

MOTHERSHIP

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

Name		Portrait
Rank / Title		
Level	XP	
0	0 / 10	
	Current Next Level	

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 gains 1 Stress.

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.**

TRAINED: +10%
Cost: 1 Skill Point

EXPERT: +15%
Cost: 2 Skill Points

MASTER: +20%
Cost: 3 Skill Points

<input type="checkbox"/> LINGUISTICS	<input type="checkbox"/> PSYCHOLOGY	<input type="checkbox"/> SOPHONTOLOGY
<input type="checkbox"/> BIOLOGY	<input type="checkbox"/> GENETICS	<input type="checkbox"/> XENO BIOLOGY
<input type="checkbox"/> FIRST AID	<input type="checkbox"/> PATHOLOGY	<input type="checkbox"/> SURGERY
<input type="checkbox"/> HYDROPONICS	<input type="checkbox"/> BOTANY	
<input type="checkbox"/> GEOLOGY	<input type="checkbox"/> PLANETOLOGY	
<input type="checkbox"/> ZERO-G	<input type="checkbox"/> ASTEROID MINING	
<input type="checkbox"/> SCAVENGING	<input type="checkbox"/> JURY RIGGING	<input type="checkbox"/> CYBERNETICS
<input type="checkbox"/> HEAVY MACHINERY	<input type="checkbox"/> ENGINEERING	<input type="checkbox"/> ROBOTICS
<input type="checkbox"/> COMPUTERS	<input type="checkbox"/> HACKING	<input type="checkbox"/> ARTIFICIAL INTELLIGENCE
<input type="checkbox"/> MECHANICAL REPAIR	<input type="checkbox"/> VEHICLE SPECIALIZATION	<input type="checkbox"/> COMMAND
<input type="checkbox"/> DRIVING		
<input type="checkbox"/> PILOTING	<input type="checkbox"/> ASTROGATION	<input type="checkbox"/> HYPERSPACE
<input type="checkbox"/> MATHEMATICS	<input type="checkbox"/> PHYSICS	
<input type="checkbox"/> ART		
<input type="checkbox"/> ARCHAEOLOGY	<input type="checkbox"/> MYSTICISM	<input type="checkbox"/> XENOESOTERICISM
<input type="checkbox"/> THEOLOGY	<input type="checkbox"/> TACTICS	
<input type="checkbox"/> MILITARY TRAINING	<input type="checkbox"/> GUNNERY	
<input type="checkbox"/> RIMWISE	<input type="checkbox"/> FIREARMS	<input type="checkbox"/> WEAPON SPECIALIZATION
<input type="checkbox"/> ATHLETICS	<input type="checkbox"/> CLOSE-QUARTERS COMBAT	
<input type="checkbox"/> CHEMISTRY	<input type="checkbox"/> EXPLOSIVES	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CONDITIONS & PHOBIAS

Grid for tracking conditions and phobias.

NOTES

Grid for notes.

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

STRESS

2 / 0

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

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			
		<input type="checkbox"/> 1			
		<input type="checkbox"/> 2			
		<input type="checkbox"/> 3			
		<input type="checkbox"/> 4			
		<input type="checkbox"/> 5			
		<input type="checkbox"/> 6			
		<input type="checkbox"/> 7			
		<input type="checkbox"/> 8			
		<input type="checkbox"/> 9			
CREDITS			DEBT		