

MOTHERSHIP

NAME 0
LEVEL 1 RANK / TITLE 2

STRESS 3 RESOLVE 4 MAX HEALTH 5

STARTS AT 2

STARTS AT 0

CURRENT HEALTH

2. PICK A CLASS AND NOTE THEIR STARTING SAVES

SANITY

Rationalization, Logic

FEAR

Surprise, Loneliness

BODY

Hunger, Disease, Infection

ARMOR

Physical Damage

TEAMSTER

63

64

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ANDROID

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SCIENTIST

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MARINE

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+5/+5 WHENEVER A FRIENDLY MARINE IS NEARBY

4. TAKE NOTE OF HOW YOUR CLASS DEALS WITH STRESS & PANIC

TEAMSTER Once per session, a Teamster may re-roll a roll on the Panic Effect Table.

SCIENTIST Whenever a Scientist fails a Sanity save, every friendly player nearby gains 1 Stress.

ANDROID Fear saves made in the presence of Androids have disadvantage.

MARINE Whenever a Marine Panics, every friendly player nearby must make a Fear save.

1. ROLL 6D10 FOR EACH OF YOUR STATS

STRENGTH 6

SPEED 7

INTELLECT 8

COMBAT 9

3. MARK YOUR STARTING SKILLS

TRAINED +10%

EXPERT +15%

MASTER +20%

TEAMSTER

Zero-G, Mechanical Repair.
Pick one: Heavy Machinery or Piloting. +4 PTS.

SCIENTIST

Pick Two: Biology, Agriculture, Geology, Computers, Mathematics, Chemistry. +3 PTS.

ANDROID

Computers, Mathematics, Linguistics. +2 PTS.

MARINE

Military Training. +3 PTS.

- TRAINED SKILLS cost 1 point.
- EXPERT SKILLS cost 2 points.
- MASTER SKILLS cost 3 points.
- To take an Expert or Master skill you must first take one of its prerequisite skills.

NOTES

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5. PICK A STARTING LOADOUT AND ROLL A RANDOM TRINKET & PATCH

EXCAVATION

Crowbar, Hand Welder, Laser Cutter, Body Cam, Bioscanner, Infrared Goggles, Lockpick Set, Vacciuit (Oxygen Tank, Mag-Boots, Short-range Comms)

EXPLORATION

Vibechete, Rigging Gun, Flare Gun, First Aid Kit, Vacciuit (Long-range Comms, Oxygen Tank), Survey Kit, Water Filter, Locator, Rebreather, Binoculars, Flashlight, Camping Gear, MREs x7

EXTERMINATION

SMG, Frag Grenade x6, Standard Battle Dress (Heads-up Display, Body Cam, Short-range Comms), Stimpak x6, Electronic Tool Kit

EXAMINATION

Scalpel, Tranq Pistol, Stun Baton, Hazard Suit, Medscanner, Automed x6, Pain Pills x6, Stimpak x6, Cybernetic Diagnostic Scanner

EQUIPMENT

Equipment list (pg. 17-18), Random Trinket (pg. 19), Random Patch (pg. 20)

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Starling Credits 5d10*10

CREDITS

60

XP

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