

MOTHERSHIP

NAME

LEVEL RANK / TITLE

STRESS RESOLVE MAX HEALTH

STARTS AT 2 STARTS AT 0 CURRENT HEALTH

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 <small>Rationalization, Logic</small>	30	20	40	25
FEAR <small>Surprise, Loneliness</small>	35	85	25	30
BODY <small>Hunger, Disease, Infection</small>	30	40	25	35
ARMOR <small>Physical Damage</small>	35	25	30	40

+5 +5 +10

+5/+5 WHENEVER A FRIENDLY MARINE IS NEARBY

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	EXPLORATION	EXTERMINATION	EXAMINATION
Crowbar, Hand Welder, Laser Cutter, Body Cam, Bioscanner, Infrared Goggles, Lockpick Set, Vaccsuit (Oxygen Tank, Mag-Boots, Short-range Comms)	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	SMG, Frag Grenade x6, Standard Battle Dress (Heads-up Display, Body Cam, Short-range Comms), Stimpak x6, Electronic Tool Kit	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

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

TRAINED +10% EXPERT +15% MASTER +20%

