAME

CAREER

APPEARANCE

TALENTS

STORY POINTS

EXPERIENCE POINTS

CASH



SIGNATURE ITEM

ENCUMBRANCE

GEAR

WEIGHT POWER

1:		
2:		
3:		
4:		
5:		
6:		
7:		
8:		
9:		
10:		
11:		
12:		
13:		
14:		

STRESS LEVEL



HEALTH

MAX HEALTH

RADIATION

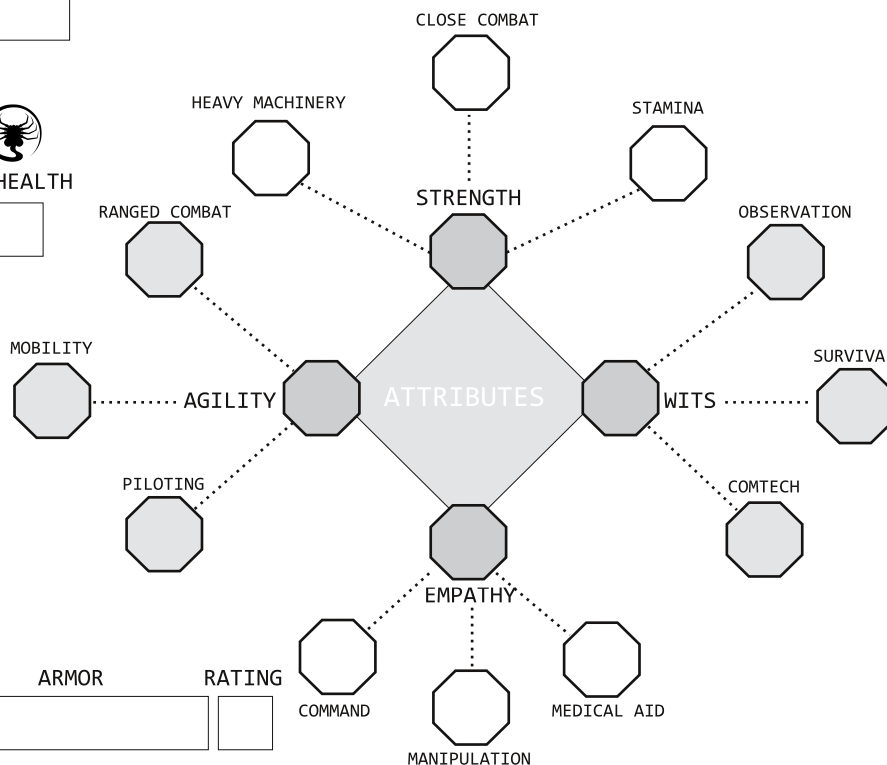
CRITICAL INJURIES

CONDITIONS

STARVING	<input type="checkbox"/>
DEHYDRATED	<input type="checkbox"/>
EXHAUSTED	<input type="checkbox"/>
FREEZING	<input type="checkbox"/>

CONSUMABLES

AIR
FOOD
POWER
WATER



WEAPONS

BONUS

DAMAGE

RANGE

CHARACTER BACKGROUND

BIO IMAGE

EXTRA TALENTS

NOTES

COMPANIES, GOVERNMENTS AND ORGANIZATIONS

VEHICLES



PASSENGERS

MANEUVERABILITY

SPEED

HULL

ARMOR

WEAPONS

BONUS

DAMAGE

RANGE

COMMENT