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MOTHERSHIP® FANTASY HACK
CHARACTER PROFILE

Player Name _____
High Score _____

PERSONAL DETAILS

Character Name

Pronouns

Personal Notes

1. ROLL 2D10+20 FOR EACH STAT.

STRENGTH

SPEED

INTELLECT

COMBAT

2. ROLL 2D10+10 FOR EACH SAVE.

SANITY

FEAR

BODY

3. SELECT YOUR CLASS. Adjust your starting STATS & SAVES.

FIGHTER

- +10 COMBAT
- +10 BODY SAVE
- +20 FEAR SAVE
- +1 WOUND

MYSTIC

- +20 INTELLECT
- 10 TO 1 STAT
- +60 FEAR SAVE
- +1 WOUND

EXPERT

- +10 INTELLECT
- +5 TO 1 STAT
- +30 SANITY SAVE

TRAVELER

- +5 TO ALL STATS
- +10 TO ALL SAVES

4. ROLL 1D10+10 FOR YOUR HEALTH.

WOUNDS

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

Health Per Wound

5. GAIN STRESS.

STRESS

Current Minimum

Starts at 2.

6. TAKE NOTE OF YOUR CLASS'S TRAUMA RESPONSE.

FIGHTER

WHenever you panic, every nearby friendly player must make a fear save.

MYSTIC

fear saves made by nearby friendly players are at disadvantage.

EXPERT

Whenever you fail a sanity save, all nearby friendly players gain 1 stress.

TRAVELER

Once per session, you may take advantage on a panic check.

8. ROLL FOR YOUR EQUIPMENT LOADOUT, TRINKET & TITLE.

pg. xx.x

pg. xx.x

pg. xx.x

ARMOR POINTS

GOLD 2D10x10

Conditions