

M

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. _____

Health Per Wound

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

WOUNDS

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.

7. ROLL FOR YOUR EQUIPMENT LOADOUT, TRINKET & TITLE. _____

pg. xx.x

pg. xx.x

pg. xx.x

ARMOR POINTS

GOLD 2D10x10

The diagram is divided into two main horizontal sections. The top section, labeled 'SKILL TRAINING', features a row of 12 white circles. The first three circles are filled with grey, and the remaining nine are empty. Below the first three circles is the text 'Trained Skill', and below the last three is 'In Progress'. Arrows point from the first circle to the second, the second to the third, and the eighth to the ninth. The bottom section, labeled 'CONDITIONS', features a row of three white circles. The first circle is filled with grey, and the other two are empty. Below the first circle is the text 'Cured', and below the last two is 'Conditions'. An arrow points from the first circle to the second.