

MOTHERSHIP[®] ver5.9 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.

MARINE

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

ANDROID

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

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 Per Wound



Teamsters & Scientists start with 2 Wounds. Marines & Androids start with 3 Wounds.

5. GAIN STRESS.

STRESS



Starts at 2.

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

- MARINE** WHENEVER YOU PANIC, EVERY NEARBY FRIENDLY PLAYER MUST MAKE A FEAR SAVE.
- ANDROID** FEAR SAVES MADE BY NEARBY FRIENDLY PLAYERS ARE AT DISADVANTAGE.
- SCIENTIST** WHENEVER YOU FAIL A SANITY SAVE, ALL NEARBY 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. xx.x

pg. xx.x

pg. xx.x

ARMOR POINTS

CR

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
*Not Command or
Weapon Specialization.

TEAMSTER

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

TRAINED SKILLS (+10 BONUS)

LINGUISTICS

ZOOLOGY

BOTANY

GEOLOGY

INDUSTRIAL
EQUIPMENT

JURY-RIGGING

CHEMISTRY

COMPUTERS

ZERO-G

MATHEMATICS

ART

ARCHAEOLOGY

THEOLOGY

MILITARY
TRAINING

RIMWISE

ATHLETICS

EXPERT SKILLS (+15 BONUS)

PSYCHOLOGY

PATHOLOGY

FIELD
MEDICINE

ECOLOGY

ASTEROID MINING

MECHANICAL
REPAIR

EXPLOSIVES

PHARMACOLOGY

HACKING

PILOTING

PHYSICS

MYSTICISM

TACTICS

WILDERNESS
SURVIVAL

FIREARMS

HAND-TO-HAND
COMBAT

MASTER SKILLS (+20 BONUS)

SOPHONTOLOGY

EXOBIOLOGY

SURGERY

PLANETOLOGY

ROBOTICS

ENGINEERING

CYBERNETICS

ARTIFICIAL
INTELLIGENCE

HYPERSPACE

XENOTESOTERICISM

COMMAND

SKILL TRAINING

Trained Skill → Expert Skill → Master Skill → In Progress

CONDITIONS

Cured →

In Treatment

Conditions