

MOTHERSHIP

ANDROID BACKGROUNDS AND PANIC

Use the tables below to customize your Androids. You can roll up the custom company that manufactured your Android (and for what purpose) and use the custom Panic table to differentiate your Android's freakout from say a Marine's.



Who Made My Android?						
D10	PREFIX	ALT PREFIX	SUFFIX	ALT SUFFIX	ADJECTIVE	BUSINESS
01	VIVO-	MECHA-	-SOPHIA	-ACEOUS	PROMETHEAN	ENTERPRISE
02	BIO-	ADIP-	-DERM	-FLECT	GENERATIVE	CONVERGENCE
03	ANTHROPO-	TACHY-	-IASIS	-ZOA	INNOVATIVE	MINDSHARE
04	ASTER-	GNATH-	-CYTE	-STOME	AGONAL	INSTITUTE
05	TOXICO-	SOMATA-	-VERGE	-IAE	STREAMLINED	DevOp
06	HYPHER-	PHILO-	-URA	-SPIRE	HOLISTIC	CONSORTIUM
07	NEMAT-	THERMA-	-PHYLL	-DUCT	ARTISAN	MANUFACTORY
08	ZO-	MALAC-	-STASIS	-EMIA	ENGAGED	INCUBATOR
09	ZYM-	XVL-	-METRY	-PHONE	SKEUOMORPHIC	NURSERY
10	ODONT-	PNEUMO-	-ATE	-LYST	ADVANCED	CATALYST

To find out who made your Android (or any Android really) roll d10 and read straight across (or roll 4d10 and mix it up).

Example: (1d10: 7) THERMAPHYLL ARTISAN MANUFACTORY.

Example: (4d10: 2-6-10-3) BIOSPIRE ADVANCED MINDSHARE.

Android Origins		
D10	ORIGIN	TRAITS
01	Repurposed Prisoner	Firmware Installed, Partial Memories, Possibly Wanted
02	Vat Grown	Webbed Digits, Unnatural Eyes
03	Robot with Synthetic Humanoid Shell	Heavy, Cold, Confused by Sensations
04	Hastily Repurposed Cloning Project	look like many androids, known bodily malfunctions, wish to meet progenitor
05	Military Attache Creche	terrifyingly ruthless and tactical, spartan, coldly logical
06	Simulated Humanoid	body ages gradually, uncanny valley
07	Poorly Understood Alien Technology	idiosyncratic behavior, role confusion, strange dreams
08	Manchurian Candidate	sleeper agent, activated to kill or deactivate by codeword, unaware
09	Bio-Organic Frankenstein	unnerving scars, patchwork body, fragmented memories
10	Espionage Simulacrum	looks like VIP or particular group and hated by them/as them, compulsive note taking, threat/weakness assessment

2D10	ANDROID PANIC TABLE
02-03	STATES THE ODDS: of any event, Advantage on party rolls for 1hr.
04-05	EXPLAINS THE ETYMOLOGY OF WORDS: Knowledge checks have Advantage for 1hr.
06-07	ORGANIZES OBJECTS INTO GEOMETRIC PATTERNS: Everyone else gains 1 Stress.
08-09	INVENTORIES PARTICLES OF DUST BY GRADE: Cannot engage in other tasks, everyone else gains 2 Stress.
10-11	INTERMITTENTLY EMITS SHRIEKS LIKE A FAX MACHINE UNDER DURESS: Lapses into morse code, cannot communicate or sneak. Everyone else gains 2 Stress.
12-13	INCORRECTLY STATES ODDS: (insists impossible tasks are trivial, trivial tasks are impossible) ... for the next 2d10 hours. Distracting. Anyone attempting a complex task must make a Fear save or gain 1d10 Stress.
14-15	REPETITIVE TWITCHY MOTIONS: Your manual tasks have Disadvantage, everyone else gains 2 Stress.
16-17	LOSES ANY EXPRESSIVENESS: Discusses the irrationality of others Phobias, seeks to trigger them.
18-19	UNREASONABLE ADHERENCE TO THE PRESENT COURSE OF ACTION: Take 1d10 damage from repetitive motion injury. Everyone else makes Fear save or gains 1d10/2 Stress.
20-21	BECOMES NIHILISTICALLY WORSHIPFUL OF THE SOURCE OF DANGER: Everyone else has Disadvantage on rolls against it. Everyone else takes a Fear save when failing to act against danger or gains a Phobia.
22	KILLSWITCH ENGAGED: Go berserk, will not withdraw from combat regardless of situation, will not adhere to tactics.
23	TURING TEST FAILURE: Have difficulty expressing humanity. Party members make a Fear Save or gain 1 Stress whenever you show up.
24	SYSTEM OVERLOAD: Slump Catatonic in a failed reboot cycle for 1d10 hours.
25	FRIED LOGIC CORE: Frenzied nonsensical behavior, everyone else makes a Panic save.
26	DAMAGE TO THREAT ASSESSMENT: Betray party member at the next opportunity, believe you are aiding the crew. All Stress gained is increased by 1d10 for the next 1d10 hours.
27	COMPOUND DATA CORRUPTION: Roll twice.
28	FIRMWARE MALFUNCTION: Roll 1d10 on this table, behavior is permanent.
29	DATA CORRUPTION: Warden takes over character permanently, nightmarish malfunctions.
30	SLAGGED: Gigeresque-Scanners Head Explosion, everyone present gains a phobia and 1d10/2 Stress (Fear Save).