

MOTHERSHIP

NAME

LEVEL

RANK / TITLE

STRESS

RESOLVE

MAX HEALTH

2

STARTS AT 2

0

STARTS AT 0

CURRENT HEALTH

x2

STRENGTH

SPEED

INTELLECT

COMBAT

1. ROLL 6D10 FOR EACH OF YOUR STATS

SANITY

Rationalization, Logic

FEAR

Surprise, Loneliness

BODY

Hunger, Disease, Infection

ARMOR

Physical Damage

TEAMSTER

30

35

30

35

+5

ANDROID

20

85

40

25

+5

SCIENTIST

40

25

25

30

+10

MARINE

25

30

35

40

+5/+5 WHENEVER A FRIENDLY MARINE IS NEARBY

2. PICK A CLASS AND NOTE THEIR STARTING SAVES

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, Automated 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

3. MARK YOUR STARTING AND SPEND SKILL POINTS

SKILLS

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

TRAINED +10%

EXPERT +15%

MASTER +20%

LINGUISTICS

BIOLOGY

FIRST AID

HYDROPONICS

GEOLOGY

ZERO-G

SCAVENGING

HEAVY MACHINERY

COMPUTERS

MECHANICAL REPAIR

DRIVING

PILOTING

MATHEMATICS

ART

ARCHAEOLOGY

THEOLOGY

MILITARY TRAINING

RIMWISE

ATHLETICS

CHEMISTRY

PSYCHOLOGY

GENETICS

PATHOLOGY

BOTANY

PLANETOLOGY

ASTEROID MINING

JURY RIGGING

ENGINEERING

HACKING

VEHICLE SPECIALIZATION

ASTROGATION

PHYSICS

MYSTICISM

TACTICS

GUNNERY

FIREARMS

CLOSE-QUARTERS COMBAT

EXPLOSIVES

SOPHONTOLOGY

XENO BIOLOGY

CYBERNETICS

ROBOTICS

ARTIFICIAL INTELLIGENCE

COMMAND

HYPERSPACE

XENOSOTERICISM

WEAPON SPECIALIZATION