MOTHERSHIP

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

PLAYER

Name

Rank / Title

Level

XP

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 gains 1 Stress.

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

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 (Current / Maximum)

STRESS (Current / Minimum)

RESOLVE

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

+1

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

+10 INTELLECT

+5 SPEED & INTELLECT

+5 STRENGTH & SPEED

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.**

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	TACTICS	
MILITARY TRAINING	GUNNERY	
RIMWISE	FIREARMS	WEAPON SPECIALIZATION
ATHLETICS	CLOSE-QUARTERS COMBAT	
CHEMISTRY	EXPLOSIVES	

CONDITIONS & PHOBIAS

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