

Game-Mother

CHARACTER SHEET v3.0 EVOLVED EDITION

PERSONAL AGENDA

RELATIONSHIPS

BUDDY

RIVAL

STRESS LEVEL



HEALTH MAX HEALTH RESOLVE FATIGUED

RADIATION



CRITICAL INJURIES & MENTAL TRAUMA

STRESS & PANIC RESPONSES

JUMPY	☐	PARANOID	☐
TUNNEL VISION	☐	HESITANT	☐
AGGRAVATED	☐	FREEZE	☐
SHAKES	☐	SEEK COVER	☐
FRANTIC	☐	SCREAM	☐
DEFLATED	☐	FLEE	☐
CATATONIC	☐	FRENZY	☐



NAME

CAREER

APPEARANCE

TALENTS

STORY POINTS

EXPERIENCE POINTS

CASH



SIGNATURE ITEM

ENCUMBRANCE

ARMOR

WEIGHT

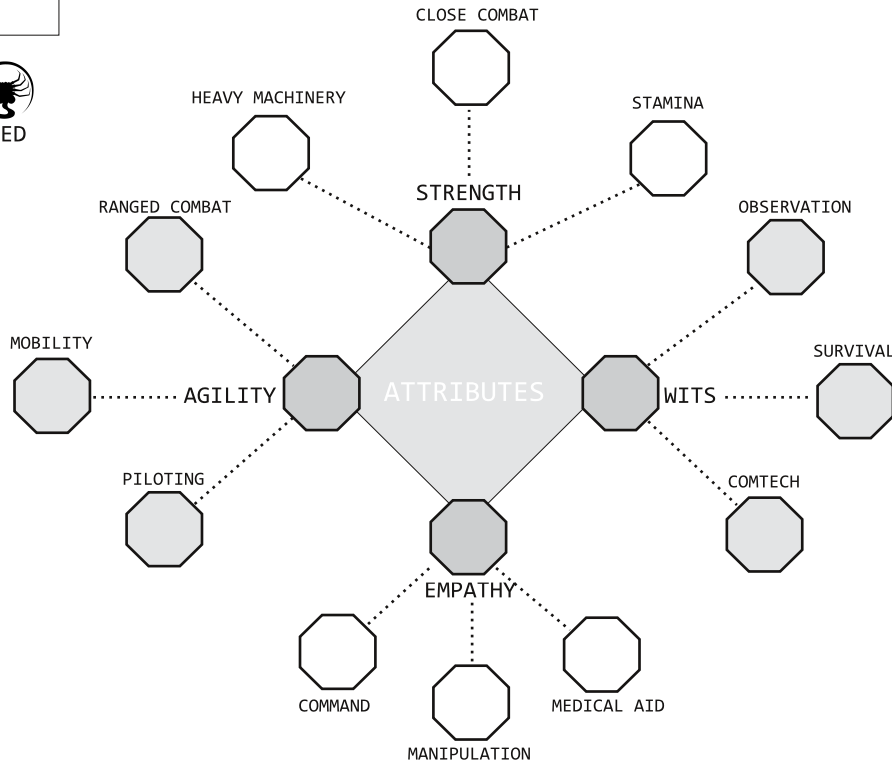
LEVEL

GEAR

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

WEIGHT

AIR/
POWER



WEAPONS



MODIFIER

DAMAGE

RANGE

AMMO

WEIGHT

CHARACTER BACKGROUND

BIO IMAGE

EXTRA TALENTS

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NOTES

COMPANIES, GOVERNMENTS AND ORGANIZATIONS

VEHICLES



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PASSENGERS

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MANEUVERABILITY

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SPEED

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HULL

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ARMOR

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WEAPONS

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MODIFIER

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DAMAGE

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RANGE

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COMMENT

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