



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.

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pg. 8

pg. 9

ARMOR POINTS

CREDITS

2D10x10

CONDITIONS