

# MOTHERSHIP® CHARACTER PROFILE

Player Name \_\_\_\_\_ High Score \_\_\_\_\_

**PERSONAL DETAILS**

Character Name \_\_\_\_\_

Pronouns \_\_\_\_\_

Personal Notes \_\_\_\_\_

1. ROLL 2D10+25 FOR EACH STAT.

STRENGTH    SPEED    INTELLECT    COMBAT

2. ROLL 2D10+10 FOR EACH SAVE.

SANITY    FEAR    BODY

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

<p><b>MARINE</b></p> <ul style="list-style-type: none"> <li>+10 COMBAT</li> <li>+10 BODY SAVE</li> <li>+20 FEAR SAVE</li> <li>+1 MAX WOUNDS</li> </ul>	<p><b>ANDROID</b></p> <ul style="list-style-type: none"> <li>+20 INTELLECT</li> <li>-10 TO 1 STAT</li> <li>+60 FEAR SAVE</li> <li>+1 MAX WOUNDS</li> </ul>	<p><b>SCIENTIST</b></p> <ul style="list-style-type: none"> <li>+10 INTELLECT</li> <li>+5 TO 1 STAT</li> <li>+30 SANITY SAVE</li> </ul>	<p><b>TEAMSTER</b></p> <ul style="list-style-type: none"> <li>+5 TO ALL STATS</li> <li>+10 TO ALL SAVES</li> </ul>
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4. ROLL 1D10+10 FOR YOUR HEALTH.

**HEALTH**      **WOUNDS**

Current    Maximum      Current    Maximum

Starts at 2.

5. GAIN STRESS.

**STRESS**

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.

ARMOR POINTS \_\_\_\_\_

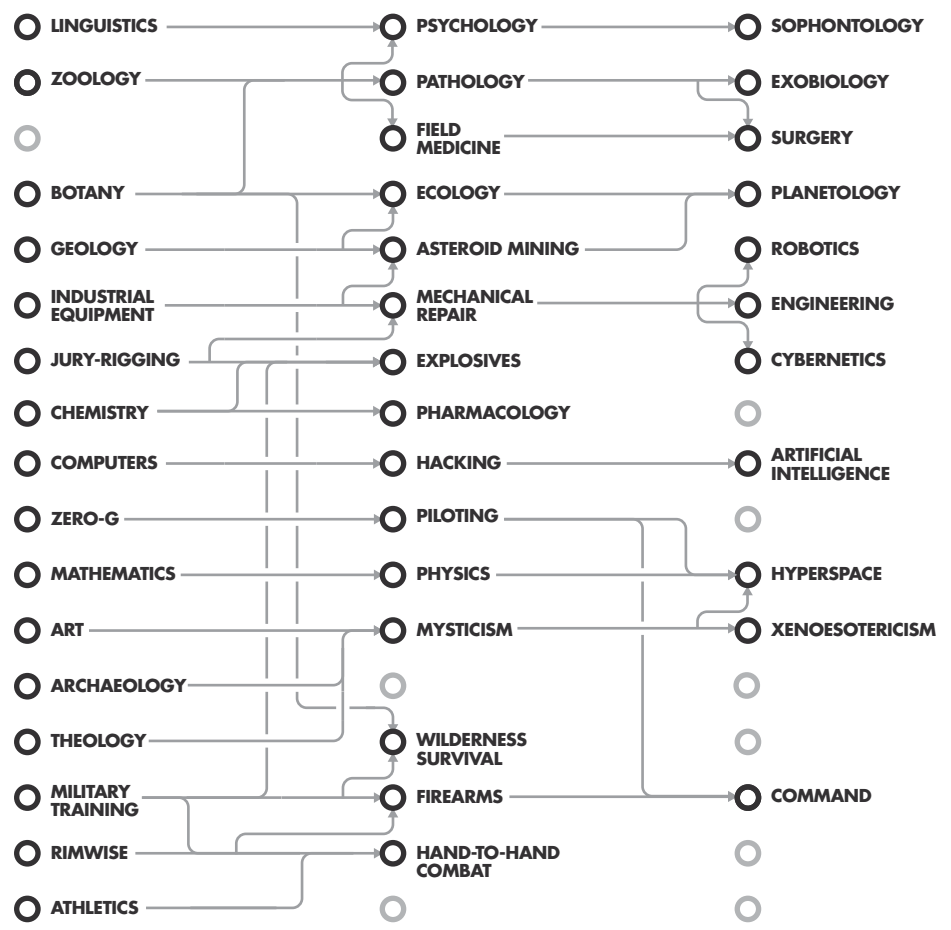
CREDITS 2D10x10 \_\_\_\_\_

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.

<p><b>MARINE</b></p> <p>Military Training, Athletics          Bonus: 1 Expert Skill          OR: 2 Trained Skills</p>	<p><b>ANDROID</b></p> <p>Linguistics, Computers, Mathematics          Bonus: 1 Expert Skill          OR: 2 Trained Skills</p>	<p><b>SCIENTIST</b></p> <p>1 Master Skill, and an Expert and Trained Skill prerequisite.          Bonus: 1 Trained Skill</p>	<p><b>TEAMSTER</b></p> <p>Industrial Equipment, Zero-G          Bonus: 1 Trained Skill and 1 Expert Skill.</p>
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<b>TRAINED SKILLS (+10 BONUS)</b>	<b>EXPERT SKILLS (+15 BONUS)</b>	<b>MASTER SKILLS (+20 BONUS)</b>
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**SKILL TRAINING**

In Progress \_\_\_\_\_ Time Remaining \_\_\_\_\_

**CONDITIONS**

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