MOTHERSHIP

NAME

LEVEL | RANK / TITLE

STRESS: 2 — STARTS AT 2

RESOLVE: 0 — STARTS AT 0

MAX HEALTH — CURRENT HEALTH — x2

1. ROLL 6D10 FOR EACH OF YOUR STATS

- STRENGTH
- SPEED
- INTELLECT
- COMBAT

2. PICK A CLASS AND NOTE THEIR STARTING SAVES

	TEAMSTER	ANDROID	SCIENTIST	MARINE
SANITY (Rationalization, Logic)	30	20	40	25
FEAR (Surprise, Loneliness)	35	85	25	30
BODY (Hunger, Disease, Infection)	30	40	25	35
ARMOR (Physical Damage)	35	25	30	40

+5 (TEAMSTER) +5 (ANDROID) +10 (SCIENTIST)

+5/+5 WHENEVER A FRIENDLY MARINE IS NEARBY

3. MARK YOUR STARTING AND SPEND SKILL POINTS

- **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

XP

SKILLS

TRAINED +10%	EXPERT +15%	MASTER +20%
LINGUISTICS	PSYCHOLOGY	SOPHONTOLOGY
BIOLOGY	GENETICS	XENOBIOLOGY
FIRST AID	PATHOLOGY	
HYDROPONICS	BOTANY	
GEOLOGY	PLANETOLOGY	
ZERO-G	ASTEROID MINING	
SCAVENGING	JURY RIGGING	CYBERNETICS
HEAVY MACHINERY	ENGINEERING	ROBOTICS
COMPUTERS	HACKING	ARTIFICIAL INTELLIGENCE
MECHANICAL REPAIR	VEHICLE SPECIALIZATION	COMMAND
DRIVING		
PILOTING	ASTROGATION	HYPERSPACE
MATHEMATICS	PHYSICS	
ART		
ARCHAEOLOGY	MYSTICISM	XENOESOTERICISM
THEOLOGY	TACTICS	
MILITARY TRAINING	GUNNERY	WEAPON SPECIALIZATION
RIMWISE	FIREARMS	
ATHLETICS	CLOSE-QUARTERS COMBAT	
CHEMISTRY	EXPLOSIVES	

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.

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

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

EXPLORATION
Vibechete, Rigging Gun, Flare Gun, First Aid Kit, Vaccsuit (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

Download this character sheet at http://mothershippg.com