# MOTHERSHIP

## SCI-FI HORROR RPG

### CHEAT SHEET BY JUSTIN ALEXANDER

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# BASIC MECHANICS

## STATS
Strength
Speed
Intellect
Combat

## SAVES
Sanity
Fear
Body

# CHECK

**Roll**: d100 < Stat/Save + Skill

**Failure**: +1 Stress

**Critical**: Roll doubles.
- **Critical Success**: Something good happens.
- **Critical Failure**: Something bad + Panic Check
- 00 = Always Critical Success / 99 = Always Critical Failure

**Advantage [+]**: Roll twice, best result.
**Disadvantage [-]**: Roll twice, worst result.

## STRESS

**Default Minimum Stress**: 2
**Maximum Stress**: 20

**Relieve Stress**: Rest in relatively safe place.
- Rest save using worst Save.
- **Success**: Reduce Stress by ones digit rolled.
- **Failure**: +1 Stress
- **Rest [+]**: Consensual sex, recreational drug use, night of heavy drinking, prayer, other suitable leisure activity.
- **Rest [-]**: Unsafe locations.

## PANIC CHECK

**Roll**: d20 > Current Stress

**Failure**: Look up result on Panic Effects Table (PSG 21).

# VIOLENT ENCOUNTERS

**Round**: 10 seconds

**Surprise**: Fear save
- **Failure**: Cannot act in 1st round.

**Turn**
- Action + move within Close Range; or
- Run within Long Range.

**Attack**: Combat check to inflict damage.
- **Weapon Range** = Maximum range
- **Unarmed Damage**: STR/10 DMG

**Armor**
- **Armor Points (AP)**: Subtract from damage. If damage ≥ AP, AP -1. AP = 0, armor destroyed.
- **Damage Reduction (DR)**: Reduces damage before applying/checking AP.
- **Anti-Armor (AA)**: Attack ignores armor. AP -1, and -1 if damage ≥ AP. (Crit = Armor Destroyed)
- **Repair**: ½ original cost of the armor.

**Health = 0**: Gain Wound, reset Health to Maximum.

**Wound**: Roll on Wounds Table (PSG 29).
- **Maximum Wounds**: Death save

**Death Save**: Roll 1d10 in cup and hide it.
- **Someone Checks**: Reveal and compare roll to Death Table (PSG 29).

**Range Bands**
- **Adjacent** (1m): Touching / interacting with. Smell.
- **Close** (5-10m): Throw object. Smell powerful stench. Talk can be heard across room.
- **Long** (20-100m): Yell to get attention. Can't smell.
- **Extreme** (100m+): Might not be able to locate scream.

**Cover**: Destroyed like armor.
- **Insignificant Cover** (wood, body shields): AP 5
- **Light Cover** (trees, bulkheads, metal): AP 10
- **Heavy Cover** (airlocks, cement, ships): DR 5, AP 20

**Sample Actions**
- Attack
- Bandage a wound
- Check vital signs with medscanner
- Fire vehicle weapon
- Maneuver/pilot a vehicle
- Open airlock
- Operate a machine
- Reload a weapon
- Throw something
- Use a computer terminal (search directory, engage automatic airlocks, send distress signal, cycle through CCTV cameras, disable Life Support, etc.)

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# THREAT SYSTEM

**Round**:
- GM makes a Threat (usually Auto Damage + Chaser).
- PCs declare and resolve actions.
- GM resolves Threat and sets a new Threat.

**Countering Threat**: If the PCs' actions do not counter the Threat, then the Threat is resolved.
- Countering Threat may or may not require a check.
- If Threat is fully countered, PCs may also be able to gain Edge.

**Threat Chasers**
- **Use Special Ability**
- **Ravage** (Combat check to deal attack damage)
- **Multiple Targets**
- **Trap PC(s)**
- **Environmental Complication**
- **Slaughter the Innocent** (take out one or more bystanders)
- **Escalate** (see below)

## EDGE

**Horror Has Edge**: By default, Horror starts with Edge.
- Can make full Threat (Auto Damage + Chaser).

**PCs Have Edge**: Horror's Threat is limited to one of the following.
- Combat check to deal damage / use a special ability
- Gain Edge
- Withdraw

**Escalation**: If you have the Edge, you can escalate your Edge.
- **Horror**: For each escalation, add an additional chaser to Threat.
- **PCs**: Gain a benefit or inflict a penalty on the Horror.

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### FAILED CHECKS — SAMPLE CONSEQUENCES
- Horror inflicts automatic damage.
- Horror makes Combat check to inflict damage.
- Horror gains Edge / PCs lose Edge.

### ESCALATION — SAMPLE PC BENEFITS
- Withdraw.
- Isolate the Horror.
- Force the Horror to make its checks with disadvantage.

# SURVIVAL

## ATMOSPHERES

**Toxic Atmosphere**: Not fit to breathe, but otherwise safe.
- Requires rebreather/oxygen supply, or 1d10 DMG per round, Body save ½.

**Corrosive Atmosphere** (range)
- *Mildly Corrosive*: 1 DMG/round
- *Highly Corrosive*: 10 DMG/round

## BLEEDING

**Bleeding**: 1 DMG/round until bleeding stopped.
- Cumulative (e.g., Bleeding 1 + Bleeding 2 is 3 DMG/round).
- Ignores AP/DR.

## CARRYING CAPACITY

- Average person = ¼ body weight
- Average marine = 90-160 lbs. in combat
- Androids = 1-5x that amount
- Carry one light thing in each hand or one heavy thing in both hands.

## CRYOSICKNESS

**Cryosick**: [-] all checks for 1 week after waking from cryosleep.
- **Stimpack**: Immediately ends cryosickness.
- **Upgraded Cryopods**: Can mitigate effects.

## EXHAUSTION

**Exhaustion**: After 12 hours, Body save every hour.
- **Failure**: 1 DMG
- **24 Hours**: [-] on all rolls until rest for 8 hours.

## FOOD & WATER

**Vacuum**: 15 seconds without oxygen, then unconscious for 1d5 minutes before dying.

**Life Support Offline**
- 1d10 x maximum crew capacity = oxygen supply in days per person.
- *Oxygen < Passengers x 2*: [-] on all rolls (headaches, fatigue, anxiety, clumsiness)
- *Oxygen < Passengers*: Body save or make Death save (panting, dizziness, severe headaches, impaired vision, tinnitus).
- *No Oxygen*: Per vacuum.
- *Cryosleep*: Do not consume oxygen.
- *Strenuous Activity*: +2 oxygen per person

**Androids**: Do not require oxygen.

## RADIATION

| LEVEL | DAMAGE |
|---|---|
| **LEVEL 1 – TRACE**<br>Normal, everyday radiation. Cosmic rays. | None immediately.<br>Possible long-term effects (cancer, etc.) |
| **LEVEL 2 – ACUTE**<br>Unshielded reactors / warp cores. | All Stats/Saves -1 per round. |
| **LEVEL 3 – LETHAL**<br>Atomic weapons, handling warp cores. | 1/round: Body save or lethal dose (death in 1d5 days). |

**Radiation Shielding**: Blocks all radiation levels.

**Radiation Pills**: 1d5 DMG, -1 Radiation Level for 2d10 minutes.

## TEMPERATURE

**Extreme Cold**: 1/hour — Body save or Death save
- *Hypothermia / Frostbite*: sub-zero temperatures

**Extreme Heat**: 1/hour — Body save or Death save
- *Heat Stroke*: over 100°F/40°C

# PORTS

## PORT CLASSES
(PSG 38)

**X-Class**: criminal settlements, pirate bases
**C-Class**: rundown, out-of-the-way, refueling stations, forward military posts
**B-Class**: industrial stations, large-scale military installations
**A-Class**: metropolises, trading centers, power brokers
**S-Class**: pleasure spas, palatial estates, heavily guarded, invite only

## SHORE LEAVE

**Cost**: As indicated by type of port.

**Length**: approx. 2d10 days
- *Shortened Shore Leave*: Penalties at Warden's discretion.

**Shore Leave**: Sanity save
- **Success**: Convert Stress to Improved Saves, reset to Minimum Stress.
- **Critical Success**: Convert maximum Stress allowed by Port.
- **Failure**: Reset to Minimum Stress, then +1 Stress for failing check.
- **Critical Failure**: Do not convert or relieve any stress. Make Panic check.

**Convert Stress**: +1 to any Save per 1 converted Stress

### SHORE LEAVE COSTS

| PORT | COST | STRESS CONVERTED |
|------|------|------------------|
| X-Class | 1d100 x 10 kcr | 2d10[+] |
| C-Class | 2d10 x 100 cr | 1d5 |
| B-Class | 2d10 x 1 kcr | 1d10 |
| A-Class | 2d10 x 10 kcr | 2d10 |
| S-Class | 2d10 x 100 kcr | All |

# MEDICAL CARE

**First Aid Kit**: Stops Bleeding. Can treat other minor injuries.
- **Improvised Bandages**: Intellect check. On failure, condition is stabilized, but both treater and patient suffer 1 Stress.

**Stimpak**: -1 Stress, +1d10 Health, [+] on all rolls for 1d10 minutes.
- **Overdose**: Roll 1d10. If < # of doses in past 24 hours, make Death Save.

**Short-Term Recovery**: 6+ hours of rest = Body save
- **Success**: Reset Health to maximum.

## MEDICAL TREATMENTS
(can remove Wounds and/or Conditions)

| TREATMENT | COST | DESCRIPTION |
|-----------|------|-------------|
| Artificial Wellness Counselor | 150cr | 1 hour session (max. 1/week). Restores 1 Sanity save. 1% gain random Condition (PSG, p. 21). |
| Cognitive Defragmentation | 100kcr | 24 hour surgery. Removes 1 Condition. 1% chance of total amnesia. [-] on Intellect, Sanity, Fear for 4 weeks. |
| Deep Tissue Nanogel Massage | 24kcr | 1 hour session (max. 1/week). -1 Minimum Stress. [-] on all actions for 24 hours. |
| Immersive Slicksim Therapy | 1kcr | 4 hour VR. Restores 1d10 Combat or 1d10 Fear Save. 1% chance stuck in immersion for 1d10 days and lose 1d5 Sanity Save. |
| Medpod | 6kcr | 1 week pod treatment. Restore 1 Wound. (Does not restore lost limbs/digits.) |
| Pseudoflesh Injection | 18kcr | 8 hour surgery. Restores 2d10 Speed, 2d10 Strength, 2d10 Body Save, or all Wounds. [-] all rolls for 2 weeks + 4 weeks convalescent recovery required. |
| Psychosurgery | 28kcr | 8 hour surgery. Restores Intellect, Sanity, or Fear to maximum. Or reduce Minimum Stress to 2. [-] all rolls for 4 weeks. |

# SHIP STATS

Thrusters
Battle
Systems

**Ship Checks**:
- **Crew Skills**: 1 crew member may add skill bonus to a ship check.
- **Failure**: All crew suffer 1 Stress.
- **Critical Failure**: All crew make Panic Check.

| CLASS | DESCRIPTION | EXAMPLES |
|---|---|---|
| 0 | Shuttlecraft | Shuttle, Fighter, Dropship |
| I | Light Commercial | Raider, Executive Transport |
| II | Medium Commercial | Freighter, Patrol Class |
| III | Heavy Commercial | Salvage Cutter, Jumpliner |
| IV | Light Military | Corvette |
| V | Medium Military | Exploration Vessel, Troopship |

# SPACE TRAVEL

**Launching & Landing**: Most ships rely on shuttles to land on planet.

**Interplanetary Travel**
- **Inner System**: Days
- **Outer System**: Weeks

**Fuel**
- **Interplanetary**: 1 fuel per month
- **Jump**: 1 warp core per jump

## JUMPS

**Jump Points**: Rated Jump-1 to Jump-9.
- Require a jump drive of equal or higher rating.
- Usually located in Outer System.

**Jump Length**: 2d10 days, subjective
- **Time Dilation**: Roll 1d10 per Jump rating. For each 1, actual trip duration increases by one step (days to weeks, weeks to months, months to years, years to decades, decades to centuries).

**Cryosleep**: Staying awake during jump = strange, conflicting experiences.
- Androids experience less disorientation; often left to monitor the astronavigation computer.

# SPACE – DETECTION & RANGE

## RANGE & DISTANCE

| RANGE | DISTANCE | TIME | SENSORS / SCANNERS | WEAPONS |
|---|---|---|---|---|
| Detection | Same stay system | Weeks | trajectory, rough size, transponder | Railgun |
| Firing | Planet to moon | Days | ship class, type | All Weapons |
| Contact | Planet to close orbit | Minutes | presence of lifeforms, ship status | Boarding |

## SHIP COMMUNICATION

| RANGE | LATENCY |
|---|---|
| Contact | None |
| Firing | Seconds |
| Detection | Minutes to Hours |
| Beyond | Hours to Days (if ever) |

**Transponder**: Automated system that transmits callsign, captain's name, ship type, class, home port, destination, etc.

## DISTRESS SIGNALS

| D10 | RESPONSE TIME |
|---|---|
| 00 | 2D10 Days |
| 01-02 | 2D10 Weeks |
| 03-04 | 2D10 Months |
| 05-06 | 2D10 Years |
| 07 | 2D10 Decades |
| 08-09 | NEVER |

*Outer System: +1 step*
*Isolated System: +2 steps*

# SHIP REPAIRS

*Maintenance Issues Table* (SBT, p. 39)

**Starting Condition**: When acquiring ship, roll 1d5+1 Repairs.

**Routine Maintenance** (1/year): Systems Check
- Dedicated Engineer: [+] on check
- **Failure**: Roll for Repair
- **Critical Failure**: Roll twice for Repairs

**Minor Repairs**: 2d10 days
- May require stat check if lacking tools, time, etc. If so, critical failure escalates the problem to a Major Repair.

**Major Repairs**: Includes MDMG and Hull.
- Requires port.
- Costs 1d5 mcr x ship's class.
- Completing all major repairs requires months or years.

## REFUEL & RESUPPLY

**Siphoning Fuel**:
- **Same Class**: Siphon on 1:1 basis.
- **1 Class Below**: Siphon 2:1 basis.
- **1 Class Above**: Siphon 1:2 basis.
- All other fuel incompatible.

**Resupplying Weapons**: Must resupply after each ship combat.
- **No Resupply**: [-] Battle Checks next ship combat. If still no resupply, auto fail Battle Checks.

**Refuel/Resupply Costs**: SBT, p. 30.

# CONTRACTORS

*(Random Contractors – PSG 41)*

## CONTRACTOR STATS

**Combat**: As per PCs.

**Instinct**: Rolled for all other checks (Fear, Sanity, Body, Speed, Intellect).

**Max Wounds**: Any damage taken = 1 wound.

**Loyalty Save**: Rolled to make decision between what's best for them and what's best for employer.
- *Starting Loyalty*: 2d10+10
- *Improving Loyalty*: +1 for paid, successful job (+1d5 or +1d10 for exceptional circumstances)

**Motivation**: If any, always fail Loyalty Saves when the two come in conflict.

## HIRING CONTRACTORS

**Salary**: 1/month

**Hazard Pay**: 1d5 months extra pay
- *Non-Payment / Partial Payment*: Loyalty Save [-]

**Beneficiary**: Will seek payments owed in case of death.

**Loadout**: Basic tools/weapon for their job. Roll Loadout.

# SHIP-TO-SHIP COMBAT

**Ship Rounds**: Minutes (contact) or Hours/Days (firing)

## 1. MOVEMENT PHASE

**Secret Choice**: Maintain Course, Evade, Pursue

**Maintain Course**: Spend no extra fuel. Opponent automatically succeeds at Evade or Pursuit.

**Evade**: Spend any amount of Fuel ≥ Evasion Minimum.

| RANGE | MINIMUM EVASION FUEL |
|---|---|
| Contact | 3 Fuel |
| Firing | 2 Fuel |
| Detection | 1 Fuel |

**Pursue**: Spend any amount of Fuel.

**Resolve Movement**: Thrusters check.
- Most Fuel spent = [+] on Thrusters check.
- **Success vs. Failure**: Increase or Decrease range band by 1.
- **Critical Success**: Increase or Decrease range band even if enemy succeeded.
- **Critical Failure**: Enemy increases or decreases range band even if they failed.
- **Tie**: No change.

## 2. ATTACK PHASE

**Attack**: All ships within Firing range choose target and make Battle Check.
- **Critical Failure**: Suffer +2 MDMG.
- **Failure**: Suffer +1 MDMG.
- **Success**: Deal MDMG to target.
- **Critical Success**: Deal MDMG x 2 to target.

**Unarmed Vessel**: Automatically fail Battle Checks.

**Hull**: Subtract from damage. If damage ≥ Hull, then Hull -1 after hit.

**Megadamage (MDMG)**: Add MDMG to total, then apply listed effect.

| MDMG | EFFECT |
|---|---|
| 01 | **Emergency Fuel Leak**. Every time you spend Fuel, spend +1 Fuel. |
| 02 | **Weapons Offline**. Auto fail Battle Checks. |
| 03 | **Navigation Offline**. Cannot make Thruster checks. 10% all navigational data wiped. |
| 04 | **Fire on Deck**. Toxic + Highly Corrosive Atmosphere for locations on fire. |
| 05 | **Hull Breach**. All aboard make Body save or take 1 Wound (Explosion). On critical failure, get sucked into space. |
| 06 | **Life Support Offline**. Oxygen limited to 1d10 x maximum crew capacity. |
| 07 | **Radiation Leak**. Radiation Level +1 every 2d10 minutes. |
| 08 | **Dead in the Water**. All systems offline. Emergency power only. |
| 09+ | **Abandon Ship!** Ship is destroyed in 1d10 minutes. |

**Unwinnable Fights**:
- **vs. Class -1**: [+] on all Batlte Checks
- **vs. Class +2**: Unbeatable in direct confrontation.

## 3. MORALE PHASE

**Morale Check**: If enemy ship suffered MDMG, roll 1d10.
- **< MDMG**: May send hail offering ceasefire/resume negotiations.

## AFTER BATTLE REPORT

**After Battle**: If ship suffered MDMG, make a Systems Check.
- **Failure**: Roll on *Maintainence Issues Table* (SBT, p. 39).
- **Critical Failure**: Roll twice.