

MOTHERSHIP® CHARACTER PROFILE

Player Name

High Score

PERSONAL DETAILS

Character Name

Pronouns

Personal Notes

1. ROLL 2D10+25 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.

MARINE

- +10 COMBAT
- +10 BODY SAVE
- +20 FEAR SAVE
- +1 MAX WOUNDS

ANDROID

- +20 INTELLECT
- 10 TO 1 STAT
- +60 FEAR SAVE
- +1 MAX WOUNDS

SCIENTIST

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

TEAMSTER

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

4. ROLL 1D10+10 FOR YOUR HEALTH.

HEALTH

Current Maximum

WOUNDS

Current Maximum
Starts at 2.

You start at your Maximum Health with zero Wounds. Whenever your Health falls below zero, you suffer a Wound. Reset your Health to its Maximum, minus any carryover damage.

5. GAIN STRESS.

STRESS

Current Minimum
Starts at 2.

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

- MARINE** WHENEVER YOU PANIC, EVERY CLOSE FRIENDLY PLAYER MUST MAKE A FEAR SAVE.
- ANDROID** FEAR SAVES MADE BY CLOSE FRIENDLY PLAYERS ARE AT DISADVANTAGE.
- SCIENTIST** WHENEVER YOU FAIL A SANITY SAVE, ALL CLOSE FRIENDLY PLAYERS GAIN 1 STRESS.
- TEAMSTER** ONCE PER SESSION, YOU MAY TAKE ADVANTAGE ON A PANIC CHECK.

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

pg. 7

pg. 8

pg. 9

ARMOR POINTS

CREDITS 2D10x10

7. NOTE CLASS SKILLS AND CHOOSE BONUS SKILLS.

To take a Master or Expert Skill you must first take at least one of its prerequisite Skills.

MARINE

Military Training, Athletics
Bonus: 1 Expert Skill
OR: 2 Trained Skills

ANDROID

Linguistics, Computers, Mathematics
Bonus: 1 Expert Skill
OR: 2 Trained Skills

SCIENTIST

1 Master Skill, and an Expert and Trained Skill prerequisite.
Bonus: 1 Trained Skill

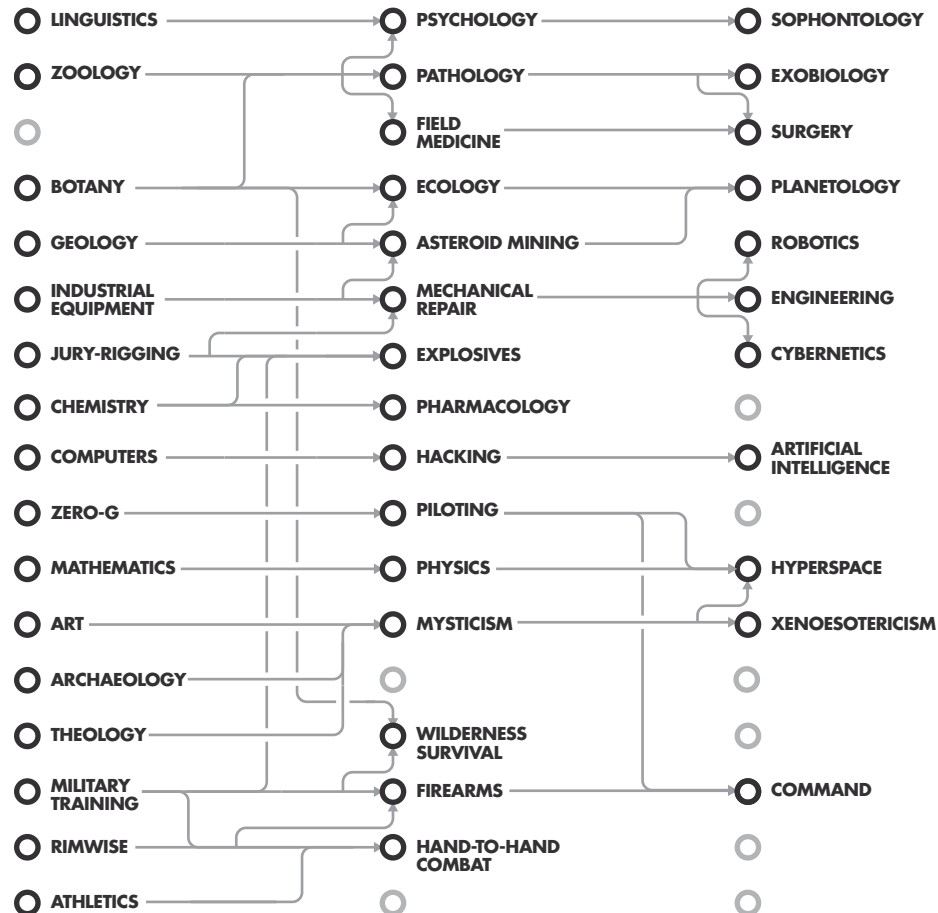
TEAMSTER

Industrial Equipment, Zero-G
Bonus: 1 Trained Skill and 1 Expert Skill.

TRAINED SKILLS (+10 BONUS)

EXPERT SKILLS (+15 BONUS)

MASTER SKILLS (+20 BONUS)



SKILL TRAINING

In Progress

Time Remaining

CONDITIONS