Welcome to **Mothership®**, the sci-fi horror RPG where you and your crew try to survive in the most inhospitable environment in the universe: outer space!

Excavate dangerous derelict spacecraft, explore strange unknown worlds, encounter hostile alien life, and escape the horrors encroaching upon your every move. Let's get started!

The sheet at the back of this book has all the instructions for how to create your character. All you need to do is follow the numbered steps in each box until you've filled everything in.

STEP 1. ROLL STATS

Characters have four Stats: **Strength, Speed, Intellect,** and **Combat,** representing how well they act under extreme pressure.

Roll 2 ten-sided dice (2d10), add them together, then add 25. Record the results for each Stat.

A Stat of 36 is average, but don't get too hung up on the numbers right now.

Read about Stats on pg. 18.

STEP 2. ROLL SAVES

Characters have three Saves: **Sanity, Fear,** and **Body,** representing how resistant and reactive they are to different kinds of trauma and danger.

Roll 2 ten-sided dice (2d10), add them together, then add 10. Record the results for each Save.

Read about Saves on pg. 18.

MOTHERSHIP® CHARACTER PROFILE

CLEO — Player Name
0 — High Score

PERSONAL DETAILS

Character Name: LILITH

Pronouns: THEY/THEM

Personal Notes:
32 YEARS OLD
WIFE ON YPSILON 14

1. ROLL 2D10+25 FOR EACH STAT.
35 STRENGTH 41 SPEED 32 INTELLECT 36 COMBAT

2. ROLL 2D10+10 FOR EACH SAVE.
25 SANITY 29 FEAR 34 BODY

3. SELECT YOUR CLASS. Adjust your starting **STATS & SAVES.**

MARINE	ANDROID	SCIENTIST	☒ TEAMSTER
+10 COMBAT	+20 INTELLECT	+10 INTELLECT	+5 TO ALL STATS
+10 BODY SAVE	-10 TO 1 STAT	+5 TO 1 STAT	+10 TO ALL SAVES
+20 FEAR SAVE	+60 FEAR SAVE	+30 SANITY SAVE	
+1 MAX WOUNDS	+1 MAX WOUNDS		

4. ROLL 1D10+10 FOR YOUR HEALTH.

HEALTH: 13 / 13 (Current / Maximum)

WOUNDS: 0 / 2 (Current / Maximum, Starts at 2.)

You start at your Maximum Health with zero Wounds. Whenever your Health falls below zero, you suffer a Wound. Reset your Health to its Maximum, minus any carryover damage.

5. GAIN STRESS.

STRESS: 2 / 2 (Current / Minimum, Starts at 2.)

6. TAKE NOTE OF YOUR CLASS'S TRAUMA RESPONSE.

- MARINE — WHENEVER YOU PANIC, EVERY CLOSE FRIENDLY PLAYER MUST MAKE A FEAR SAVE.
- ANDROID — FEAR SAVES MADE BY CLOSE FRIENDLY PLAYERS ARE AT DISADVANTAGE.
- SCIENTIST — WHENEVER YOU FAIL A SANITY SAVE, ALL CLOSE FRIENDLY PLAYERS GAIN 1 STRESS.
- ☒ TEAMSTER — ONCE PER SESSION, YOU MAY TAKE ADVANTAGE ON A PANIC CHECK.

8. ROLL FOR YOUR EQUIPMENT LOADOUT, TRINKET & PATCH.
pg. 7   pg. 8   pg. 9

VACCSUIT, LASER CUTTER (1D100 DMG), PATCH KIT, EXTRA BATTERY

PATCH: "MAMA TRIED"
TRINKET: SPIKED BRACELET

ARMOR POINTS: 3

40 CR
CREDITS 2D10x10

STEP 3. CHOOSE YOUR CLASS

There are four basic classes in Mothership:

- **Marines** are handy in a fight, but whenever they Panic it may cause problems for the rest of the crew.
- **Androids** are a terrifying and exciting addition to any crew. They tend to unnerve other crewmembers with their cold inhumanity.
- **Scientists** are doctors, researchers, or anyone who wants to slice open creatures (or infected crewmembers) with a scalpel.
- **Teamsters** are rough and tumble blue-collar space workers, mechanics, engineers, miners, and pilots.

7. NOTE CLASS **SKILLS** AND CHOOSE BONUS SKILLS.

To take a Master or Expert Skill you must first take at least one of its prerequisite Skills.

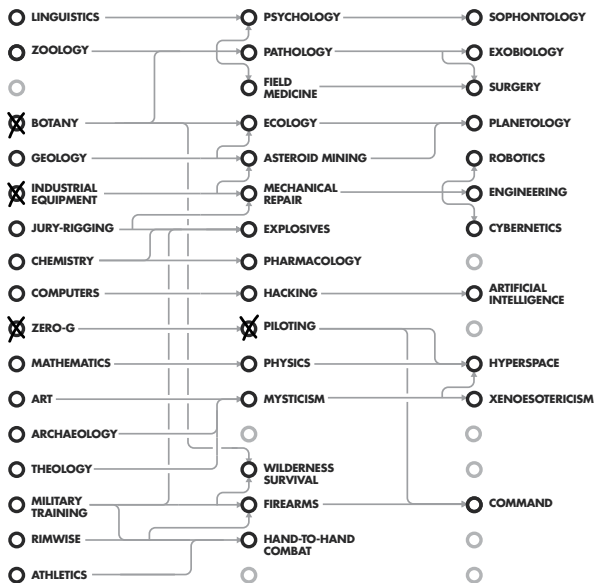| ● MARINE	● ANDROID	● SCIENTIST	☒ TEAMSTER
Military Training, Athletics Bonus: 1 Expert Skill OR: 2 Trained Skills	**Linguistics, Computers, Mathematics** Bonus: 1 Expert Skill OR: 2 Trained Skills	**1 Master Skill, and an Expert and Trained Skill prerequisite.** Bonus: 1 Trained Skill	**Industrial Equipment, Zero-G** Bonus: 1 Trained Skill and 1 Expert Skill.

TRAINED SKILLS (+10 BONUS)	EXPERT SKILLS (+15 BONUS)	MASTER SKILLS (+20 BONUS)
○ LINGUISTICS	○ PSYCHOLOGY	○ SOPHONTOLOGY
○ ZOOLOGY	○ PATHOLOGY	○ EXOBIOLOGY
○	○ FIELD MEDICINE	○ SURGERY
☒ BOTANY	○ ECOLOGY	○ PLANETOLOGY
○ GEOLOGY	○ ASTEROID MINING	○ ROBOTICS
☒ INDUSTRIAL EQUIPMENT	○ MECHANICAL REPAIR	○ ENGINEERING
○ JURY-RIGGING	○ EXPLOSIVES	○ CYBERNETICS
○ CHEMISTRY	○ PHARMACOLOGY	○
○ COMPUTERS	○ HACKING	○ ARTIFICIAL INTELLIGENCE
☒ ZERO-G	☒ PILOTING	○
○ MATHEMATICS	○ PHYSICS	○ HYPERSPACE
○ ART	○ MYSTICISM	○ XENOESOTERICISM
○ ARCHAEOLOGY	○	○
○ THEOLOGY	○ WILDERNESS SURVIVAL	○
○ MILITARY TRAINING	○ FIREARMS	○ COMMAND
○ RIMWISE	○ HAND-TO-HAND COMBAT	○
○ ATHLETICS	○	○

SKILL TRAINING

In Progress   Time Remaining

CONDITIONS

STEP 4. ROLL HEALTH

Characters can suffer a certain number of **Wounds** before they die. Each class has different starting Maximum Wounds. Characters gain a Wound when their **Health** reaches zero.

Roll 1 ten-sided die (1d10) then add 10. Record the result for Maximum Health.

Classes broadly define character backgrounds (e.g., scientists know basic info about most scientific disciplines). We'll get into specialities in Step 7.

Mark your class, then alter your Stats and Saves accordingly.

STEP 5. GAIN STRESS

Characters' current **Stress** and **Minimum Stress** both start at 2.

STEP 6. NOTE TRAUMA RESPONSE

Each class deals with **Stress** and **Panic** differently, which comes into play later in the game. **Mark your Trauma Response for future reference.**

STEP 7. CHOOSE SKILLS

Each class comes preloaded with relevant Skills, which help characters perform better at different challenges. Additionally, each class has a number of bonus Skills to select.

To choose a Skill you must have at least one prerequisite Skill (a Skill that has an arrow pointing from it) first.

STEP 8. ROLL LOADOUT, TRINKET, AND PATCH

Roll for a **Loadout** based on your character's class.

Roll for a **Trinket** and a **Patch**

Finally, roll 2d10 and multiply it by 10 for starting **Credits.**

STEP 9. FINISHING

Write the character's **name** and **pronouns**. Mark a zero above **High Score.** You're now ready to play your first session of Mothership!

CREDITS

Credits (cr) are the primary currency in Mothership, and are notated as follows:

- **100cr = 100 credits**
- **2.5kcr = 2.5 thousand credits (2,500cr)**
- **35.2mcr = 35.2 million credits (35,200,000cr)**
- **4bcr = 4 billion credits (4,000,000,000cr)**

6.1 STARTING CREDITS

Characters get 2d10x10cr in addition to their Starting Loadout. If you want to forgo a Starting Loadout and buy gear piecemeal, roll 2d10x100cr for starting credits instead.
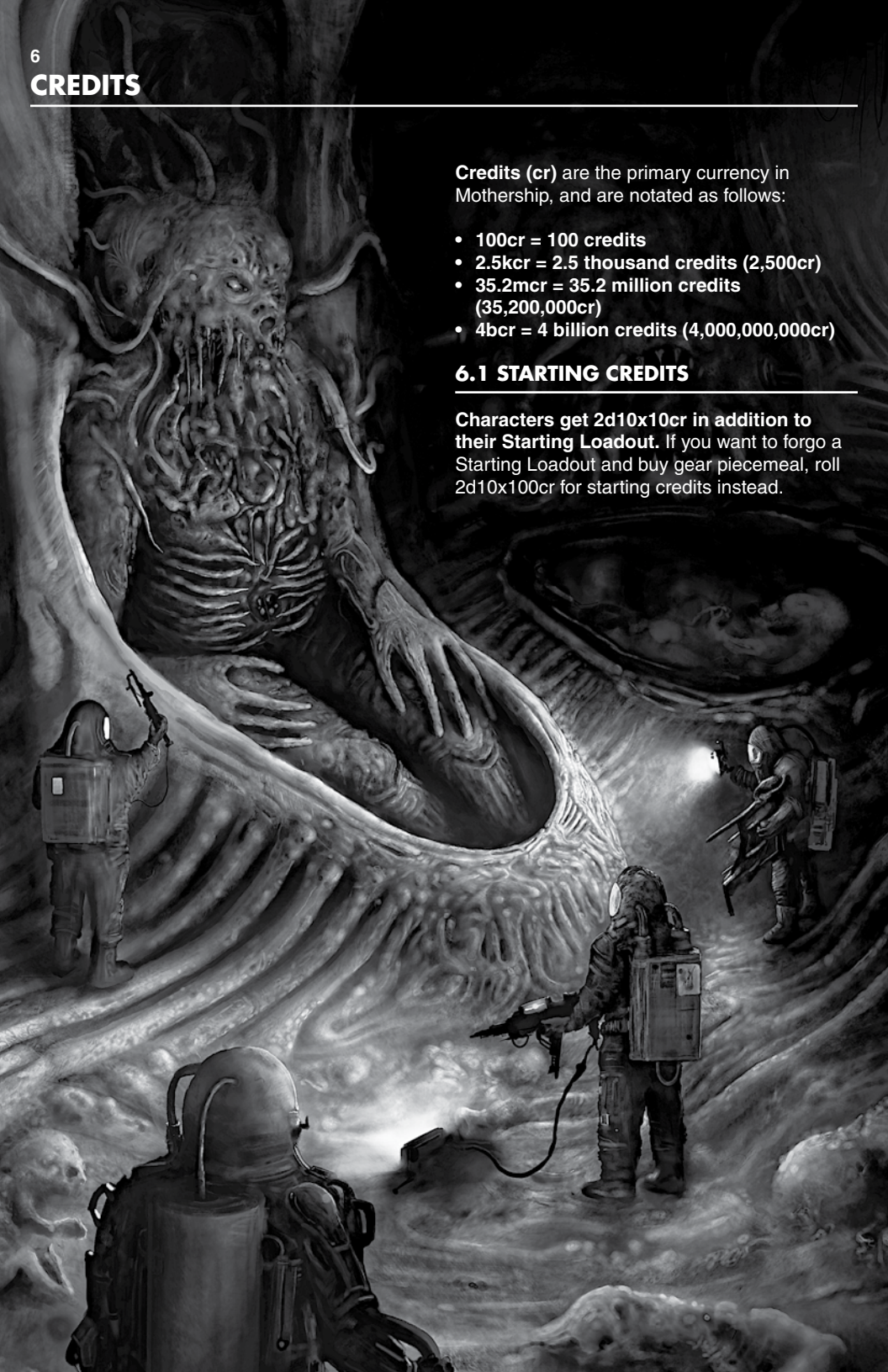
LOADOUTS

Loadouts contain the weapons, armor, and other gear characters start with. **Roll 1d10 on the appropriate table to determine Starting Loadout,** and then record that on your character sheet. Some are better than others, but all of them are useful in the hands of a desperate person. Underlined items are not described in the **Equipment** section—use common sense to determine their use.

MARINE LOADOUTS	
D10	**LOADOUT**
00	Tank Top and Camo Pants (AP 1), Combat Knife (as Scalpel DMG [+]), Stimpak (x5)
01	Advanced Battle Dress (AP 10), Flamethrower (4 shots), Boarding Axe
02	Standard Battle Dress (AP 7), Combat Shotgun (4 rounds), Rucksack, Camping Gear
03	Standard Battle Dress (AP 7), Pulse Rifle (3 mags), Infrared Goggles
04	Standard Battle Dress (AP 7), Smart Rifle (3 mags), Binoculars, Personal Locator
05	Standard Battle Dress (AP 7), SMG (3 mags), MRE (x7)
06	Fatigues (AP 2), Combat Shotgun (2 rounds), Dog (pet), Leash, Tennis Ball
07	Fatigues (AP 2), Revolver (12 rounds), Frag Grenade
08	Dress Uniform (AP 1), Revolver (1 round), Challenge Coin
09	Advanced Battle Dress (AP 10), General-Purpose Machine Gun (1 Can of ammo), HUD

ANDROID LOADOUTS	
D10	**LOADOUT**
00	Vaccsuit (AP 3), Smart Rifle (2 mags), Infrared Goggles, Mylar Blanket
01	Vaccsuit (AP 3), Revolver (12 rounds), Long-range Comms, Satchel
02	Hazard Suit (AP 5), Revolver (6 rounds), Defibrillator, First Aid Kit, Flashlight
03	Hazard Suit (AP 5), Foam Gun (2 charges), Sample Collection Kit, Screwdriver (as Assorted Tools)
04	Standard Battle Dress (AP 7), Tranq Pistol (3 shots), Paracord (100m)
05	Standard Crew Attire (AP 1), Stun Baton, Small Pet (organic).
06	Standard Crew Attire (AP 1), Scalpel, Bioscanner
07	Standard Crew Attire (AP 1), Frag Grenade, Pen Knife
08	Manufacturer Supplied Attire (AP 1), Jump-9 Ticket (destination blank)
09	Corporate Attire (AP 1), VIP Corporate Key Card

SCIENTIST LOADOUTS	
D10	**LOADOUT**
00	Hazard Suit (AP 5), Tranq Pistol (3 shots), Bioscanner, Sample Collection Kit
01	Hazard Suit (AP 5), Flamethrower (1 charge), Stimpak, Electronic Tool Set
02	Vaccsuit (AP 3), Rigging Gun, Sample Collection Kit, Flashlight, Lab Rat (pet)
03	Vaccsuit (AP 3), Foam Gun (2 charges), Foldable Stretcher, First Aid Kit, Radiation Pills (x5)
04	Lab Coat (AP 1), Screwdriver (as Assorted Tools), Medscanner, Vaccine (1 dose)
05	Lab Coat (AP 1), Cybernetic Diagnostic Scanner, Portable Computer Terminal
06	Scrubs (AP 1), Scalpel, Automed (x5), Oxygen Tank with Filter Mask
07	Scrubs (AP 1), Vial of Acid, Mylar Blanket, First Aid Kit
08	Standard Crew Attire (AP 1), Utility Knife (as Scalpel), Cybernetic Diagnostic Scanner, Duct Tape
09	Civilian Clothes (AP 1), Briefcase, Prescription Pad, Fountain Pen (Poison Injector)

TEAMSTER LOADOUTS	
D10	**LOADOUT**
00	Vaccsuit (AP 3), Laser Cutter (1 extra battery), Patch Kit (x3), Toolbelt with Assorted Tools
01	Vaccsuit (AP 3), Revolver (6 rounds), Crowbar, Flashlight
02	Vaccsuit (AP 3), Rigging Gun (1 shot), Shovel, Salvage Drone
03	Hazard Suit (AP 5), Vibechete, Spanner, Camping Gear, Water Filtration Device
04	Heavy Duty Work Clothes (AP 2), Explosives & Detonator, Cigarettes
05	Heavy Duty Work Clothes (AP 2), Drill (as Assorted Tools), Paracord (100m), Salvage Drone
06	Standard Crew Attire (AP 1), Combat Shotgun (4 rounds), Extension Cord (20m), Cat (pet)
07	Standard Crew Attire (AP 1), Nail Gun (32 rounds), Head Lamp, Toolbelt with Assorted Tools, Lunch Box
08	Standard Crew Attire (AP 1), Flare Gun (2 rounds), Water Filtration Device, Personal Locator, Subsurface Scanner
09	Lounge Wear (AP 1), Crowbar, Stimpak, Six Pack of Beer

Roll on this table during character creation to find a random **Trinket**. May it bring you good luck out there in the void, or at least give you something to talk about on your next Shore Leave.

	D100 TRINKETS				
00	Manual: *PANIC: Harbinger of Catastrophe*	34	Pendant: Shell Fragments Suspended in Plastic	67	Coffee Cup, Chipped, reads: ***HAPPINESS IS MANDATORY***
01	Antique Company Scrip (Asteroid Mine)	35	Pamphlet: *Zen and the Art of Cargo Arrangement*	68	Manual: *Moonshining With Gun Oil & Fuel*
02	Manual: *SURVIVAL: Eat Soup With a Knife*	36	Pair of Shot Glasses (Spent Shotgun Shells)	69	Miniature Chess Set, Bone, Pieces Missing
03	Desiccated Husk Doll	37	Key (Childhood Home)	70	Gyroscope, Bent, Tin
04	Pressed Alien Flower (common)	38	Dog Tags (Heirloom)	71	Faded Green Poker Chip
05	Necklace of Shell Casings	39	Token: *"Is Your Morale Improving?"*	72	Ukulele
06	Corroded Android Logic Core	40	Pamphlet: *The Relic of Flesh*	73	Spray Paint
07	Pamphlet: *Signs of Parasitical Infection*	41	Pamphlet: *The Indifferent Stars*	74	Wanted Poster, Weathered
08	Manual: *Treat Your Rifle Like A Lady*	42	Calendar: Military Battles	75	Locket, Hair Braid
09	Bone Knife	43	Manual: *Rich Captain, Poor Captain*	76	Sculpture of a Rat (Gold)
10	Calendar: Alien Pin-Up Art	44	Campaign Poster (Home Planet)	77	Blanket, Fire Retardant
11	Rejected Application (Colony Ship)	45	Preserved Insectile Aberration	78	Hooded Parka, Fleece-Lined
12	Holographic Serpentine Dancer	46	Titanium Toothpick	79	BB Gun
13	Snake Whiskey	47	Gloves, Leather (Xenomorph Hide)	80	Flint Hatchet
14	Medical Container, Purple Powder	48	Smut (Seditious): *The Captain, Ordered*	81	Pendant: Two Astronauts form a Skull
15	Pills: Male Enhancement, Shoddy	49	Towel, Slightly Frayed	82	Rubik's Cube
16	Casino Playing Cards	50	Brass Knuckles	83	Stress Ball, reads: *Zero Stress in Zero G*
17	Lagomorph Foot	51	Fuzzy Handcuffs	84	*Sputnik* Pin
18	Moonstone Ring	52	Journal of Grudges	85	Ushanka
19	Manual: *Mining Safety and You*	53	Stylized Cigarette Case	86	Trucker Cap, Mesh, Grey Alien Logo
20	Pamphlet: *Against Human Simulacra*	54	Ball of Assorted Gauge Wire	87	Menthol Balm
21	Animal Skull, 3 Eyes, Curled Horns	55	Spanner	88	Pith Helmet
22	Bartender's Certification (Expired)	56	Switchblade, Ornamental	89	10m x 10m Tarp
23	Bunraku Puppet	57	Powdered Xenomorph Horn	90	*I Ching*, Missing Sticks
24	Prospecting Mug, Dented	58	Bonsai Tree, Potted	91	Kukri
25	Eerie Mask	59	Golf Club (Putter)	92	Trench Shovel
26	Ultrablack Marble	60	Trilobite Fossil	93	Shiv, Sharpened Butter Knife
27	Ivory Dice	61	Pamphlet: *A Lover In Every Port*	94	Taxidermied Cat
28	Tarot Cards, Worn, Pyrite Gilded Edges	62	Patched Overalls, Personalized	95	Pamphlet: *Interpreting Sheep Dreams*
29	Bag of Assorted Teeth	63	Fleshy Thing Sealed in a Murky Jar	96	Faded Photograph, A Windswept Heath
30	Ashes (A Relative)	64	Spiked Bracelet	97	Opera Glasses
31	DNR Beacon Necklace	65	Harmonica	98	Pamphlet: *Android Overlords*
32	Cigarettes (Grinning Skull)	66	Pictorial Pornography, Dog-eared, Well-thumbed	99	Interstellar Compass, Always Points to Homeworld
33	Pills: Areca Nut				

Roll on this table during character creation to find a **Patch** that you have sewn on your clothing or gear. Whether this patch has significant meaning or not is entirely up to you.

D100 PATCHES

00 "I'm Not A Rocket Scientist / But You're An Idiot"	34 "I Like My Tools Clean / And My Lovers Dirty"	67 "All Out of Fucks To Give" (Astronaut with Turned Out Pockets)
01 Medic Patch (Skull and Crossbones over Cross)	35 "The Louder You Scream the Faster I Come" (Nurse Pin-Up)	68 "Travel To Distant Places / Meet Unusual Things / Get Eaten"
02 "Don't Run You'll Only Die Tired" Backpatch	36 HMFIC (Head Mother Fucker In Charge)	69 BOHICA (Bend Over Here It Comes Again)
03 Red Shirt Logo	37 Dove in Crosshairs	70 "I Am My Brother's Keeper"
04 Blood Type (Reference Patch)	38 Chibi Cthulhu	71 "Mama Tried"
05 "Do I LOOK Like An Expert?"	39 "Welcome to the DANGER ZONE"	72 Black Widow Spider
06 Biohazard Symbol	40 Skull and Crossed Wrenches	73 "My Other Ride Married You"
07 Mr. Yuck	41 Pin-Up Model (Succubus)	74 "One Size Fits All" (Grenade)
08 Nuclear Symbol	42 "DILLIGAF?"	75 Grim Reaper Backpatch
09 "Eat The Rich"	43 "DRINK / FIGHT / FUCK"	76 отъебись ("Fuck Off," Russian)
10 "Be Sure: Doubletap"	44 "Work Hard / Party Harder"	77 "Smooth Operator"
11 Flame Emoji	45 Mudflap Girl	78 Atom Symbol
12 Smiley Face (Glow in the Dark)	46 Fun Meter (reads: Bad Time)	79 "For Science!"
13 "Smile: Big Brother is Watching"	47 "GAME OVER" (Bride & Groom)	80 "Actually, I AM A Rocket Scientist"
14 Jolly Roger	48 Heart	81 "Help Wanted"
15 Viking Skull	49 "IMPROVE / ADAPT / OVERCOME"	82 Princess
16 "APEX PREDATOR" (Sabertooth Skull)	50 "SUCK IT UP"	83 "NOMAD"
17 Pin-Up Model (Ace of Spades)	51 "Cowboy Up" (Crossed Revolvers)	84 "GOOD BOY"
18 Queen of Hearts	52 "Troubleshooter"	85 Dice (Snake Eyes)
19 Security Guard	53 NASA Logo	86 "#1 Worker"
20 "LONER"	54 Crossed Hammers with Wings	87 "Good" (Brain)
21 "Front Towards Enemy" (Claymore Mine)	55 "Keep Well Lubricated"	88 "Bad Bitch"
22 Pin-Up Model (Riding Missile)	56 Soviet Hammer & Sickle	89 "Too Pretty To Die"
23 FUBAR	57 "Plays Well With Others"	90 "Fuck Forever" (Roses)
24 "I'm A (Love) Machine"	58 "Live Free and Die"	91 Icarus
25 Pin-Up Model (Mechanic)	59 "IF I'M RUNNING KEEP UP" Backpatch	92 "Girl's Best Friend" (Diamond)
26 "HELLO MY NAME IS:"	60 "Meat Bag"	93 Risk of Electrocution Symbol
27 "Powered By Coffee"	61 "I Am Not A Robot"	94 Inverted Cross
28 "Take Me To Your Leader" (UFO)	62 Red Gear	95 "Do You Sign My Paychecks?" Backpatch
29 "DO YOUR JOB"	63 "I Can't Fix Stupid"	96 "I ♥ Myself"
30 "Take My Life (Please)"	64 "Space IS My Home" (Sad Astronaut)	97 Double Cherry
31 "Upstanding Citizen"	65 All Seeing Eye	98 "Volunteer"
32 "Allergic To Bullshit" (Medical Style Patch)	66 "Solve Et Coagula" (Baphomet)	99 Poker Hand: Dead Man's Hand* *Aces Full Of Eights
33 "Fix Me First" (Caduceus)		

Oftentimes the difference between life and death is having the right tools for the job at hand. Below is a non-comprehensive list of the kinds of gear and tools available to characters at the start of the game.

ITEM	COST	DESCRIPTION
Assorted Tools	20cr	**Wrenches, spanners, screwdrivers,** etc. Can be used as weapons in a pinch (1d5 DMG).
Automed (x5)	1.5kcr	Nanotech pills that assist your body in repairing Damage by granting Advantage to Body Saves meant to repel disease and poison, as well as attempts to heal from rest.
Battery (High Power)	500cr	Heavy duty battery used for powering **laser cutters, salvage drones,** and other items. Can be recharged in 1 hour if connected to power or in 6 hours with solar power. Add **waterproofing** (+500cr).
Binoculars	150cr	20x magnification. Add **night vision** (+300cr) or **thermal vision** (+1kcr).
Bioscanner	3kcr	Long Range. Allows the user to scan for signs of life. Can tell the location of signs of life, but not what that life is. Blocked by some materials at the Warden's discretion.
Body Cam	50cr	A camera worn on your clothing that can stream video back to a control center so your other crewmembers can see what you're seeing. Add **night vision** (+300cr) or **thermal vision** (+1kcr).
Chemlight (x5)	5cr	Small disposable glowsticks capable of dim illumination in a 1m radius.
Crowbar	25cr	Grants Advantage on Strength Checks to open jammed airlocks, lift heavy objects, etc.
Cybernetic Diagnostic Scanner	2kcr	Allows the user to scan androids and other cybernetic organisms in order to diagnose any physical or mental issues they may be having. Often distrusted by androids.
Electronic Tool Set	100cr	A full set of tools for doing detailed repair or construction work on electronics.
Emergency Beacon	2kcr	A small device that sends up a flare and then emits a loud beep every few seconds. Additionally, sends out a call on all radio channels to ships or vehicles in the area, but can be blocked by a **radio jammer.**
Exoloader	100kcr	Open-air mechanical exoskeleton used for heavy lifting (up to 5000kg). Loader claws deal 1 Wound. User can only wear Standard Crew Attire or Standard Battle Dress while operating. **Battery** operated (48 hours of use).
Explosives & Detonator	500cr	Explosive charge powerful enough to blow open an airlock. All organisms in Close Range must make a Body Save or take a Wound (Explosive). Detonator works at Long Range, but can be blocked by a **radio jammer.**
First Aid Kit	75cr	An assortment of dressings and treatments to help stop bleeding, bandage cuts, and treat other minor injuries.
Flashlight	30cr	Handheld or shoulder mounted. Illuminates 10m ahead of the user.
Foldable Stretcher	150cr	Portable stretcher that can fit within a **rucksack.** Allows the user to safely strap down the patient and carry them to a location where their wounds can be better treated. Unfolds to roughly 2m.
Geiger Counter	20cr	Detects **radiation** and displays radiation levels.
Heads-Up Display (HUD)	100cr	Often worn by marines, the HUD allows the wearer to see through the **body cams** of others in their unit, and connect to any **smart-link** upgraded weapon.
Infrared Goggles	1.5kcr	Allows the wearer to see heat signatures, sometimes up to several hours old. Add **night vision** (+300cr).
Jetpack	75kcr	Allows wearer to fly up to 100m high and up to a speed of 100km/hr for 2 hours on a tank of fuel. Deals 1d100[+] DMG if destroyed. Fuel can be refilled for 200cr.
Lockpick Set	40cr	A highly advanced set of tools meant for hacking basic airlock and electronic door systems.
Long-range Comms	1kcr	Rucksack-sized communication device for use in surface-to-ship communication.
Mag-boots	350cr	Grants a magnetic grip to the wearer, allowing them to easily walk on the exterior of a ship (in space, while docked, or free-floating), metal-based asteroids, or any other magnetic surface.
Medscanner	8kcr	Allows the user to scan a living or dead body to analyze it for disease or abnormalities, without having to do a biopsy or autopsy. Results may not be instantaneous and may require a lab for complete analysis.
MoHab Unit	1kcr	**Tent, canteen, stove, rucksack, compass,** and **sleeping bag.**
MRE (x7)	70cr	"Meal, Ready-to-Eat." Self-contained, individual field rations in lightweight packaging. Each has sufficient sustenance for a single person for one day (does not include water).
Mylar Blanket	10cr	Lightweight blanket made of heat-reflective material. Often used for thermal regulation of patients suffering from extreme cold or other trauma.

ITEM	COST	DESCRIPTION
Oxygen Tank	50cr	When attached to a **vaccsuit** provides up to 12 hours of oxygen under normal circumstances, 4 hours under stressful circumstances. Explosive.
Paracord (50m)	10cr	General purpose lightweight nylon rope.
Patch Kit (x3)	200cr	Repairs punctured and torn **vaccsuits**, restoring their space readiness. Patched vaccsuits have an AP of 1.
Personal Locator	200cr	Allows crewmembers at a control center (or on the bridge of a ship) to track the location of the wearer.
Pet (Organic)	200kcr	Small to medium-sized organic pet animal. Larger or rare pets cost 2d10x base pet cost.
Pet (Synthetic)	15kcr	Small to medium-sized synthetic pet animal. Larger or rare pets cost 2d10x base pet cost.
Portable Computer Terminal	1.5kcr	Flat computer monitor, keyboard and interface which allows the user to hack into pre-existing computers and networks, as well as perform standard computer tasks.
Radiation Pills (x5)	200cr	Take 1d5 DMG and reduce your **Radiation Level** (see pg. 33.2) by 1 for 2d10 minutes.
Radio Jammer	4kcr	Rucksack-sized device which, when activated, renders all radio signals within 100km incomprehensible.
Rebreather	500cr	When worn, filters toxic air and/or allows for underwater breathing for up to 20 minutes at a time without resurfacing. Can be connected to an **oxygen tank.**
Rucksack	50cr	Large, durable, waterproof backpack.
Salvage Drone	10kcr	**Battery** operated remote controlled drone. Requires two hands to operate receiver. Can fly up to 450m high, to a distance of 3km from operator. Can run for 2 hours. Can record and transmit footage to receiver. If purchased separately, can be equipped with up to two of the following: **binoculars, radio jammer, Geiger counter, laser cutter, medscanner, personal locator, infrared goggles, emergency beacon, cybernetic diagnostic scanner, bioscanner.** Can carry up to 20-30kg.
Sample Collection Kit	50cr	Used to research xenoflora and xenofauna in the field. Can take vital signs, DNA samples, and collect other data on foreign material. Results may not be instantaneous and may require a lab for complete analysis.
Short-range Comms	100cr	Allows communication from ship-to-ship within a reasonable distance, as well as surface-to-surface within a dozen kilometers. Blocked by **radio jammer.**
Smart-link Add-On	10kcr	Grants remote viewing, recording, and operation of a ranged weapon as well as +5 DMG to the weapon.
Stimpak	1kcr ea.	Cures cryosickness, reduces Stress by 1, restores 1d10 Health, and grants [+] to all rolls for 1d10 min. Roll 1d10. If you roll under the amount of doses you've taken in the past 24 hours, make a **Death Save.**
Water Filtration Device	50cr	Can pump 4 liters of filtered water per hour from even the most brackish swamps.

11.1 PETS

Pets can be great companions, but failure to protect them comes at a significant emotional cost.

PETS	
ORGANIC	**SYNTHETIC**
Wounds: 1(10) Instinct: 2d10+40	Wounds: 2(15) Instinct: 2d10+30
1 Trained Skill.	2 Trained Skills or 1 Expert Skill.
[+] on Rest Saves.	+5 to Rest Saves.
1 Stress whenever pet takes Damage.	Sanity Save or 1 Stress whenever pet takes Damage.
Panic Check if pet is killed. Minimum Stress +1.	1 Stress if pet is destroyed.

11.2 CARRYING CAPACITY

Use common sense to determine what you can reasonably carry. For reference:

- The average person can carry about 1/4 their body weight.
- The average marine is expected to carry between 90-160lbs in combat.
- Depending on the setting, androids may be built to carry 1-5x that amount.

When in doubt, characters can carry one light thing in each hand or one heavy thing with both hands.

Stat Checks
Roll 1d100 less than your Strength, Speed, Intellect, or Combat to accomplish the task, otherwise fail and gain 1 Stress.

A roll of 90-99 is always considered a failure.

Saves
Roll 1d100 less than your Sanity, Fear, or Body to avoid danger, otherwise fail and gain 1 Stress.

A roll of 90-99 is always considered a failure.

Panic Checks
When the worst has happened, to avoid Panicking, **roll the Panic Die (1d20) greater than the character's current Stress** or else Panic.

Panic Table pg. 21.

Skills
If a character has a Skill relevant to the task at hand, you can add its **Skill Bonus** to the Stat before rolling a Stat Check.

- Trained Skills: +10
- Expert Skills: +15
- Master Skills: +20

Advantage & Disadvantage
If a character has a situational **Advantage [+]**, roll the dice twice and take the best result.

If a character has a situational **Disadvantage [-],** roll the dice twice and take the worst result.

Criticals
Whenever you roll doubles on 1d100, the result is special. If the result is a success it's a **Critical Success** and something very good happens. If the result failed it's a **Critical Failure,** something bad happens, and you must make a **Panic Check.**

VIOLENCE

Damage & Wounds
Whenever a character takes Damage, reduce Health by that amount. If Health is reduced to zero, gain a Wound and roll on the **Wounds Table.**

Wounds Table pg. 29.

Armor & Cover
You can ignore any Damage less than the **AP** of armor + cover. Any Damage greater than that value destroys the armor or cover and carries over. **Damage Reduction** reduces all incoming DMG.

See Armor pg. 28.

Death
Whenever your character takes Wounds equal to their Maximum Wounds, make a Death Save**.**

See Death pg. 29.2

Range

Adjacent
It can touch you. Less than 1m / 3 ft.

Close Range
It can get to you. Roughly 5-10m / 15-30 ft.

Long Range
It can shoot you. Roughly 20-100m / 50-300 ft.

Extreme Range
You can hear them scream. More than 100m / 300 ft.

WEAPONS & DAMAGE

WEAPON	COST	RANGE	DAMAGE	SHOTS	WOUND	SPECIAL
Ammo	50cr	N/A			N/A	Per magazine/container.
Boarding Axe	150cr	Adjacent	2d10 DMG	N/A	Gore [+]	
Combat Shotgun	1,400cr	Close	4d10 DMG	4	Gunshot	1d10 DMG at Long Range or greater.
Crowbar	25cr	Adjacent	1d5 DMG	N/A	Blunt Force [+]	Grants [+] on Strength Checks to open jammed airlocks, lift heavy objects, etc.
Flamethrower	4kcr	Close	2d10 DMG	4	Fire/Explosives [+]	Body Save [-] or be set on fire (2d10 DMG / round).
Flare Gun	25cr	Long	1d5 DMG	2	Fire/Explosives [-]	High intensity flare visible day and night from Long Range.
Foam Gun	500cr	Close	1 DMG	3	Blunt Force	Body Save or become stuck. Strength Check [-] to escape.
Frag Grenade	400cr ea.	Close	3d10 DMG	1	Fire/Explosives	On a hit, damages all Adjacent to enemy.
General-Purpose Machine Gun	4.5kcr	Long	4d10 DMG	5	Gunshot [+]	Two-handed. Heavy. Barrel can be maneuvered to fire around corners.
Hand Welder	250cr	Adjacent	1d10 DMG	N/A	Bleeding	Can cut through airlock doors.
Laser Cutter	1,200cr	Long	1d100 DMG	6	Bleeding [+] or Gore [+]	Two-handed. Heavy. 1 round recharge between shots.
Nail Gun	150cr	Close	1d5 DMG	32	Bleeding	
Pulse Rifle	2.4kcr	Long	3d10 DMG	5	Gunshot	
Revolver	750cr	Close	1d10+1 DMG	6	Gunshot	
Rigging Gun	350cr	Close	1d10 DMG + 2d10 DMG when removed	1	Bleeding [+]	100m micro-filament. Body Save or become entangled.
Scalpel	50cr	Adjacent	1d5 DMG	N/A	Bleeding [+]	
Smart Rifle	5kcr	Extreme	4d10 DMG (AA)	3	Gunshot [+]	[-] on Combat Check when fired at Close Range.
SMG	1kcr	Long	2d10 DMG	5	Gunshot	Can be fired one-handed.
Stun Baton	150cr	Adjacent	1d5 DMG	N/A	Blunt Force	Body Save or stunned 1 round.
Tranq Pistol	250cr	Close	1d5 DMG	6	Blunt Force	If DMG dealt: enemy must Body Save or be unconscious 1d10 rounds.
Unarmed	Free	Adjacent	Str/10 DMG	N/A	Blunt Force	
Vibechete	1kcr	Adjacent	3d10 DMG (AA)	N/A	Bleeding + Gore	When dealing a Wound, roll on BOTH the Bleeding AND Gore columns.

ARMOR

ARMOR	COST	AP	O2	SPEED	SPECIAL
Standard Crew Attire Basic clothing.	100cr	1	None	Normal	
Vaccsuit Designed for outer space operations.	10kcr	3	12 hrs	[-]	**Includes** short-range comms, headlamp, and radiation shielding. Decompression within 1d5 rounds if punctured.
Hazard Suit Environmental protection while exploring unknown planets.	4kcr	5	1 hr	Normal	**Includes** air filter, extreme heat/cold protection, hydration reclamation (1L of water lasts 4 days), short-range comms, headlamp, and radiation shielding.
Standard Battle Dress Lightly-plated armor worn by most marines.	2kcr	7	None	Normal	**Includes** short-range comms.
Advanced Battle Dress Heavy armor for marines deployed in high combat offworld engagements.	12kcr	10	1 hr	[-]	**Includes** short-range comms, body cam, headlamp, HUD, exoskeletal weave (Strength Checks [+]), and radiation shielding. **Damage Reduction: 3.**