

MOTHERSHIP

NAME _____
LEVEL _____ RANK / TITLE _____

STRESS RESOLVE MAX HEALTH

2
STARTS AT 2

0
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

+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

SPEED

INTELLECT

COMBAT

TEAMSTER ANDROID SCIENTIST MARINE

30 20 40 25

35 85 25 30

30 40 25 35

35 25 30 40

+5 +5 +10

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

Vibecheute, 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)

Starting Credits 5d10*10

CREDITS _____

3. MARK YOUR STARTING SKILLS

TRAINED +10%

EXPERT +15%

MASTER +20%

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

LINGUISTICS PSYCHOLOGY SOPHONTOLOGY

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

BIOLOGY GENETICS XENOBIOLOGY

ANDROID Computers, Mathematics, Linguistics. +2 PTS.

FIRST AID PATHOLOGY

MARINE Military Training. +3 PTS.

HYDROPONICS BOTANY

- 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

