

Game-Mother

CHARACTER SHEET v2.0

PERSONAL AGENDA

RELATIONSHIPS

BUDDY

RIVAL

STRESS LEVEL



HEALTH

MAX HEALTH

RADIATION

CRITICAL INJURIES

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CONDITIONS

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

CONSUMABLES

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|-------|
| AIR |
| FOOD |
| POWER |
| WATER |

WEYLAND-YUTANI CORP

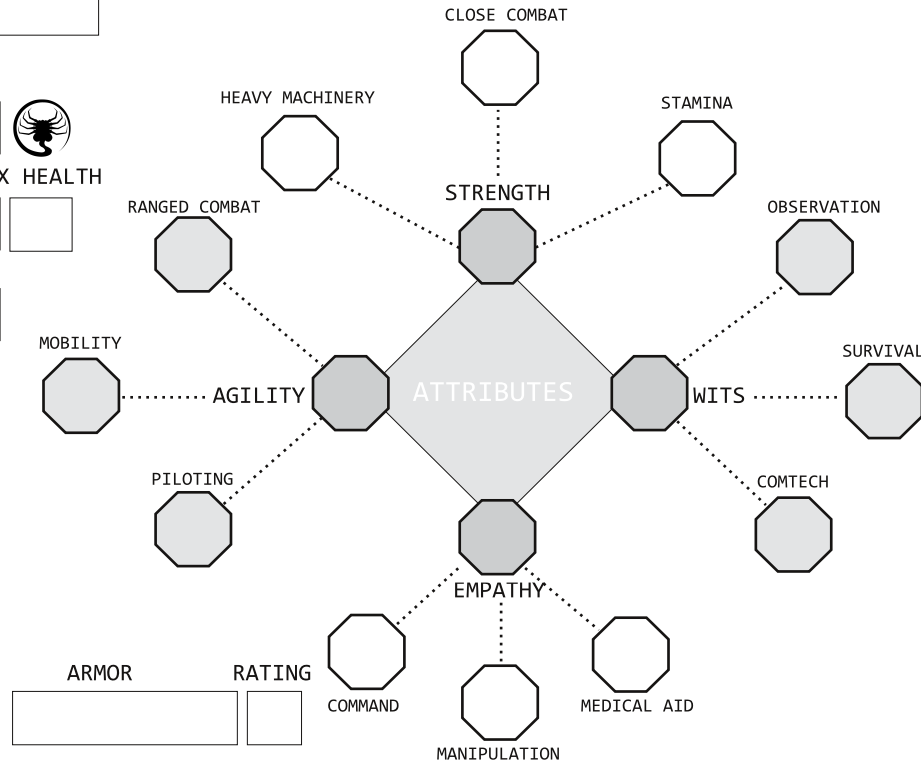


BUILDING BETTER WORLDS

NAME

CAREER

APPEARANCE



ARMOR

RATING

WEAPONS

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BONUS

DAMAGE

RANGE

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TALENTS

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STORY POINTS

EXPERIENCE POINTS

CASH



WEYLAND-YUTANI

SIGNATURE ITEM

ENCUMBRANCE

GEAR

WEIGHT POWER

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|-----|-------|-------|-------|
| 1: | | | |
| 2: | | | |
| 3: | | | |
| 4: | | | |
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| 11: | | | |
| 12: | | | |
| 13: | | | |
| 14: | | | |

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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BONUS

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DAMAGE

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RANGE

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COMMENT

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