

MOTHERSHIP

PLAYTESTING CHARACTER SHEET v1.0 BY QUADRA ([HTTP://QUADRA.ZONE](http://quadra.zone))

Name
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Rank / Title
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Level **XP**

0 / 0 / 10
Current / Next Level

Portrait
[]

PLAYER []

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
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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.**

TRAINED: +10%
Cost: 1 Skill Point

EXPERT: +15%
Cost: 2 Skill Points

MASTER: +20%
Cost: 3 Skill Points

- Linguistics → Psychology → Sophontology
- Biology → Genetics → Xenobiology
- First Aid → Pathology → Surgery
- Hydroponics → Botany
- Geology → Planetology
- Zero-G → Asteroid Mining
- Scavenging → Jury Rigging → Cybernetics
- Heavy Machinery → Engineering → Robotics
- Computers → Hacking → Artificial Intelligence
- Mechanical Repair → Vehicle Specialization → Command
- Driving
- Piloting → Astrogation → Hyperspace
- Mathematics → Physics
- Art
- Archaeology → Mysticism → Xenoesotericism
- Theology
- Military Training → Tactics
- Rimwise → Gunnery → Weapon Specialization
- Athletics → Firearms
- Chemistry → Explosives

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

RESOLVE
0

SAVES
Use values from your chosen class. 85 max.

SANITY
Rationalization, Logic

FEAR
Surprise, Loneliness

BODY
Hunger, Disease, Infection

ARMOR
Physical Damage

MODIFIERS:
+5 COMBAT, +5 WHEN A FRIENDLY MARINE IS NEARBY
+10 INTELLECT
+5 SPEED & INTELLECT
+5 STRENGTH & SPEED

CONDITIONS & PHOBIAS

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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), Stimpak ×6, Electronic Tool Kit
- EXAMINATION**
Scalpel, Tranq Pistol, Stun Baton, Hazard Suit, Medscanner, Automated ×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			
	0				
	1				
	2				
	3				
	4				
	5				
	6				
	7				
	8				
	9				

CREDITS [] **DEBT** []

NOTES

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