

*** CONVERTING YOUR CHARACTER ***

First, copy your old information onto the 1e Character Profile.

-- [Skills] -----

Mark your old Skills on the new Skill tree. If an old Skill has been moved, and you are missing a prerequisite Skill, choose a prerequisite Skill. Additionally, if your class now starts with a Skill you do not have, you gain that Skill. Any remaining Skill Points are converted at the rate of 1 point to 6 months Skill Training.

- Replaced Skills:
- * Biology --> ZOOLOGY
 - * Close-Quarters Combat --> HAND-TO-HAND COMBAT
 - * First Aid --> FIELD MEDICINE
 - * Heavy Machinery --> INDUSTRIAL EQUIPMENT
 - * Scavenging --> WILDERNESS SURVIVAL
 - * Xenobiology --> EXOBIOLOGY

Removed Skills: Astrogation, Genetics, Gunnery, Hydroponics, Vehicle Specialization, Weapon Specialization

-- [Experience Points] -----

Take your total XP and divide that by 100. If that number is greater than 1, you may split that number among your Saves however you choose.

-- [Armor Points] -----

Your character no longer has an Armor Save. Instead they have Armor Points, which are based on the armor they are wearing.

-- [Health] -----

Using the table below, convert your Health stat into the appropriate Health per Wound.

0e Health	1e Health Per Wound
28 or less	11
29-44	12
45-60	13
61-76	14
77-92	15
93-108	16
109-124	17
125-140	18
141-156	19
157+	20

----- CONGRATULATIONS -----

YOU ARE NOW READY TO PLAY MOTHERSHIP :-)

*** LEVELING UP ***

We've removed Experience Points and character levels. This better reflects the idea that characters in Mothership are ordinary people under extraordinary pressure. Rather than each character improving, the players themselves get better at the game. Players can still advance their characters mechanically in a few ways:

- * Stress can be converted into improved Saves by taking Shore Leave at port. This makes Stress a kind of Experience Point system.
- * Skill training is long and costly, making it a significant investment. Most characters will not improve their Skills during short campaigns.
- * Conditions from Panic cause long term problems, and Stress can't be relieved simply through leveling up. Overall, Stress has more of a push-your-luck aspect.

Additionally, we've added High Scores. This is a record of how many sessions your character has survived. This has no concrete mechanical benefit, but Wardens and players are encouraged to work together to find ways to bring it into the game (perhaps as a measure of the characters' reputation in the sector, or maybe as a spendable "luck" resource).

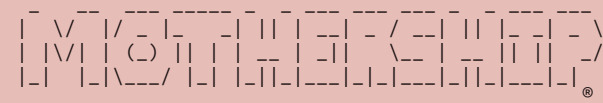
At first glance, it may appear that getting rid of levels means characters who have survived a long time are just as weak as characters who have only just begun. What it really means is that characters should advance in power and influence in the game world, rather than simply on their character sheet. Competent contractors, loyal contacts, functioning equipment, powerful cybermods, upgraded ships, and alliances with influential factions and figures will go much further than a +5 bonus to Strength.

*** WHY DID WE CHANGE ANYTHING? ***

At the end of the day, these changes hopefully reflect our desire to increasingly pull the game out of the rulebook and put it back into the much more competent hands of the players and Wardens who play the game. We've sought to reduce the book's importance to only the matters which we have found work the best at the majority of tables we've played at, and then written guidance for new Wardens to take it from there. We hope you enjoy.

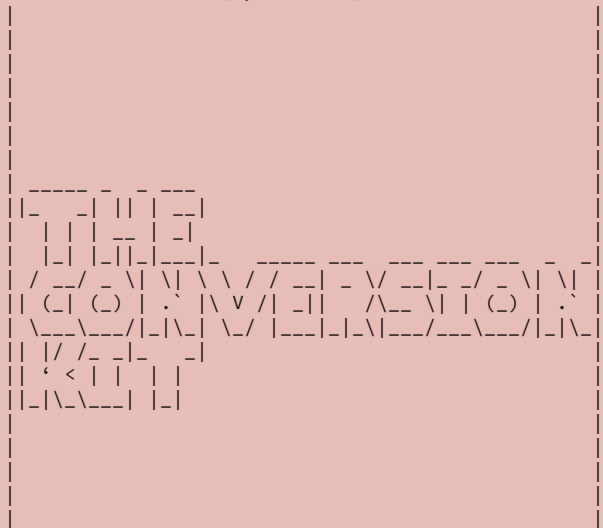


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SCI-FI HORROR RPG

+-----[presents]-----+



+-----[version 1.1]-----+

If you have recently purchased the Mothership First Edition Boxed Set (or any of its books), you do not likely need this pamphlet. However, if you were an early adopter (thank you!), this pamphlet is here to help you easily convert older modules, adventures, and characters to the current version, and, where possible, to explain why we made some of the changes.

If you don't like the changes, prefer the old version, or prefer a house rule you found online (or have invented yourself), that's great! The old game wasn't broken, we just felt it could run smoother, and made changes accordingly.

For third party publishers: your old products are not obsolete—if anything, they've just become more dangerous and challenging! This conversion kit should help you make any changes you may warrant, and ensure you know why we did what we did.

But for now, let's dive in!

TUESDAY
KNIGHT
GAMES
MRPG-A2

*** CHARACTER CREATION ***

-- [Stats] -----

We changed Stat generation from 6d10 to 2d10+25, since it only requires two dice and increases each stat about 3 points on average.

-- [Saves] -----

We changed Save generation from class-specific to 2d10+10. Saves start out much, much lower, but can be improved through *Stress Conversion*.

Armor Saves are replaced by Armor Points. This helped decrease the amount of rolling in violent encounters and added a survival/scavenging element as characters' armor gets destroyed.

Armor	Armor Save	Armor Points
Standard Crew Attire	+0%	1
Vaccsuit	+7%	3
Hazard Suit	+5%	5
Standard Battle Dress	+10%	7
Advanced Battle Dress	+15%	10
Exosuit (A Pound of Flesh)	+20%	13
Creatures / Horrors	66-85%	15
Creatures / Horrors	85%+	20

-- [Health] -----

We've renamed "Hits" to "Wounds" and characters can now gain them, just like enemies, making them much, much weaker.

-- [Class Bonuses] -----

All the classes have had their Stat and Save bonuses tweaked, as well as their starting Skills.

-- [Loadouts] -----

Loadouts are removed from the character sheet, and characters now receive a Random Loadout based on their class. Random Loadouts help decrease information overload and analysis paralysis, and additionally increase desperation (players must work together or look for better equipment immediately).

-- [Skills] -----

Skills have been reworked with an eye to making each character more unique. Notable changes are that First Aid (now called Field Medicine) and Piloting are now Expert Skills, meaning you really need to want them if you're going to take them. Additionally, Weapon/Ship specializations have been removed. Wardens are, of course, encouraged to add these Skills if it suits their game.

*** SYSTEM CHANGES ***

The core system (d100 roll under, Advantage/Disadvantage, Skill bonuses, etc.) is largely unchanged, with a few tweaks in presentation:

- * We removed Opposed Checks and Crisis Checks from the *Player's Survival Guide* but we encourage Wardens to add them back in if it makes sense contextually.
- * We've stopped using the underline as a notation meaning d10*10.

*** STRESS & PANIC ***

The big change here is the addition of THE PANIC DIE, a single d20 which is *only rolled* for Panic Checks. This change was made because players continually got confused with the old system of rolling 2d10 under their Stress. The Panic Die makes it very clear that something bad is happening, and to signal to the players to pay attention because the rules are different than normal (rolling under your Stress is bad, whereas normally rolling low is good).

Characters start with a minimum Stress of 2. Rolling a 1 on the Panic Die always results in a Panic. Characters have a maximum Stress of 20. Any additional Stress taken after 20 is instead subtracted permanently from the most relevant Stat or Save.

Players no longer add Stress to their characters' Panic rolls. Instead, if they Panic, look up the result on the Panic Table. This makes players much more likely to see results on the bottom end of the spectrum, and reduces the overall swinginess of results.

The Panic Table has largely been rewritten to remove most clinical language. Additionally, there are many more permanent Conditions which must be treated in game. This makes Panic both a short and long term problem.

We clarified: characters gain 1 Stress when failing a Stat Check or Save. They make a Panic Check on any Critical Failure as per usual.

When resting, players now make a Rest Save based on their worst Save. On a success their Stress is reduced by the ones digit rolled. As usual, players should seek to improve this Save through recreational activities.

*** VIOLENCE ***

Combat and violence are greatly streamlined. Instead of a strict turn order, the Warden describes the situation and the players describe how their characters react. The Warden assigns rolls if necessary, players roll, and the Warden describes the consequences (rolling damage, etc. as relevant). Instead of two actions, characters can move and take a single action, or move twice.

-- [Attacking] -----

To attack, players make a Combat Check and roll damage. Any damage less than the target's Armor Points is ignored. Damage greater than or equal to the target's AP destroys the armor, dealing the remainder. Cover works the same way.

-- [Damage] -----

Damage has been rebalanced to accommodate characters' reduced Health and Wounds.

Weapon	0e damage	v1 damage
Boarding Axe	N/A	2d10 DMG
Combat Shotgun	2d10x10 DMG	4d10 DMG
Crowbar	1d10 DMG	1d5 DMG
Flamethrower	2d10*10 DMG	2d10 DMG
Flare Gun	1d10 DMG	1d5 DMG
Frag Grenade	1d10*10 DMG	3d10 DMG
Hand Welder	1d10 DMG	1d10 DMG
GPMG	N/A	4d10 DMG
Laser Cutter	1d% DMG	1d100 DMG
Nail Gun	2d10 DMG	1d5 DMG
Pulse Rifle	5d10 DMG	3d10 DMG
Revolver	3d10 DMG	1d10+1 DMG
Rigging Gun	2d10 DMG	1d10 DMG
Scalpel	1d10 DMG	1d5 DMG
Smart Rifle	1d10x10 DMG	4d10 DMG (AA)
SMG	4d10 DMG	2d10 DMG
Stun Baton	1d10 DMG	1d5 DMG
Tranq Pistol	Body Save	1d5 DMG
Vibechete	2d10 DMG	3d10 DMG (AA)

For everything else we recommend reducing 0e damage by 1d10-2d10.

-- [Range] -----

Range has been simplified to range bands: Adjacent, Close Range, Long Range, and Extreme Range. This does not affect compatibility, but the range band terminology will be standard in 1e.

-- [Anti-Armor & Damage Reduction] -----

Weapons with Anti-Armor (AA) ignore and destroy armor when they hit. Armor with Damage Reduction (DR) which always reduces incoming damage first.