MOTHERSHIP

PLAYTESTING CHARACTER SHEET v1.0 BY QUADRA (HTTP://QUADRA.ZONE)

PLAYER

Name

Rank / Title

Level 0

XP 0 / 10 (Current / Next Level)

Portrait

CLASS

Pick one.

TEAMSTER
Once per Session, you may re-roll a roll on the Panic Effect table.

ANDROID
Fear saves made in your presence have Disadvantage.

SCIENTIST
Whenever you fail a Sanity save, every friendly player nearby loses 1 Calm.

MARINE
Whenever you panic, every friendly player must make a Fear save.

SKILLS

Mark starting skills based on your Class. To take an Expert or Master skill you must first take one of its prerequisite skills.

UNUSED SKILL POINTS

TEAMSTER SKILLS: Zero-G, Mechanical Repair. Pick one: Heavy Machinery or Piloting. **+4 Skill Points.**

ANDROID SKILLS: Linguistics, Computers, Mathematics. **+2 Skill Points.**

SCIENTIST SKILLS: Pick two: Biology, Hydroponics, Geology, Computers, Mathematics, Chemistry. **+3 Skill Points.**

MARINE SKILLS: Military Training. **+3 Skill Points.**

STATS

Roll 3d10 × 2 for each stat and add class modifiers. 85 max.

- **STRENGTH** — Lifting, Pushing, Hitting
- **SPEED** — Reactions, Act Under Pressure
- **INTELLECT** — Knowledge, Experience
- **COMBAT** — Close Quarters, Ranged

VITALS

Starting Health = Strength.

HEALTH (Current / Maximum) =

HITS 2 / 2 (Current / Maximum)

CALM 85 / 85 (Current / Maximum) +1

RESOLVE 0

SAVES

Use values from your chosen class. 85 max.

SANITY — Rationalization, Logic	25	40	20	30
FEAR — Surprise, Loneliness	30	25	85	35
BODY — Hunger, Disease, Infection	35	25	40	30
ARMOR — Physical Damage	40	30	25	35

+5 COMBAT, +5 WHEN A FRIENDLY MARINE IS NEARBY

+10 INTELLECT

+5 SPEED & INTELLECT

+5 STRENGTH & SPEED

CONDITIONS & PHOBIAS

TRAINED: +10%

Cost: 1 Skill Point

- 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

EXPERT: +15%

Cost: 2 Skill Points

- PSYCHOLOGY
- GENETICS
- PATHOLOGY
- BOTANY
- PLANETOLOGY
- ASTEROID MINING
- JURY RIGGING
- ENGINEERING
- HACKING
- VEHICLE SPECIALIZATION
- ASTROGATION
- PHYSICS
- MYSTICISM
- TACTICS
- GUNNERY
- FIREARMS
- CLOSE-QUARTERS COMBAT
- EXPLOSIVES

MASTER: +20%

Cost: 3 Skill Points

- SOPHONTOLOGY
- XENOBIOLOGY
- SURGERY
- CYBERNETICS
- ROBOTICS
- ARTIFICIAL INTELLIGENCE
- COMMAND
- HYPERSPACE
- XENOESOTERICISM
- WEAPON SPECIALIZATION

NOTES

STARTING LOADOUT

Pick a Loadout. Wearable items in italics.

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 ×7

EXTERMINATION
SMG, Frag Grenade ×6, *Standard Battle Dress (Heads-Up Display, Body Cam, Short-Range Comms)*, Stimpack ×6, Electronic Tool Kit

EXAMINATION
Scalpel, Tranq Pistol, Stun Baton, *Hazard Suit*, Medscanner, Automed ×6, Pain Pills ×6, Stimpak ×6, Cybernetic Diagnostic Scanner

EQUIPMENT

Roll a random **Trinket** *(p.19) and* **Patch** *(p.20) and roll starting* **Credits** *(5d10 × 10). Equipment List on p.17–18. Mark carrying* **Capacity** *(Strength ÷ 10 + 1 per hand + worn items) & equip Loadout. Small items stack 3 per slot.*

Capacity	Qty.	Item(s)	Damage	Range (S/M/L)	Ammo
R. Hand					
L. Hand					
Wearing					
1					
2					
3					
4					
5					
6					
7					
8					
9					

CREDITS

DEBT