

MOTHERSHIP[®]

SCI-FI HORROR RPG



*Tuesday
Knight
games*

PLAYER'S SURVIVAL GUIDE

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	
Vacsuit 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.

MOTHERSHIP®

SCI-FI HORROR RPG

PLAYER'S SURVIVAL GUIDE



CONTENT WARNING

Mothership® is a horror game for mature audiences. It contains violence, foul language, some sexual content, drug use, and depictions of mental illness, trauma, stress, and panic that may not be suitable for all audiences. Please be advised.

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and as always **LINDSAY, LANGSTON, and JUNIPER**

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tuesdayknightgames.com mothershiprpg.com

HOW TO MAKE YOUR CHARACTER

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.



CLEO 0

Player Name 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

- +10 COMBAT
- +10 BODY SAVE
- +20 FEAR SAVE
- +1 MAX WOUNDS

ANDROID

- +20 INTELLECT
- 10 TO 1 STAT
- +60 FEAR SAVE
- +1 MAX WOUNDS

SCIENTIST

- +10 INTELLECT
- +5 TO 1 STAT
- +30 SANITY SAVE

TEAMSTER

- +5 TO ALL STATS
- +10 TO ALL SAVES

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

40CR

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.

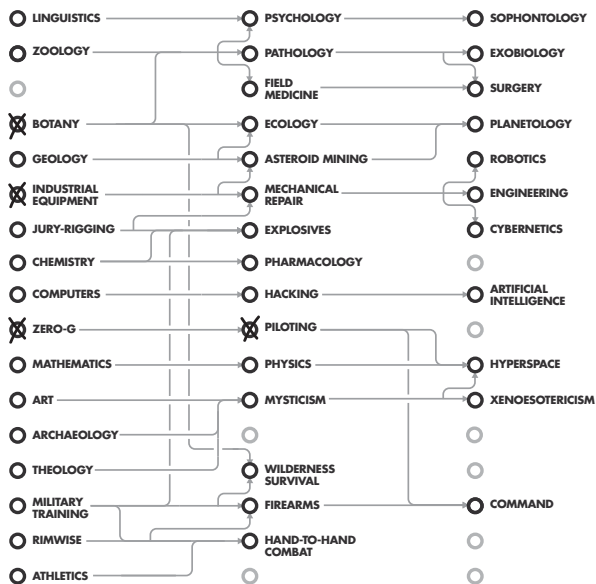
To take a Master or Expert Skill you must first take at least one of its prerequisite Skills.

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)



SKILL TRAINING

In Progress

Time Remaining

CONDITIONS

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.

Read about Skills on pg. 22.

STEP 8. ROLL LOADOUT, TRINKET, AND PATCH

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

See Loadouts on pg. 7.

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

Trinkets & Patches on pg. 8-9.

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!

STEP 4. ROLL 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.

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.

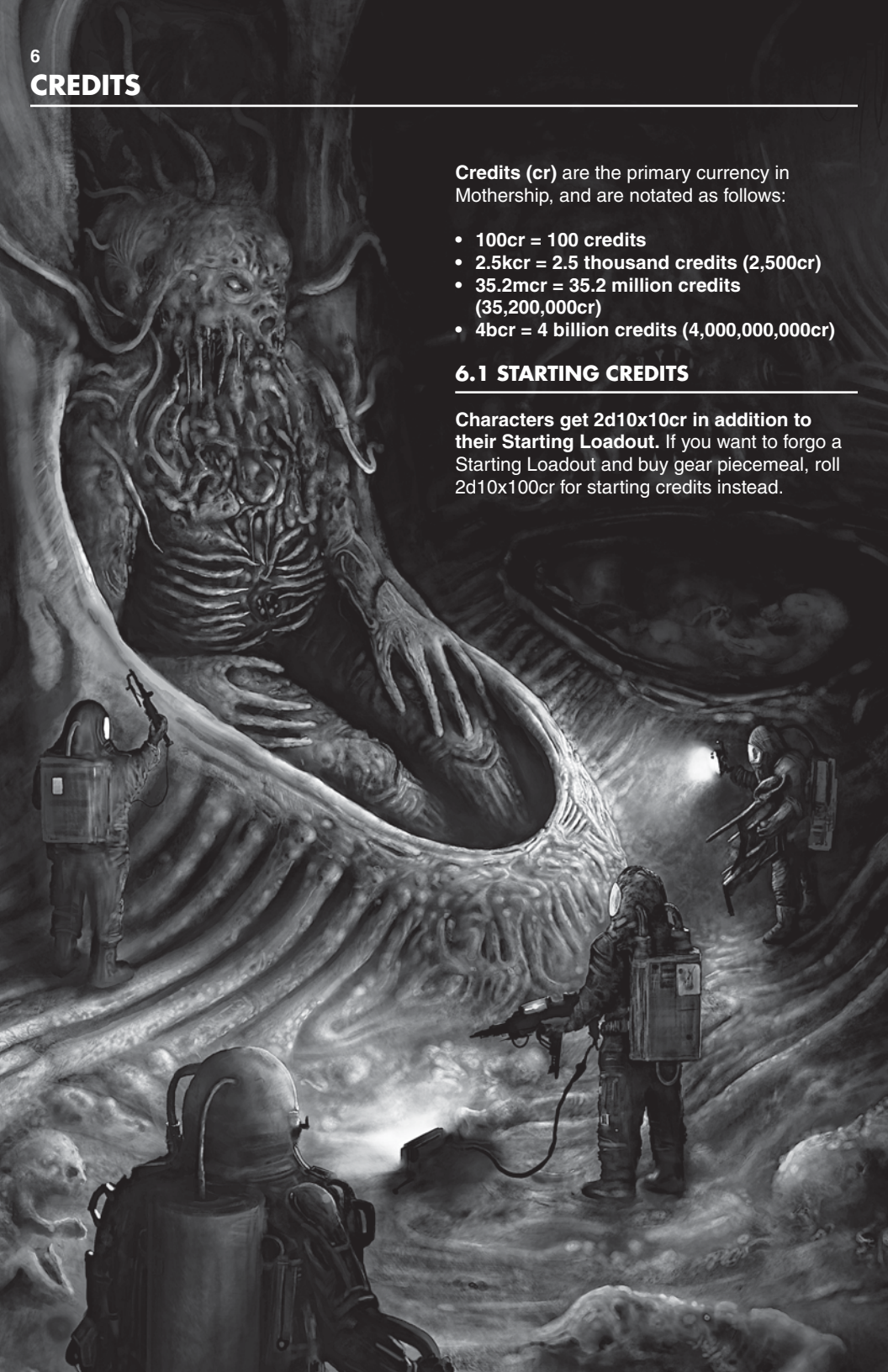
Roll 1 ten-sided die (1d10) then add 10. Record the result for **Maximum Health**.

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 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	<u>Tank Top and Camo Pants</u> (AP 1), <u>Combat Knife</u> (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, <u>Camping Gear</u>
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), <u>Leash</u> , <u>Tennis Ball</u>
07	Fatigues (AP 2), Revolver (12 rounds), Frag Grenade
08	<u>Dress Uniform</u> (AP 1), Revolver (1 round), <u>Challenge Coin</u>
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, <u>Satchel</u>
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, <u>Screwdriver</u> (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, <u>Pen Knife</u>
08	<u>Manufacturer Supplied Attire</u> (AP 1), <u>Jump-9 Ticket</u> (destination blank)
09	<u>Corporate Attire</u> (AP 1), <u>VIP Corporate Key Card</u>

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	<u>Lab Coat</u> (AP 1), <u>Screwdriver</u> (as Assorted Tools), Medscanner, <u>Vaccine</u> (1 dose)
05	<u>Lab Coat</u> (AP 1), Cybernetic Diagnostic Scanner, Portable Computer Terminal
06	<u>Scrubs</u> (AP 1), Scalpel, Automed (x5), Oxygen Tank with <u>Filter Mask</u>
07	<u>Scrubs</u> (AP 1), <u>Vial of Acid</u> , Mylar Blanket, First Aid Kit
08	Standard Crew Attire (AP 1), <u>Utility Knife</u> (as Scalpel), Cybernetic Diagnostic Scanner, <u>Duct Tape</u>
09	<u>Civilian Clothes</u> (AP 1), <u>Briefcase</u> , <u>Prescription Pad</u> , <u>Fountain Pen</u> (Poison Injector)

TEAMSTER LOADOUTS

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

TRINKETS

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: <i>PANIC: Harbinger of Catastrophe</i>	34	Pendant: Shell Fragments Suspended in Plastic	67	Coffee Cup, Chipped, reads: HAPPINESS IS MANDATORY
01	Antique Company Scrip (Asteroid Mine)	35	Pamphlet: <i>Zen and the Art of Cargo Arrangement</i>	68	Manual: <i>Moonshining With Gun Oil & Fuel</i>
02	Manual: <i>SURVIVAL: Eat Soup With a Knife</i>	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: <i>"Is Your Morale Improving?"</i>	72	Ukulele
06	Corroded Android Logic Core	40	Pamphlet: <i>The Relic of Flesh</i>	73	Spray Paint
07	Pamphlet: <i>Signs of Parasitical Infection</i>	41	Pamphlet: <i>The Indifferent Stars</i>	74	Wanted Poster, Weathered
08	Manual: <i>Treat Your Rifle Like A Lady</i>	42	Calendar: Military Battles	75	Locket, Hair Braid
09	Bone Knife	43	Manual: <i>Rich Captain, Poor Captain</i>	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): <i>The Captain, Ordered</i>	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: <i>Zero Stress in Zero G</i>
17	Lagomorph Foot	51	Fuzzy Handcuffs	84	<i>Sputnik</i> Pin
18	Moonstone Ring	52	Journal of Grudges	85	Ushanka
19	Manual: <i>Mining Safety and You</i>	53	Stylized Cigarette Case	86	Trucker Cap, Mesh, Grey Alien Logo
20	Pamphlet: <i>Against Human Simulacra</i>	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>I Ching</i> , 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: <i>A Lover In Every Port</i>	94	Taxidermied Cat
28	Tarot Cards, Worn, Pyrite Gilded Edges	62	Patched Overalls, Personalized	95	Pamphlet: <i>Interpreting Sheep Dreams</i>
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: <i>Android Overlords</i>
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 Electrocutation 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 [+1] 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.

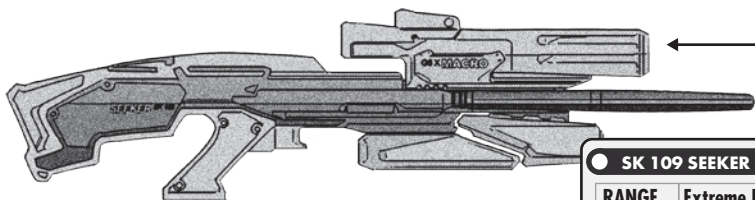
PETS	
ORGANIC	SYNTHETIC
Wounds: 1(10) Instinct: 2d10+40	Wounds: 2(15) Instinct: 2d10+30
1 Trained Skill.	2 Trained Skills or 1 Expert Skill.
[+] on Rest Saves.	+5 to Rest Saves.
1 Stress whenever pet takes Damage.	Sanity Save or 1 Stress whenever pet takes Damage.
Panic Check if pet is killed. Minimum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

11.2 CARRYING CAPACITY

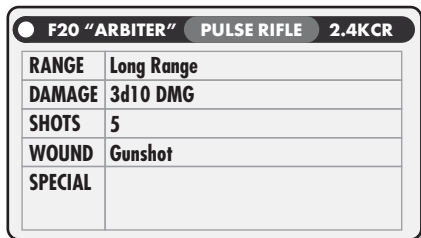
Use common sense to determine what you can reasonably carry. For reference:

- 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.

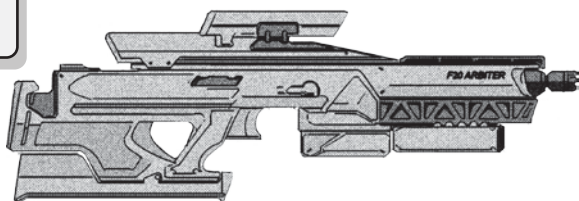
When in doubt, characters can carry one light thing in each hand or one heavy thing with both hands.


SK 109 SEEKER SMART RIFLE 5KCR

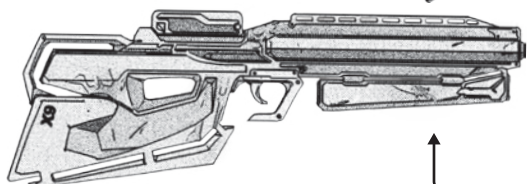
RANGE	Extreme Range
DAMAGE	4d10 DMG (Anti-Armor)
SHOTS	3
WOUND	Gunshot[+]
SPECIAL	[-] on Combat Check when fired at Close Range.


F20 "ARBITER" PULSE RIFLE 2.4KCR

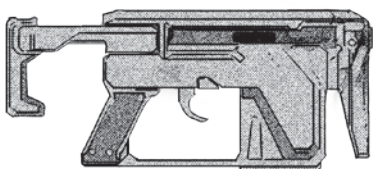
RANGE	Long Range
DAMAGE	3d10 DMG
SHOTS	5
WOUND	Gunshot
SPECIAL	


KANO X9 COMBAT SHOTGUN 1.4KCR

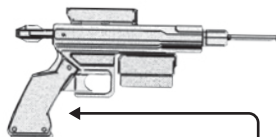
RANGE	Close Range
DAMAGE	4d10 DMG
SHOTS	4
WOUND	Gunshot
SPECIAL	1d10 DMG at Long Range or greater.


ARMA 29 SUBMACHINE GUN 1KCR

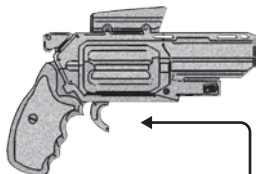
RANGE	Long Range
DAMAGE	2d10 DMG
SHOTS	5
WOUND	Gunshot
SPECIAL	Can be fired one-handed.


PEABODY FLARE GUN 25CR

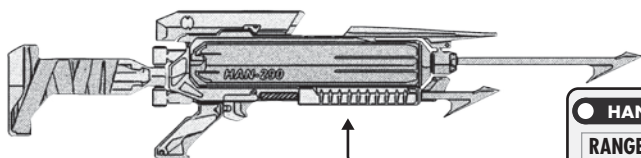
RANGE	Long Range
DAMAGE	1d5 DMG
SHOTS	2
WOUND	Fire/Explosives[-]
SPECIAL	High intensity flare. Visible day and night.


D&C 7 TRANQ PISTOL 250CR

RANGE	Close Range
DAMAGE	1d5 DMG
SHOTS	6
WOUND	Blunt Force
SPECIAL	If DMG: Body Save or 1d10 rounds unconscious.


FN SLUG REVOLVER 750CR

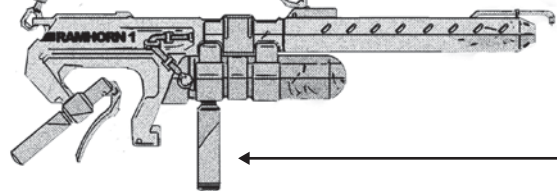
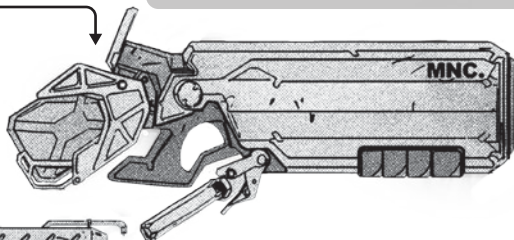
RANGE	Close Range
DAMAGE	1d10+1 DMG
SHOTS	6
WOUND	Gunshot
SPECIAL	


HAN-290 RIGGING GUN 350CR

RANGE	Close Range
DAMAGE	1d10 DMG + 2d10 DMG when removed.
SHOTS	1
WOUND	Bleeding[+]
SPECIAL	100m micro-filament. Body Save or become entangled.

MNC MODE A LASER CUTTER 1.2KCR

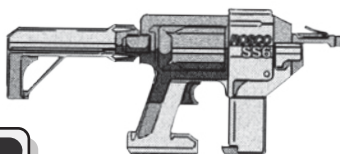
RANGE	Long Range
DAMAGE	1d100 DMG
SHOTS	6
WOUND	Bleeding[+] or Gore[+]
SPECIAL	Two handed. Heavy. 1 round recharge between shots.


RAMHORN 1 FLAMETHROWER 4KCR

RANGE	Close Range
DAMAGE	2d10 DMG
SHOTS	4
WOUND	Fire/Explosives[+]
SPECIAL	Body Save [-] or be set on fire (2d10 DMG / round).

ROSCO SS6 NAIL GUN 150CR

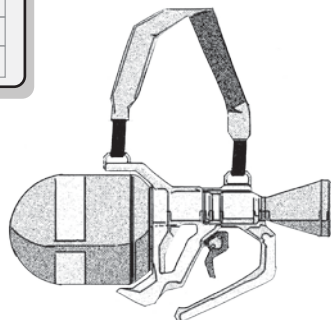
RANGE	Close Range
DAMAGE	1d5 DMG
SHOTS	32
WOUND	Bleeding
SPECIAL	


EVA MK II HAND WELDER 250CR

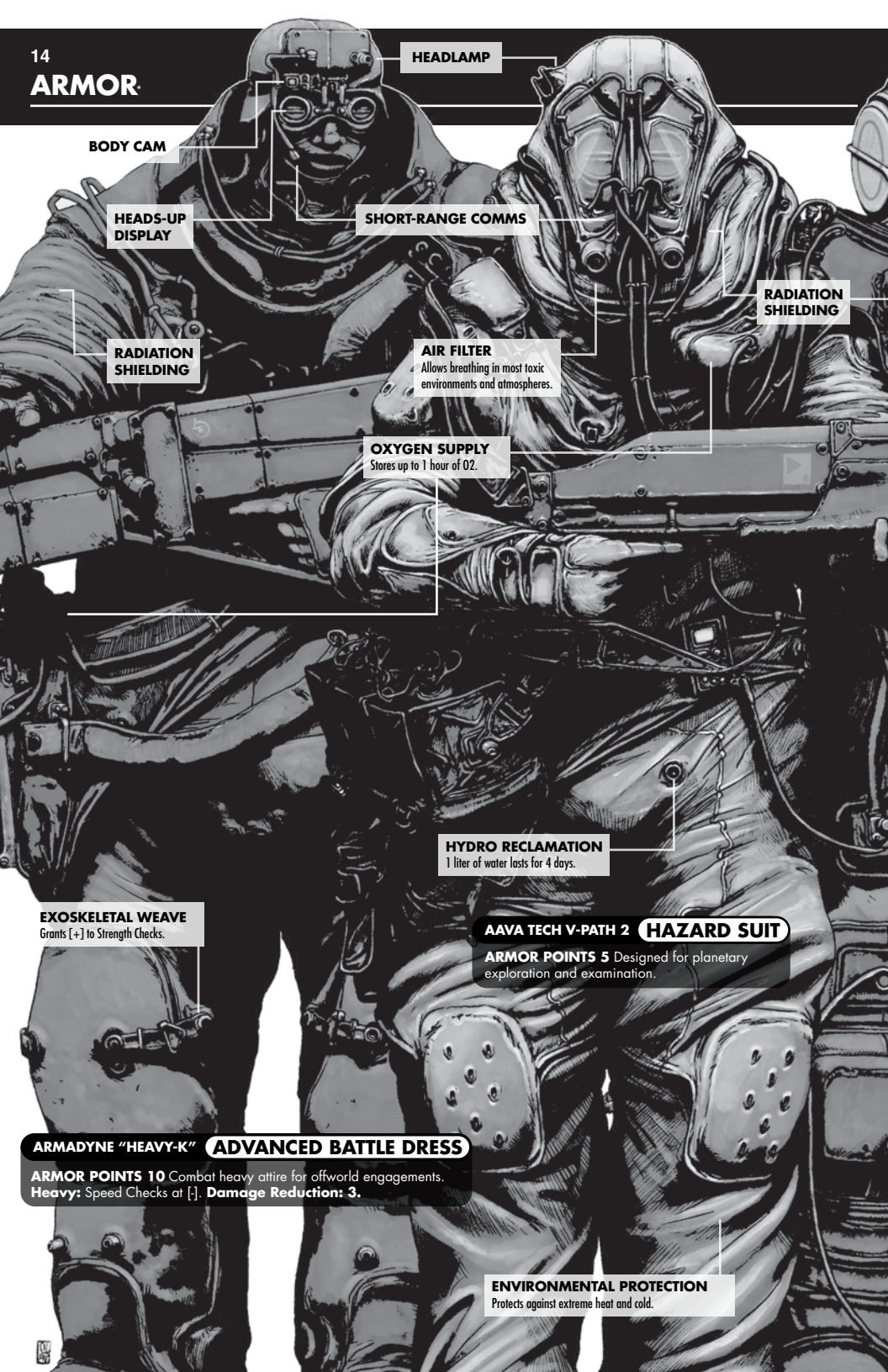
RANGE	Adjacent
DAMAGE	1d10 DMG
SHOTS	∞
WOUND	Bleeding
SPECIAL	Can cut through airlock doors.

HALLS B SERIES FOAM GUN 500CR

RANGE	Close Range (1sqm quick-hardening foam)
DAMAGE	1 DMG
SHOTS	3
WOUND	Blunt Force
SPECIAL	Body Save or become stuck. Strength Check [-] to escape.



ARMOR



HEADLAMP

BODY CAM

HEADS-UP
DISPLAY

SHORT-RANGE COMMS

RADIATION
SHIELDING

AIR FILTER

Allows breathing in most toxic environments and atmospheres.

RADIATION
SHIELDING

OXYGEN SUPPLY

Stores up to 1 hour of O₂.

HYDRO RECLAMATION

1 liter of water lasts for 4 days.

EXOSKELETAL WEAVE

Grants [+] to Strength Checks.

AAVA TECH V-PATH 2 **HAZARD SUIT**

ARMOR POINTS 5 Designed for planetary exploration and examination.

ARMADYNE "HEAVY-K" **ADVANCED BATTLE DRESS**

ARMOR POINTS 10 Combat heavy attire for offworld engagements.

Heavy: Speed Checks at [-]. **Damage Reduction: 3.**

ENVIRONMENTAL PROTECTION

Protects against extreme heat and cold.

HEADLAMP X2

OXYGEN SUPPLY

Can be fitted with an Oxygen Tank for up to 12 hours of oxygen under normal circumstances, 4 hours under stressful circumstances. Explosive.

STANDARD CREW ATTIRE

ARMOR POINTS 1 Coveralls and leather jackets. Basic clothing assumed to be worn by all crew members.

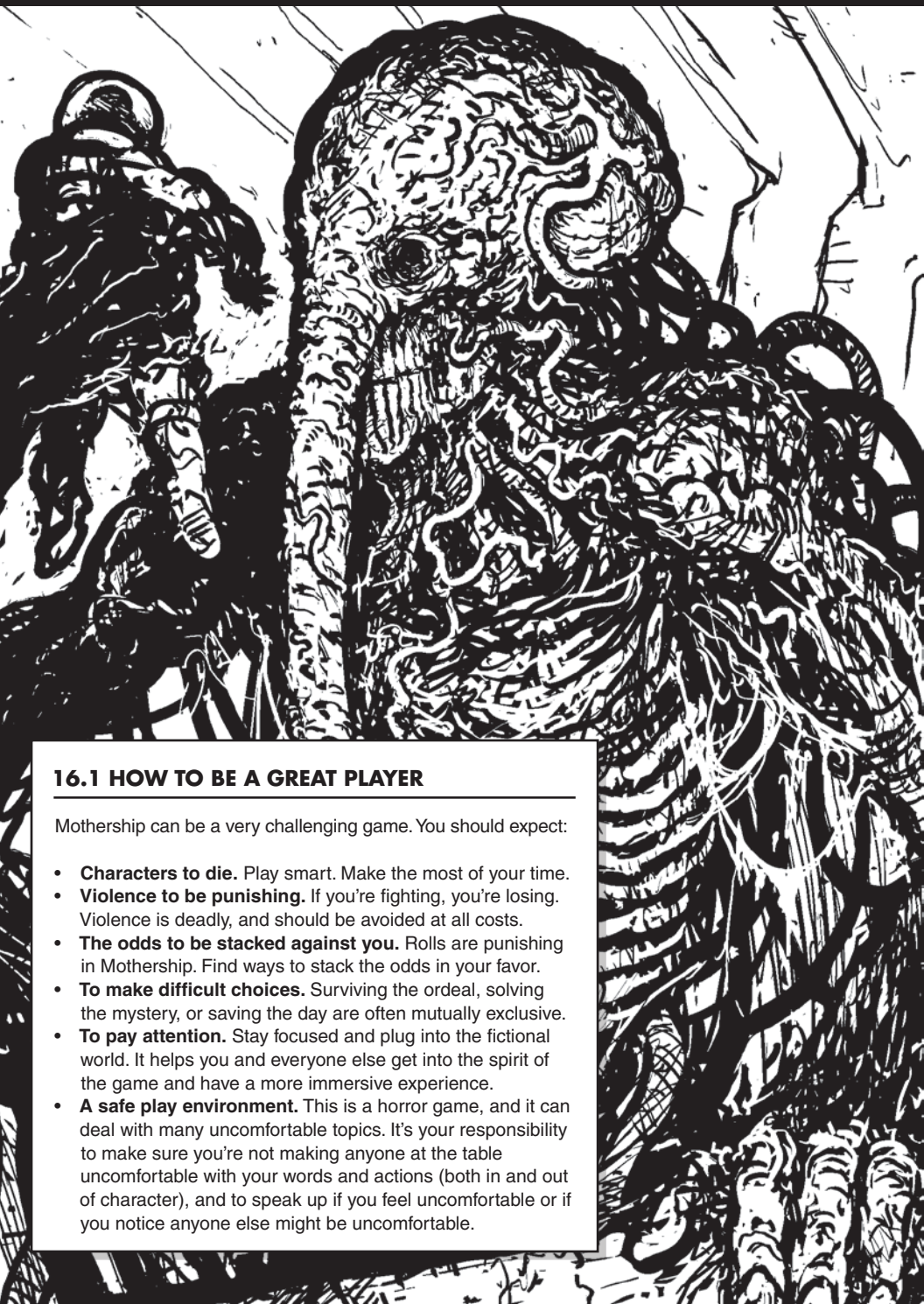
CARTER TACTICAL STANDARD BATTLE DRESS

ARMOR POINTS 7 Light plated armor. Standard dress for all marines or combat mercenaries.

VALECORE MK2 VACCSUIT

ARMOR POINTS 3 Basic suit worn while operating in space.

Heavy: Speed Checks at [-].



16.1 HOW TO BE A GREAT PLAYER

Mothership can be a very challenging game. You should expect:

- **Characters to die.** Play smart. Make the most of your time.
- **Violence to be punishing.** If you're fighting, you're losing. Violence is deadly, and should be avoided at all costs.
- **The odds to be stacked against you.** Rolls are punishing in Mothership. Find ways to stack the odds in your favor.
- **To make difficult choices.** Surviving the ordeal, solving the mystery, or saving the day are often mutually exclusive.
- **To pay attention.** Stay focused and plug into the fictional world. It helps you and everyone else get into the spirit of the game and have a more immersive experience.
- **A safe play environment.** This is a horror game, and it can deal with many uncomfortable topics. It's your responsibility to make sure you're not making anyone at the table uncomfortable with your words and actions (both in and out of character), and to speak up if you feel uncomfortable or if you notice anyone else might be uncomfortable.

Mothership® is a tabletop roleplaying game. You and your friends get together, and one of you, **the Warden**, prepares a scenario for the rest of you to explore and interact with. You ask questions, roll some dice, make some jokes, and die a few times. The rules are simple, but the game is challenging:

- **You can attempt to do anything you want**, and are not limited by what is on your character sheet. Most things you want to do just happen.
- **You should ask a lot of questions.** The more information you have, the less likely you'll have to make risky rolls like **Stat Checks** and **Saves**.
- **Stat Checks** are made when you want to do something and the price for failure is high.
- **Saves** are reactions, rolled to avoid different mental, emotional, and physical dangers.

Read more about Stat Checks & Saves on pg. 18.

- When you fail a Stat Check or a Save your character gains **1 or more Stress**. Stress can be bad, as it makes characters more likely to Panic, but is also needed to improve Saves.
- **Panic Checks** are rolled when the worst has happened and your character snaps. A bad result can lead to a long-term **Condition** that needs treatment, but a good result can provide focus when it is needed the most.

Read more about Stress & Panic on pg. 20-21.

- When characters get hurt they lose **Health**. If they lose enough Health they suffer a **Wound**. If they gain Wounds equal to their maximum they die.

Read more about Violent Encounters on pg. 26.

With these basics in mind, you're ready to handle 90% of the situations that come up in a game. For everything else, you, the Warden, and the other players will discuss the situation and come up with a **House Rule** to suit the table's specific needs.

With that being said, you can close this book and start playing right now! There's even a handy cheat sheet on the back cover if you forget something. If you'd like a little more information about how it all works, read on.

17.1 DICE NOTATION

There are three ways we notate dice:

- **1d100** means to roll a pair of ten-sided dice, where one die represents the tens digit and the other represents the ones digit. For example: if you roll a 90 and a 9 that equals 99. If you roll a 00 and a 0, that equals a zero.
- **xd10** means to roll a number of ten-sided dice (e.g., 1d10, 2d10) and add them together.
- We use a twenty-sided die (1d20) called the **Panic Die**. You use this only to make **Panic Checks**.
- If you see [+] next to a roll it means the roll has **Advantage** while [-] means the roll has **Disadvantage**.

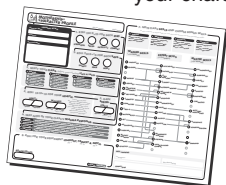
Read more about Advantage & Disadvantage on pg. 19.1.

Player Supplies Checklist

Once you've collected all of these items and built your character, you're ready to play!



The Player's
Survival Guide



Your Character Sheet
(And a spare is handy in case your character dies)



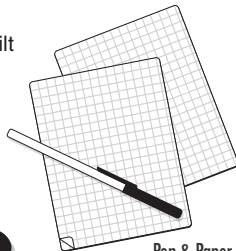
1d100 (or 2d10)
"Percentile Dice"



1d20
"The Panic Die"



Some tokens (optional)
for tracking ammo, supplies, etc.



Pen & Paper
Snacks
(Bring some to share!)

STAT CHECKS & SAVES



18.1 STAT CHECKS

Whenever you want to do something and the price for failure is high, roll 1d100 and attempt to roll lower than your most relevant Stat. **This is called a Stat Check. If you roll less than your Stat you succeed. Otherwise, you fail and gain 1 Stress.** A roll of 90-99 is always a failure.

Your Stats

You have four main Stats which represent your abilities when acting under extreme pressure:

- **Strength:** Holding airlocks closed, carrying fallen comrades, climbing, pushing, jumping.
- **Speed:** Getting out of the cargo bay before the blast doors close, acting before someone (or something) else, running away.
- **Intellect:** Recalling your training and experience under duress, thinking through difficult problems, inventing or fixing things.
- **Combat:** Fighting for your life.

18.2 SAVES

In order to avoid certain dangers or trauma, you sometimes need to roll 1d100 lower than your most relevant Save. **This is called a Save. If you roll less than your Save you succeed. Otherwise you fail, and gain 1 Stress.** A roll of 90-99 is always a failure.

Your Saves

You have three Saves which represent your ability to withstand different kinds of trauma:

- **Sanity:** Rationalize logical inconsistencies in the universe, make sense out of chaos, detect illusions and mimicry, cope with **Stress**.
- **Fear:** Maintain a level head while struggling with fear, loneliness, depression, and other emotional surges.
- **Body:** Employ quick reflexes and resist hunger, disease, or organisms that might try and invade your insides.

18.3 WHAT IS YOUR HIGH SCORE?

High Score is a record of the number of sessions your character has survived. It doesn't affect gameplay at all, it's just a fun number to track. Your Warden may have other ideas on how to use it in game (like as a Reputation stat, or as a spendable luck resource). Don't stress about your High Score too much—the average High Score of a character is about 4. Just focus on staying alive and you'll beat that in no time.



19.1 MODIFYING STAT CHECKS & SAVES

There are three things that can modify the outcome of a Stat Check or Save: **Advantage & Disadvantage**, **Critical Successes & Failures**, and **Skills**.

Advantage & Disadvantage

Whenever you are making a roll of any kind (Stat Check, Save, Panic Check, Damage, etc.) and the character has a situational advantage (like assistance from someone else), roll twice and take the best result. When at a situational disadvantage (like poor weather or bad visibility), roll twice and take the worst result. Advantage is notated with **[+]**, Disadvantage with **[-]** (e.g., Body Save **[+]** means make a Body Save with Advantage). If a character has both Advantage and Disadvantage, they cancel each other out.

Critical Successes & Failures

Whenever you roll doubles (e.g., 00, 66) on a Stat Check or Save, you have rolled a **Critical**. If the roll is a success, it is now a **Critical Success** and something very good happens. If it is a failure, it is now a **Critical Failure** and something bad happens, and furthermore you must make a **Panic Check**. A roll of 00 is always a Critical Success and a roll of 99 is always a Critical Failure.

[Read more about Panic Checks on pg. 21.](#)

Skills

If a character has a Skill that is relevant to the task at hand, you can add the Skill's bonus to the Stat or Save before making your roll (giving you a higher number to roll under).

[Read more about Skills on pg. 22.](#)

Calling for a Check

WARDEN: Okay, so you hear that screeching sound coming from down the corridor, what do you do?

CLEO: Can I open up the airlock door quietly and try and sneak out before it notices me?

WARDEN: It's jammed up pretty bad right now. You'll need to make a Strength Check. Failure risks making a lot of noise and drawing the creature's attention.

CLEO: I've got the *Industrial Equipment* Skill and a crowbar, does that help?

WARDEN: Definitely! You can add your Skill's bonus, and the crowbar will give you Advantage on your roll.

CLEO: Okay, I'm going for it! I've got a 35 Strength, plus 10 from Industrial Equipment. So anything under 45, right?

WARDEN: That's right.

CLEO: 66... and... 43...
Phew! Just made it.

The unknown horrors of the cosmos and the vast emptiness of space take a toll on a person. **Stress** is a measure of that toll, and how it subtly affects you, bringing you closer to the brink of **Panic**. While Stress by itself doesn't do anything, **the higher your Stress is, the more likely you are to Panic**, and the more Stress you have when you Panic, the worse your Panic is likely to be.

20.1 HOW DO I GAIN STRESS?

You gain 1 Stress every time you fail a Stat Check or Save. Occasionally, certain locations or entities can automatically give you Stress from interacting with or witnessing them. Your **Minimum Stress** starts at 2, and based on events that happen in game, such as certain Panic Check results, it can be increased or decreased. **The maximum Stress you can have is 20.** Any Stress you take over 20 instead reduces the most relevant Stat or Save by that amount.

20.2 HOW DO I RELIEVE STRESS?

You can relieve Stress by **resting** in a relatively safe place. To do this, **make a Rest Save using your worst Save**. If you succeed, reduce your Stress by the ones digit rolled (e.g., if you rolled 24 under your worst Save of 30, reduce your Stress by 4). If you fail, you gain 1 Stress instead.

Players can gain Advantage on their Rest Save by participating in consensual sex, recreational drug use, a night of heavy drinking, prayer, or any other suitable leisure activity. Unsafe locations may incur Disadvantage on Rest Saves at the Warden's discretion. Stress is typically not relieved during cryosleep. Finally, if you have more time, you can take **Shore Leave** and convert your Stress into improved Saves.

Read more about Shore Leave on pg. 39.

Sex

Get everyone at the table's consent before dealing with sex in your game. Set clear boundaries for what is acceptable, and check in regularly in case anything changes.



Example: Back at the Barracks

WARDEN: Alright, you finally make it back to the ship and lock yourselves in. You can rest now if you want.

KNOX: I've got 12 Stress, so my boy is going to rest. He can't go on like this.

WARDEN: No problem. The barracks is pretty spartan, but not too bad, so just roll whatever your worst Save is.

KNOX: Cleo, you have Psychology, right? Any chance you'd be willing to like, talk to my guy and calm him down a bit?

CLEO: I've only got 3 Stress, so I'm down.

WARDEN: If you're willing to give up your rest, I'll give Knox Advantage on his Rest Save.

CLEO: Let's do it.

WARDEN: Perfect, so you're like, venting about all this to Cleo, and Cleo, you're just talking him through it?

CLEO: Getting him not to spiral, yeah.

WARDEN: Okay, go ahead and roll.

KNOX: My worst Save is Sanity at 14. So I get a 22 and a 56. So that would be a Crit Fail, but with Advantage it's just a normal fail.

CLEO: Jesus, that could've been bad.

WARDEN: So yeah, sounds like talking it out actually made it worse. Gain 1 Stress.

CLEO: I just texted people while he talked.

Stress, Damage, and emotional wear and tear eventually bring characters to their breaking point. When that happens, there's a chance they Panic. You determine this by making a **Panic Check**.

21.1 WHAT IS A PANIC CHECK?

A Panic Check determines whether the character can keep their cool under extreme pressure.

To make a Panic Check, roll the **Panic Die** (1d20) and **attempt to roll greater than your current Stress**. If you roll less than or equal to your current Stress you fail, and you look up your result on the **Panic Table**.

21.2 WHEN TO MAKE PANIC CHECKS

You must make a Panic Check anytime you roll a Critical Failure on a Stat Check or Save. Additionally, the Warden may call for a Panic Check at any other appropriate time, including, but not limited to:

- Watching another crewmember die.
- Witnessing more than 1 crewmember Panic at the same time.
- Whenever your Ship rolls a Critical Failure, everyone on board makes a Panic Check.
- Encountering a strange and horrifying entity for the first time.
- When all hope is lost and death feels certain.
- Whenever you, the player, want.

21.3 CONDITIONS

Some results of the Panic Table are so severe that they leave a lasting impression on you. These are called **Conditions**, and they affect you until you are able to treat them.

Read more about Medical Care on pg. 34.

Panic Checks & Agency

Be sure to go over the Panic Table and remove any results that don't fit with your group. Remember: roleplaying Panic is not an excuse to make someone else uncomfortable. As usual, check in regularly.

PANIC	
D20	PANIC EFFECT
01	ADRENALINE RUSH. [+] on all rolls for the next 2d10 minutes. Reduce Stress by 1d5.
02	NERVOUS. Gain 1 Stress.
03	JUMPY. Gain 1 Stress. All Close crewmembers gain 2 Stress.
04	OVERWHELMED. [-] on all rolls for the next 1d10 minutes. Increase Minimum Stress by 1.
05	COWARD. Gain a new Condition: You must make a Fear Save to engage in violence, otherwise you flee.
06	FRIGHTENED. Gain a new Condition: When encountering what frightened you, make a Fear Save [-] or gain 1d5 Stress.
07	NIGHTMARES. Gain a new Condition: Sleep is difficult, gain [-] on Rest Saves.
08	LOSS OF CONFIDENCE. Gain a new Condition: Choose one Skill and lose that Skill's bonus.
09	DEFLATED. Gain a new Condition: Whenever a Close crewmember fails a Save, gain 1 Stress.
10	DOOMED. Gain a new Condition: You feel cursed and unlucky. All Critical Successes are instead Critical Failures.
11	SUSPICIOUS. For the next week, whenever someone joins the crew (even if they only left for a short period of time), make a Fear Save or gain 1 Stress.
12	HAUNTED. Gain a new Condition: Something starts visiting the character at night. In their dreams. Out of the corner of their eye. And soon it will start making demands.
13	DEATH WISH. For the next 24 hours, whenever encountering a stranger or known enemy, make a Sanity Save or immediately attack them.
14	PROPHETIC VISION. Character immediately experiences an intense hallucination or vision of an impending terror or horrific event. Increase Minimum Stress by 2.
15	CATATONIC. Become unresponsive and unmoving for 2d10 minutes. Reduce Stress by 1d10.
16	RAGE. [+] on all Damage rolls for the next 1d10 hours. All crewmembers gain 1 Stress.
17	SPIRALING. Gain a new Condition: Panic Checks are at [-].
18	COMPOUNDING PROBLEMS. Roll twice on this table. Increase your Minimum Stress by 1.
19	HEART ATTACK / SHORT CIRCUIT (ANDROIDS). Reduce Maximum Wounds by 1. Gain [-] on all rolls for 1d10 hours. Increase Minimum Stress by 1.
20	RETIRE. Roll up a new character to play.

Skills represent the accumulated knowledge, craft, techniques, and training a character possesses in a certain field. Whenever you make a Stat Check or Save and you have a relevant Skill, you add your **Skill Bonus** to your Stat or Save, giving you a higher number to roll under.

Each class starts with a few Skills, and characters can acquire more through long-term study and rigorous **Skill Training**.

Read more about Skill Training on pg. 24.

22.1 NO SKILL (+0)

Just because you don't have a Skill doesn't mean you don't know anything about the subject, and it usually doesn't mean you can't at least make an attempt. What it means is that you don't have significant enough experience or expertise in the matter to act decisively in high pressure situations. Therefore, you get no bonus, and depending on how complex the task is, you might roll with **Disadvantage** (or not be able to attempt it at all).

Read more about Disadvantage on pg. 19.1.

Example: Outrunning the Meteorite

WARDEN: So you're walking across the underbelly of the ship in your vaccsuit. You've got magboots?

PHIL: Yessir.

WARDEN: Okay, you hear this static in your comms and see a flare out of the corner of your eye.

PHIL: Uh, we've got a problem out here. Are you guys seeing anything?

CLEO: Are we seeing anything?

WARDEN: Your scanners start blaring and you get a warning of a meteor shower impacting in ten seconds.

PHIL: Shit, I'm running.

WARDEN: You're in magboots so it's slow going, especially in the vaccsuit. You can make a Speed Check at Disadvantage.

PHIL: I've got Zero-G, would that help?

WARDEN: Absolutely, you can add ten to your stat.

PHIL: My Speed is 36. Plus ten is 46. I roll a... 54 and 77. Fuck. Critical fail.



22.2 TRAINED SKILLS (+10)

You've received standard training in this area equivalent to a bachelor's degree or on the job training for a couple years.

- **Archaeology:** Ancient cultures and artifacts.
- **Art:** The expression or application of a species' creative ability and imagination.
- **Athletics:** Physical fitness, sports, and games.
- **Botany:** The study of plant life.
- **Chemistry:** The study of matter and its chemical elements and compounds.
- **Computers:** Fluent use of computers and their networks.
- **Geology:** The study of the solid features of any terrestrial planet or its satellites.
- **Industrial Equipment:** The safe and proper use of heavy machinery and tools (exosuits, forklifts, drills, breakers, laser cutters, etc.).
- **Jury-Rigging:** Makeshift repair, using only the tools and materials at hand.
- **Linguistics:** The study of languages (alive, dead, and undiscovered).
- **Mathematics:** The study of numbers, quantity, and space.
- **Military Training:** Basic training provided to all military personnel.
- **Rimwise:** Practical knowledge and know-how regarding outer Rim colonies, their customs, and the seedier parts of the galaxy.
- **Theology:** The study of the divine or devotion to a religion.
- **Zero-G:** Practice and know-how of working in a vacuum, orientation, vaccsuit operation, etc.
- **Zoology:** The study of animal life.



23.1 EXPERT SKILLS (+15)

You've received the equivalent of a doctorate or have many years of experience in this field. Expert Skills should generally be a subset or specific focus of a Trained Skill.

- **Asteroid Mining:** Training in the tools and procedures used for mining asteroids.
- **Ecology:** The study of organisms and how they relate to their environment.
- **Explosives:** Design and effective use of explosive devices (bombs, grenades, shells, land mines, etc.).
- **Field Medicine:** Emergency medical care and treatment.
- **Firearms:** Safe and effective use of guns.
- **Hacking:** Unauthorized access to computer systems and networks.
- **Hand-to-Hand Combat:** Melee fighting, brawling, martial arts, etc.
- **Mechanical Repair:** Fixing broken machines.
- **Mysticism:** Spiritual apprehension of hidden knowledge.
- **Pathology:** Study of the causes and effects of diseases.
- **Pharmacology:** Study of drugs and medication.
- **Physics:** Study of matter, motion, energy, and their effects in space and time.
- **Piloting:** Operation and control of aircraft, spacecraft, and other vehicles.
- **Psychology:** The study of behavior and the human mind.
- **Wilderness Survival:** Applicable know-how regarding the basic necessities of life (food, water, shelter) in a natural environment.

23.2 MASTER SKILLS (+20)

You are advanced in your field and are aware of cutting edge techniques or highly specialized and niche information. Due to their focus, Master Skills apply very narrowly compared to the broader Trained Skills.

- **Artificial Intelligence:** The study of intelligence as demonstrated by machines.
- **Command:** Leadership, management, and authority.
- **Cybernetics:** The physical and neural interfaces between organisms and machines.
- **Engineering:** The design, building, and use of engines, machines, and structures.
- **Exobiology:** The study of and search for intelligent alien life.
- **Hyperspace:** Faster-than-light travel.
- **Planetology:** Study of planets and other celestial bodies.
- **Robotics:** Design, maintenance, and operation of robots, drones, and androids.
- **Sophontology:** The study of the behavior and mind of inhuman entities.
- **Surgery:** Manually operating on living or dead biological subjects.
- **Xenoesotericism:** Obscure beliefs, mysticism, and religion regarding non-human entities.

24.1 TRAIN A SKILL

To learn a new Skill you need to spend the requisite amount of time and credits.

- **Trained Skills:** 2 years + 10kcr in materials.
- **Expert Skills:** 4 years + 50kcr in materials.
- **Master Skills:** 6 years + 200kcr in materials.

To train an Expert Skill requires one Trained Skill prerequisite and to train a Master Skill requires one Expert Skill prerequisite.

Why does it take so long?

Skill Training assumes characters are working full time, going on missions, and generally living life.

If studying full-time (e.g., by going to school), then training takes half as long. Your Warden may allow additional resources (private tutoring, AI assistance, cybermods, slickware, etc.) to decrease the time required.

Example: Skill Training

WARDEN: Okay, so after some paper shuffling and some mandatory safety training, the Company is putting you back to work hauling cargo from one end of the galaxy to another.

KNOX: Oh, thank god. I never thought I'd be so grateful to go back to my job...

WARDEN: Exactly. Is there anything you all want to do in your off-time?

CLEO: I'm just training my Robotics Skill. I still have, ugh, forty-two months left to go.

KNOX: I think my guy actually wants to get out of the Company life and get into the action more. Is there any way for him to like, take Military Training?

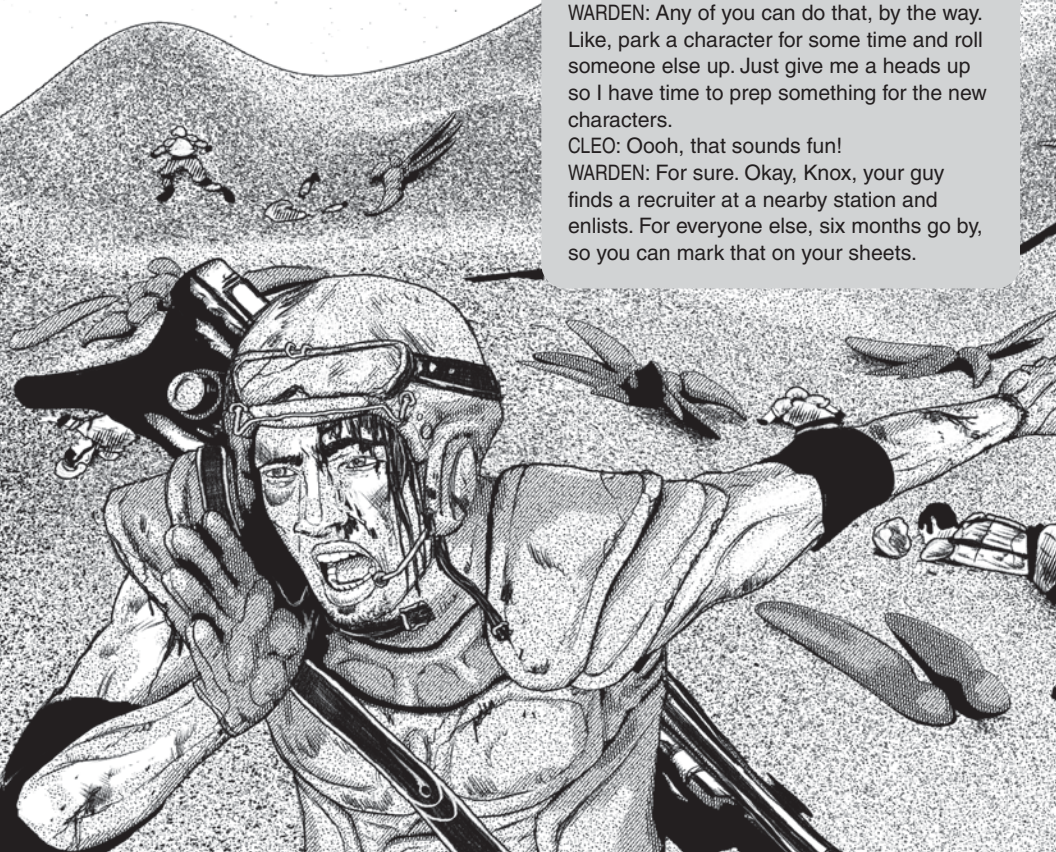
WARDEN: Yeah definitely, but it's a six year contract, so you'd essentially roll up a new character and put the other one aside until time catches up and he gets out. Plus, he could die. Is that something you're into?

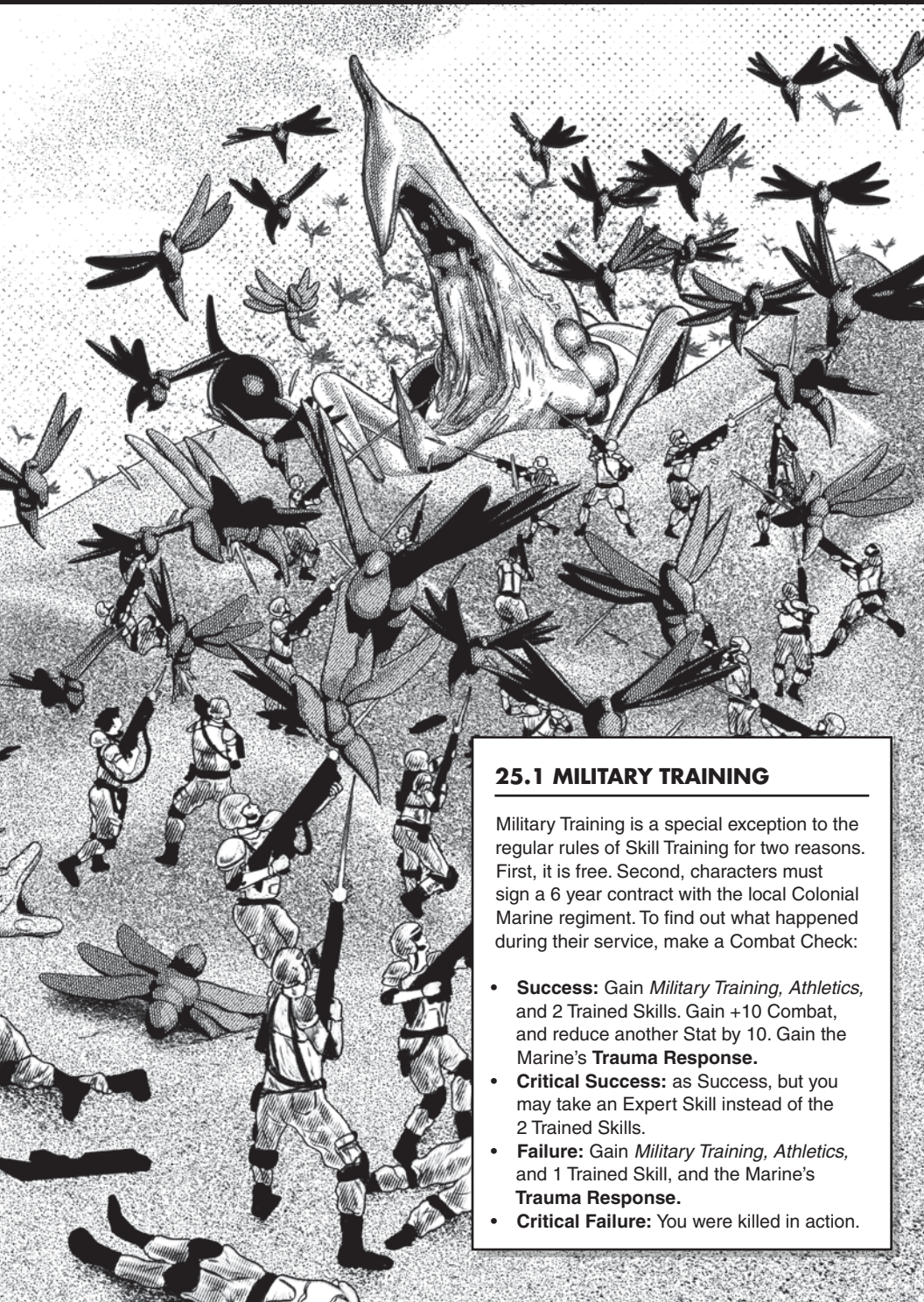
KNOX: Oh, yeah, that sounds great actually.

WARDEN: Any of you can do that, by the way. Like, park a character for some time and roll someone else up. Just give me a heads up so I have time to prep something for the new characters.

CLEO: Oooh, that sounds fun!

WARDEN: For sure. Okay, Knox, your guy finds a recruiter at a nearby station and enlists. For everyone else, six months go by, so you can mark that on your sheets.





25.1 MILITARY TRAINING

Military Training is a special exception to the regular rules of Skill Training for two reasons. First, it is free. Second, characters must sign a 6 year contract with the local Colonial Marine regiment. To find out what happened during their service, make a Combat Check:

- **Success:** Gain *Military Training*, *Athletics*, and 2 Trained Skills. Gain +10 Combat, and reduce another Stat by 10. Gain the Marine's **Trauma Response**.
- **Critical Success:** as Success, but you may take an Expert Skill instead of the 2 Trained Skills.
- **Failure:** Gain *Military Training*, *Athletics*, and 1 Trained Skill, and the Marine's **Trauma Response**.
- **Critical Failure:** You were killed in action.

VIOLENT ENCOUNTERS

Violence in Mothership is incredibly dangerous, and should be avoided at all costs. When all else fails, this is how to resolve the encounter.

26.1 TURN ORDER

During a violent confrontation, time is split into roughly 10 second intervals called **rounds**. Everything within a round happens at basically the same time.

The Warden describes the situation and **what is likely to happen if no response**, then play goes around the table and each player describes how their characters react. As usual, feel free to ask questions, and the Warden answers and explains the likely consequences of failure.

Once you understand the stakes and what you want to do, you commit to a course of action, either individually or as a group. Once everyone has done this, the Warden resolves everyone's actions at once, assigning any necessary Stat Checks or Saves. Then everyone who has to, rolls.

After any Stat Checks and Saves are rolled, if anyone is taking Damage or a Wound, those are rolled. Finally, the Warden describes the new situation, and the next round starts. This repeats until the encounter is resolved.

26.2 SURPRISE

If there is a chance that characters are ambushed or stunned by a horrific encounter, the Warden calls for a Fear Save. Those who succeed are able to react, those who fail are too shocked to react until the next round.

Strict Turn Order

Some groups prefer a very strict turn order. If this is the case for your group, we recommend everyone make a Speed Check at the start of the encounter. Those who succeed go before the enemy hostiles, and those who fail go after. If the situation changes dramatically (e.g., if new hostiles enter the encounter), Speed Checks can be called for again.



Example: The Thing That Was Phil

WARDEN: Okay, so the thing that used to be Phil is galloping down the corridor. His mouth is unzipping down his chest, into one giant maw. Cleo, it's reaching out to grab you and Knox, and unimpeded it's going to crash right into you. What are y'all doing?

CLEO: I'm gonna stand my ground and unload on this guy. Sorry, Phil.

PHIL: It was my fault. I shouldn't have opened that door.

WARDEN: Cleo, make a Combat Check.

There's a lot of pipes here, so you might take some blowback Damage if you fail.

CLEO: That's fine, I hate this ship anyway. I can add my Military Training?

WARDEN: Definitely. Phil, I think it's safe to say you can roll up another character or play one of the marines you hired at that last port.

PHIL: Oh yeah, I'll play Cpl. Davis, I liked her.

WARDEN: Perfect. She's still on the bridge, but if she heads this way she can be here next round. Knox, what about you?

KNOX: I think I'm just gonna try and get to some cover. I want to get out of the Being-Formerly-Known-as-Phil's way.

WARDEN: Ex-Phil is running pretty fast, so that'll be a Speed Check. Failure means it'll be able to get you. Does all of this sound good to everyone?

KNOX: My body is ready.

WARDEN: Okay, sweet. Let's roll.

CLEO: Fail.

KNOX: Fail.

PHIL: Y'all.

WARDEN: Okay, so, Cleo, you fire but the creature is moving too fast. You hit the pipes embedded in the bulkhead, and they spray steam right into your eyes. Take 4 Damage.

CLEO: Dammit!

WARDEN: Knox, the Phil-Thing snatches you up, and its claws just tear through you. You take... ouch. 14 Damage—

KNOX: That's a Wound for sure.

WARDEN: Alright, Cpl. Davis, you arrive and you're seeing this carnage. Your former character is about to devour Knox alive.

What's everyone doing? Oh, and Knox, let's roll up that Wound.

KNOX: Wonderful.

27.1 WHAT CAN I DO?

Characters can generally move somewhere within **Close Range** and then do **one thing** before the situation changes.

Think of the situation like a real life scenario. Think about what you would do in those circumstances, then describe that to the Warden. If you can't accomplish everything you want to do in one round, or your choices are especially foolhardy or dangerous, the Warden will do their best to let you know and explain the risks involved.

Here's a non-exhaustive list of the kinds of things you could attempt in a round:

- Attack something or someone.
- Bandage a wound to try and stop the bleeding.
- Check vital signs with a medscanner.
- Move again.
- Fire a vehicle's weapon.
- Maneuver or pilot a vehicle.
- Open an airlock.
- Operate a machine.
- Reload a weapon.
- Throw something at or to someone.
- Use a computer terminal (to search a directory, engage automatic airlocks, send a distress signal, cycle through CCTV cameras, disable Life Support, etc.).

Additionally, if you decide to do nothing other than run, you can move somewhere within **Long Range** during the round.

Read more about Range on pg. 30.

Being Effective in a Fight

Your Combat Stat isn't the only thing that matters when it comes to fighting for your life. Distract enemies while your fellow crewmembers take aim. Study the creature's movement to see if you can spot a pattern or weakness. Bandage bleeding wounds. Run away (always a good idea). Hide. In short, treat every round like a completely unique situation, and try not to look at your character sheet too much. Outsmart, outrun, and outlast your enemy. That's all that matters.

ATTACK & DEFENSE

28.1 HOW DO I ATTACK?

Make a Combat Check. If successful, roll the weapon's Damage and subtract it from the enemy's Health. If you fail, the situation gets worse and you gain 1 Stress.

Read about Stat Checks on pg. 18.

28.2 DAMAGE

When taking **Damage (DMG)**, subtract it from **Health**. If your Health reaches zero, gain a **Wound** and roll on the **Wounds Table**. Then, reset the character's Health to its Maximum and subtract any carryover damage. Once your character suffers their Maximum Wounds, make a **Death Save**.

Read about Death on pg. 29.2.

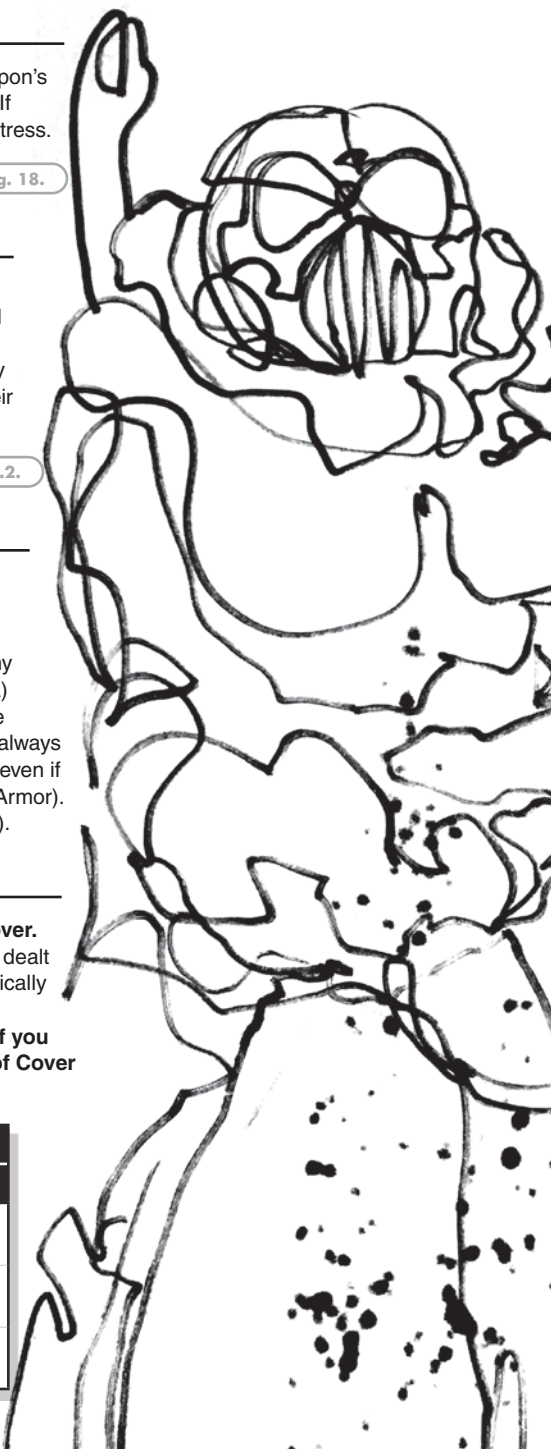
28.3 ARMOR

Characters ignore all Damage less than their armor's **Armor Points (AP)**. However, if they ever take Damage greater than or equal to their AP in one hit, their armor is destroyed and they suffer any remaining Damage. Weapons with Anti-Armor (AA) ignore and destroy armor whenever they hit. Some armor may have **Damage Reduction (DR)** which always reduces incoming Damage by the amount stated (even if the armor is destroyed, or if the weapon has Anti-Armor). Damage Reduction occurs first (before any Armor).

28.4 COVER

The environment can provide protection called **Cover**. It can be destroyed, just like armor, whenever it is dealt Damage greater than or equal to its AP. Cover typically only protects against ranged attacks, but in some situations may help block a hand-to-hand attack. **If you shoot while in Cover, you are considered out of Cover until your next turn.**

COVER	
TYPE	AP
INSIGNIFICANT COVER Wood furniture/doors, body shields, etc.	AP: 5
LIGHT COVER Trees, bulkhead walls, metal furniture, etc.	AP: 10
HEAVY COVER Airlock doors, cement beams, ships, etc.	DR: 5 AP: 20



29.1 WHAT ARE WOUNDS?

When gaining a Wound, roll 1d10 on the **Wounds Table** according to the type of Damage:

- **Blunt Force:** Getting punched, hit with a crowbar or a thrown object, falling, etc.
- **Bleeding:** Getting stabbed or cut.
- **Gunshot:** Getting shot by a firearm.
- **Fire & Explosives:** Grenades, flamethrowers, doused in fuel and lit on fire, etc.
- **Gore & Massive:** Giant or gruesome attacks.

Use the **Severity** column (and common sense) as a guide. **Flesh Wounds** are small inconveniences. **Minor/Major Injuries** cause lasting issues which require medical treatment. **Lethal Injuries** can kill you if not dealt with immediately. **Fatal Injuries** can kill outright. **Bleeding** wounds, if not treated can quickly overwhelm you. Some attacks deal Wounds directly (bypassing any Armor or Damage Reduction).

Read about Bleeding on pg. 32.2.

29.2 DEATH

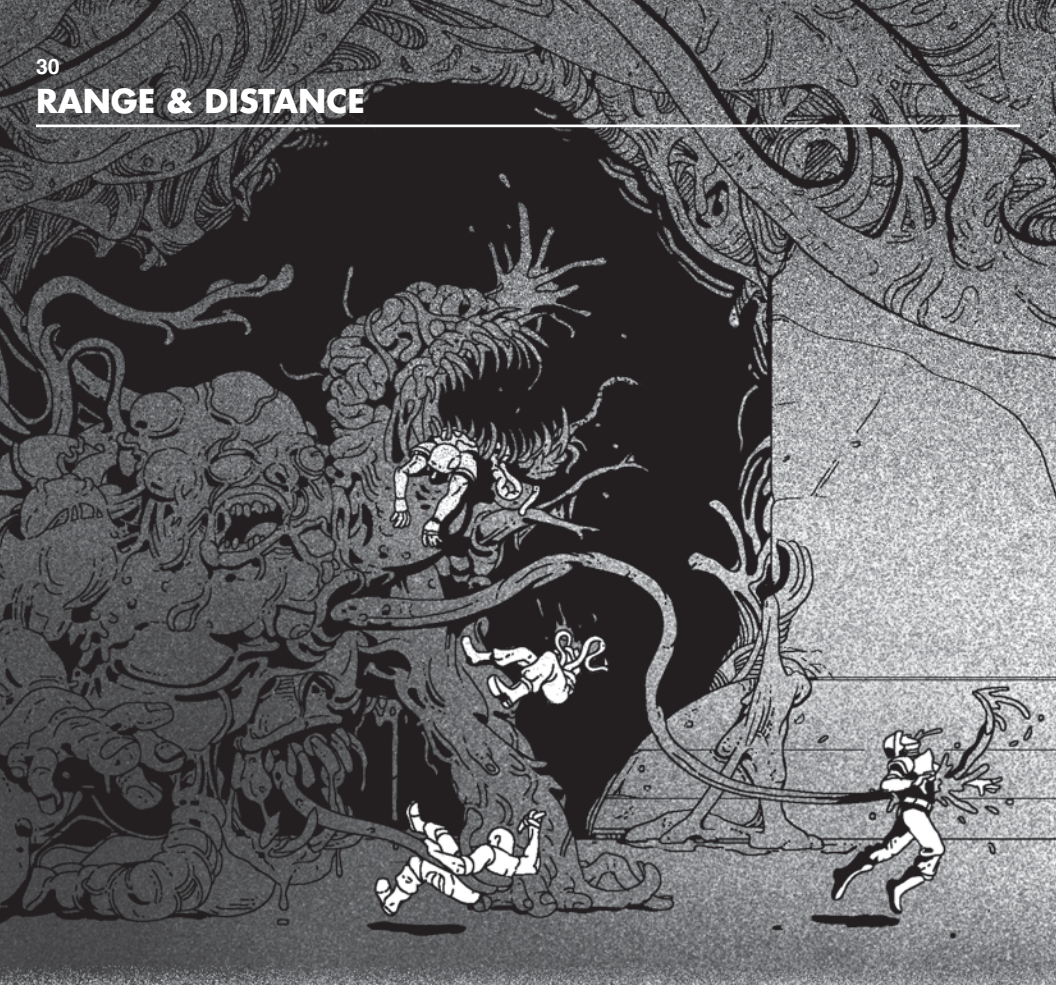
If your death seems imminent, make your last moments count: save someone's life, solve an important mystery, give the others time to escape.

When you die, the Warden makes a **Death Save** by placing 1d10 in a cup, shaking the cup, and placing it face down on the table (covering the die). As soon as someone spends a turn checking your vitals, the die is revealed and the roll is looked up on the **Death Table** below. Use common sense.

DEATH	
D10	RESULT
00	You are unconscious. You wake up in 2d10 minutes. Reduce your Maximum Health by 1d5.
01-02	You are unconscious and dying. You die in 1d5 rounds without intervention.
03-04	You are comatose. Only extraordinary measures can return you to the waking world.
05-09	You have died. Roll up a new character.

WOUNDS

D10	SEVERITY	BLUNT FORCE	BLEEDING	GUNSHOT	FIRE & EXPLOSIVES	GORE & MASSIVE
00	Flesh Wound	Knocked down.	Drop held item.	Grazed. Knocked down.	Hair burnt. Gain 1d5 Stress.	Vomit. [-] on next action.
01	Minor Injury	Winded. [-] until you catch your breath.	Lots of blood. Those Close gain 1 Stress.	Bleeding +1.	Awesome scar. +1 Minimum Stress.	Awesome scar. +1 Minimum Stress.
02		Sprained Ankle. [-] on Speed Checks.	Blood in eyes. [-] until wiped clean.	Broken rib.	Singed. [-] on next action.	Digit mangled.
03		Concussion. [-] on mental tasks.	Laceration. Bleeding +1.	Fractured extremity.	Shrapnel/large burn.	Eyes gouged out.
04		Leg or foot broken. [-] on Speed Checks.	Major cut. Bleeding +2.	Internal bleeding. Bleeding +2.	Extensive burns. -1d10 Strength.	Ripped off flesh. -1d10 Strength.
05	Major Injury	Arm or hand broken. [-] manual tasks.	Fingers/toes severed. Bleeding +3.	Lodged bullet. Surgery required.	Major Burn. -2d10 Body Save.	Paralyzed waist down.
06		Snapped collarbone. [-] on Strength Checks.	Hand/foot severed. Bleeding +4.	Gunshot wound to the neck.	Skin grafts required. -2d10 Body Save.	Limb severed. Bleeding +5.
07	Lethal Injury (Death Save in 1d10 rounds)	Back broken. [-] on all rolls.	Limb severed. Bleeding +5.	Major blood loss. Bleeding +4.	Limb on fire. 2d10 Damage per round.	Impaled. Bleeding +6.
08		Skull fracture. [-] on all rolls.	Major artery cut. Bleeding +6.	Sucking chest wound. Bleeding +5.	Body on fire. 3d10 Damage per round.	Guts spooled on floor. Bleeding +7.
09	Fatal Injury (Death Save)	Spine or neck broken. Death Save.	Throat slit or heart pierced. Death Save.	Headshot. Death Save.	Engulfed in fiery explosion. Death Save.	Head explodes. No Death Save. You have died.



Range, distance, and movement are tracked abstractly in **Range Bands**. These are:

- Adjacent
- Close Range
- Long Range
- Extreme Range

Describing distance should be done in human casual terms. What's important is whether someone can touch you, whether they can get to you, whether you can shoot them, or whether you can't.

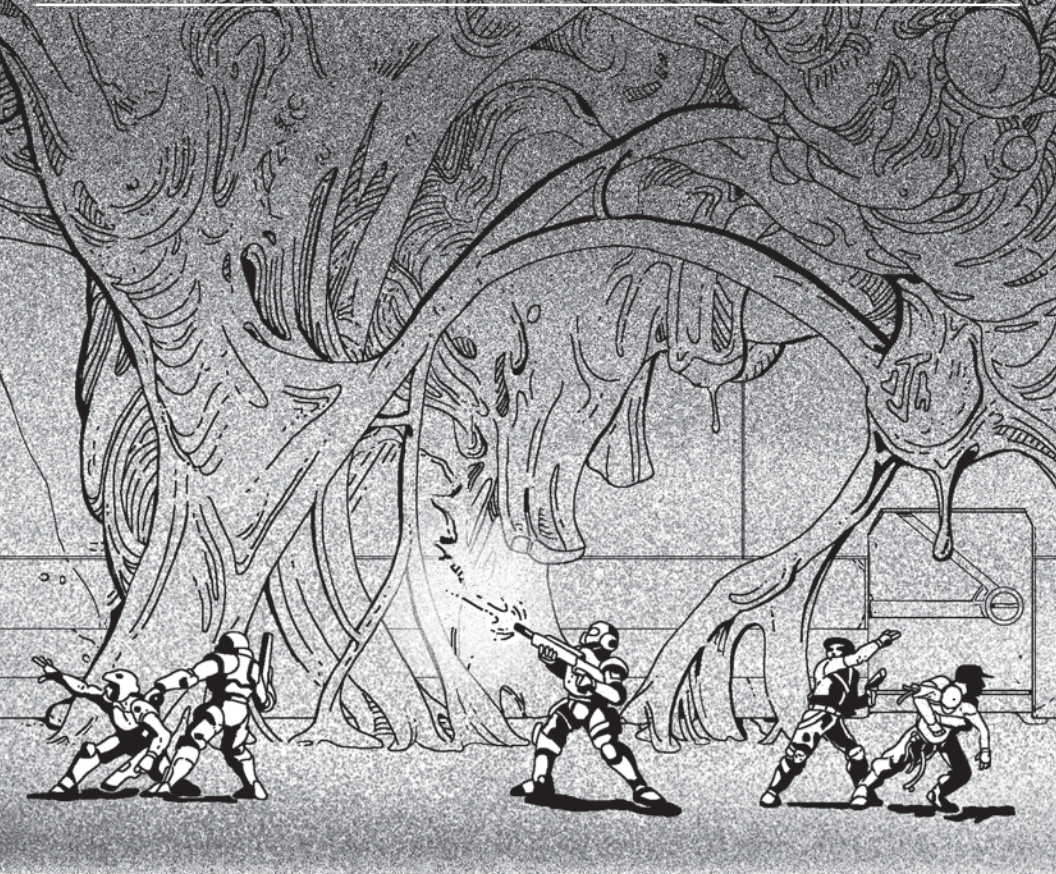
IT CAN TOUCH YOU

30.1 ADJACENT

You're basically touching. This covers fist fights, close-quarters combat, and trying to get out of the grips of a hideous terror's claws. More than that, it covers things like using a computer terminal or administering first aid to someone. You can talk comfortably, whisper, and even smell someone at this range.

Example: Run Away

WARDEN: Alright, so the airlock door breaks down and more of these Phils start swarming the base.
 KNOX: I'm running. Just pure running, non-stop.
 Cleo: I'm going to lob a grenade before running.
 WARDEN: It's within Close Range. You're throwing it or just dropping it?
 CLEO: Just dropping.
 WARDEN: In that case it makes sense to give them an Instinct Save to avoid.



IT CAN GET TO YOU

31.1 CLOSE RANGE

Someone Close can be reached by running over to them in a few seconds. They're near enough that you could likely throw something at them and hit them. You'd have to speak loud enough that someone on the other side of the room could hear you. Powerful stench can be smelled if they're Close. Firearms like shotguns are most effective at this range or Adjacent.

YOU CAN SHOOT IT

31.2 LONG RANGE

Things in this band are far enough away that they take an entire round or longer to get to. Rifles are effective at this range, but handguns and shotguns less so. You'd have to yell at someone to get their attention, and you probably won't smell anyone at Long Range, no matter how bad they stink.

YOU CAN HEAR THEM SCREAM

31.3 EXTREME RANGE

Only the longest range weapons, like smart rifles, can hit something accurately in this band. It takes more than one turn to get to something here, and even if you hear a scream you might not know which direction it's coming from.

Below are some of the most common afflictions characters may encounter while exploring space.

32.1 ATMOSPHERES

Planets with Toxic or Corrosive atmospheres require special gear to explore, otherwise there is the risk of harm or even death.

Toxic Atmosphere

The planet's atmosphere is not fit to breathe, but is otherwise safe. A rebreather or armor with its own oxygen supply is required. Without these, **characters take 1d10 DMG per round, Body Save for half.**

Corrosive Atmosphere

The planet's atmosphere is deadly and destructive. It deals Damage every round while on it. **This ranges from 1 DMG / round (Mildly Corrosive) to 10 DMG / round (Highly Corrosive).** Anything higher is simply impossible to safely traverse without specialized equipment and armor.

32.2 BLEEDING

Some weapons or Wounds cause characters to **Bleed**. This means they take **1 Damage every round until the bleeding is stopped**. This is cumulative. If a character is bleeding 1 Damage per round and gains **Bleeding +1**, they now take 2 Damage per round. Bleeding damage ignores armor and damage reduction.

Read more about Violent Encounters on pg. 26.

32.3 CRYOSICKNESS

To endure long space journeys or hyperspace jumps, crews use cryopods, which are coffin-like capsules that freeze them in a suspended animation called cryosleep. While in cryosleep, vitals are preserved and aging slows down. However, upon awakening, you experience a hangover-like feeling called cryosickness, which causes sluggishness and slow reflexes. **While cryosick you suffer [-] on all rolls for 1 week.** Upgraded cryochambers can help mitigate these effects, and a stimpak can cure them instantly.

Read more about Space Travel in the Shipbreaker's Toolkit on pg. 30.

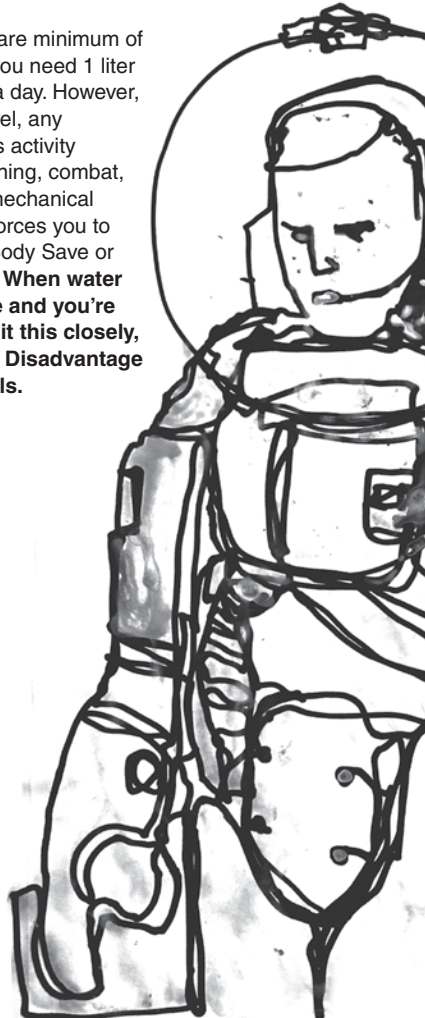
32.4 EXHAUSTION

Long grueling treks on undiscovered planets can easily grind you down. If it becomes relevant, track exhaustion by making a Body Save every hour after 12 hours of activity. On failure gain 1 Stress and take 1 Damage. **After 24 hours of exhaustion, roll at Disadvantage on all rolls until the character can rest for 8 hours.**

32.5 FOOD & WATER

Humans can survive roughly 3 weeks without food. **After 24 hours without food, roll at Disadvantage to all rolls.**

For the bare minimum of survival you need 1 liter of water a day. However, at this level, any strenuous activity (e.g., running, combat, making mechanical repairs) forces you to make a Body Save or pass out. **When water is scarce and you're tracking it this closely, you're at Disadvantage on all rolls.**



33.1 OXYGEN

In space you can last 15 seconds without oxygen before falling unconscious. After passing out, you can survive for 1d5 minutes before dying.

If all of a ship's Life Support System goes offline, roll 1d10 and multiply it by the maximum crew capacity. This is the remaining oxygen supply.

Every 24 hours, subtract the total number of breathing crewmembers from the remaining oxygen supply. Any crewmembers engaging in strenuous activity (e.g., running, combat, mechanical repairs, etc.) further reduce the oxygen supply by 2 each.

Whenever the oxygen supply is less than twice the amount of breathing passengers, all rolls are at

Disadvantage as the crew suffers headaches, fatigue, anxiety, and general clumsiness.

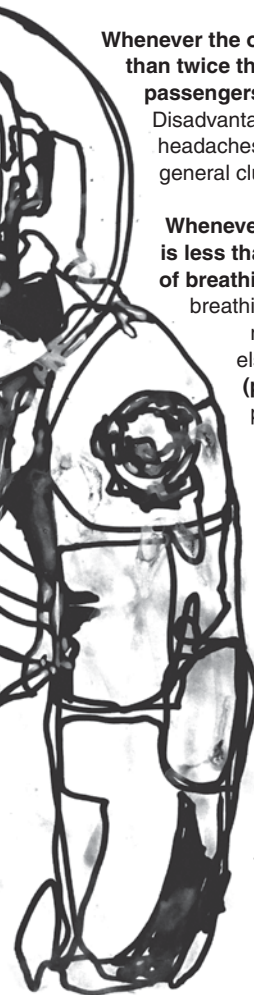
Whenever the oxygen supply is less than the total amount of breathing passengers, every breathing passenger must

make a **Body Save** or else make a **Death Save** (pg. 29.2) as they suffer panting, dizziness, severe headaches, impaired vision and tinnitus.

Once the oxygen supply runs out, you can survive for 15 seconds before you fall unconscious. After falling unconscious, you can survive for 1d5 minutes without oxygen before dying.

Androids do not consume oxygen from the oxygen supply

Those in cryosleep do not reduce the Oxygen supply.



33.2 RADIATION

Whether it's cosmic rays, an engine leak, or some previously undiscovered asteroid ore, radiation can kill you if you're not careful.

RADIATION	
LEVEL	DAMAGE
LEVEL 1 - TRACE Normal, everyday radiation, cosmic rays.	None immediately. Possible long-term side effects (cancer, etc.).
LEVEL 2 - ACUTE Unshielded reactors/Warp Cores.	Reduce all Stats and Saves by 1 every round.
LEVEL 3 - LETHAL Atomic weapons, direct handling of Warp Cores.	Every round: Body Save or lethal dose (death in 1d5 days).

Armor with **Radiation Shielding** (e.g., the Hazard Suit) blocks all three levels of radiation.

Read about Armor on pg. 14-15 and pg. 28.3.

33.3 STIMPAK OVERDOSE

Excessive use of stimpaks (and other dangerous drugs) carries a risk of overdose. Whenever a character takes more than one stimpak in a day, roll 1d10. If you roll under the amount of doses taken in the past 24 hours, make a **Death Save**.

Read more about Death Saves on pg. 29.2

33.4 TEMPERATURE

In most cases, a hot climate or a cold climate has no notable effects. However, in places of extreme cold or heat, you should make **Body Saves** every hour or succumb to the Extreme Cold/Heat.

Extreme Cold

In sub-zero temperatures hypothermia and frostbite can set in within 10-30 min for those not dressed appropriately. To survive you must bring your body up to its normal temperature. Hypothermia can kill within 30 min to 6 hours.

Extreme Heat

Extreme heat over 100°F/40°C can cause heat stroke and kill within hours. Victims must move to a cooler location immediately to get their temperature down.

No matter how careful you are, sooner or later you are going to get hurt. Minor injuries can usually be treated with a quick rest, but Wounds and Conditions require professional treatment.

34.1 SHORT TERM RECOVERY

Once per day, whenever resting, a character's body attempts to heal itself naturally. **After 6+ hours of rest make a Body Save. If successful, reset Health to its Maximum.** Wounds, however, remain the same.

34.2 LONG TERM RECOVERY

Recovering Wounds, Conditions, or losses to Stats and Saves takes a longer time. See the **Medical Expenses** table for a non-comprehensive list of available treatments.

Example: Recovery

WARDEN: Congratulations! You make it back to port safe and sound, except for Jamie.

PHIL: Rest in peace, you son of a bitch.

WARDEN: Corporate is sending a shuttle for you, but it won't be here for a couple of weeks. Is there anything ya'll want to do while you're waiting? This is a B-Class Port, so they have a decent amount of amenities.

CLEO: Yeah, I want to treat this Paranoid condition I've got. Is there somewhere I can go for that?

WARDEN: Let's see, there's a Cognitive Defragging clinic. It costs about 100k credits for a 24 hour long surgery. There is however a slight 1% chance of total amnesia.

CLEO: I don't have that kind of money even if I was okay with losing all of my memories.

PHIL: We have that goo jar we could sell.

KNOX: What about Wounds? I'm hanging on by a thread here.

WARDEN: Pseudoflesh Injections run about 500kcr a pop.

PHIL: Maybe we should just die, it would be cheaper.

WARDEN: Well, if you need cash quick, there's a little job you could do...



MEDICAL TREATMENTS

TREATMENT	COST	DESCRIPTION
Artificial Wellness Counselor	150cr	1 hour session (max 1 per week) restores 1 Sanity Save. 1% chance you gain a random Condition.
Cognitive Defragmentation	100kcr	24 hour surgical treatment removes 1 Condition. 1% chance of total amnesia. [-] on Intellect Checks, Sanity Saves, and Fear Saves for 4 weeks.
Deep Tissue Nanogel Massage	24kcr	1 hour session (max 1 per week) reduces Minimum Stress by 1. [-] on all actions for 24 hours.
Immersive Slicksim Therapy	1kcr	4 hour virtual treatment restores either 1d10 Combat or 1d10 Fear Save. 1% chance the character is stuck in the immersion for 1d10 days and loses 1d5 Sanity Save.
Medpod	6kcr	Week long treatment (spent in the pod) restores 1 Wound. Does not restore lost limbs/digits.
Pseudoflesh Injection	18kcr	8 hour surgical treatment. Restores either 2d10 Speed, 2d10 Strength, 2d10 Body Save, or all Wounds. At [-] on all rolls for 2 weeks, plus an additional 4 weeks of convalescent recovery required.
Psychosurgery	28kcr	8 hour surgical treatment restores either Intellect, Sanity Save, or Fear Save to their maximum, or reduces Minimum Stress to 2. At [-] on all rolls for 4 weeks.



EXAMPLE OF PLAY

Example: Empty Vessel

WARDEN: Okay, so once y'all get to the bottom of the basin you find rows and rows of these black cylinders. There's some kind of carving or sculpture atop each one, sort of like a canopic jar.

PHIL: Oh, I want one.

CLEO: No, Phil, bad!

PHIL: It'll be fine. Do I recognize the carvings at all? I've got Archaeology.

WARDEN: It's faintly reminiscent of some stuff you've seen in your studies, funerary urns most likely. Your guess would be they contain preserved organs. Theoretically.

KNOX: Do they look heavy?

WARDEN: They look like they could be, do you want to pick one up?

KNOX: No thanks, I'm good.

PHIL: I'll do it. If these have intact remains from some kind of ancient civilization I mean... think of what they would fetch on the black market?

WARDEN: If they were evidence of alien life, you think you've got a contact that could move these for a few million credits.

CLEO: This is dumb. This is a dumb game.

WARDEN: So Phil, you want to open one? What's everyone else doing?

CLEO: If I can see that Phil is doing it, I'm gonna try to stop him, physically if I have to.

WARDEN: Are y'all okay with a little PVP (Player vs. Player) here?

PHIL: Yeah, if I'm legit being annoying, please let me know and I'll cut it out.

CLEO: No, no this is good. I'm good. Thanks for checking.

PHIL: Perfect, because I want to look inside these jars real bad.

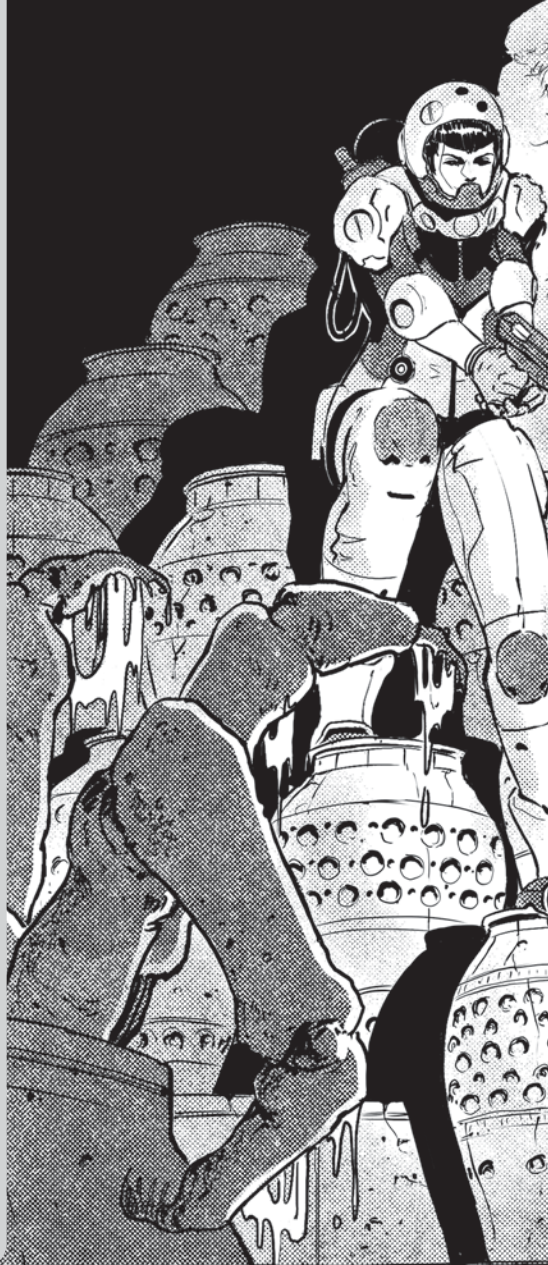
CLEO: Yeah, I'm down for a little tussle over the goo jars if you are.

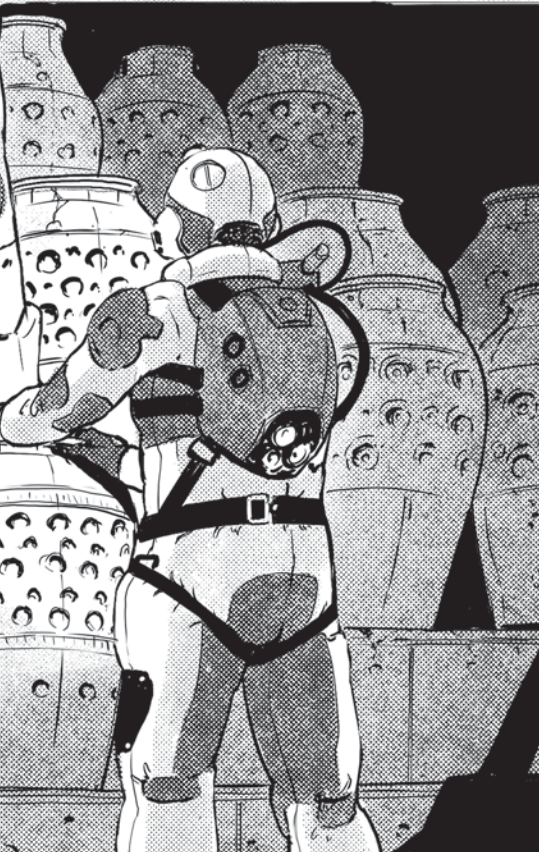
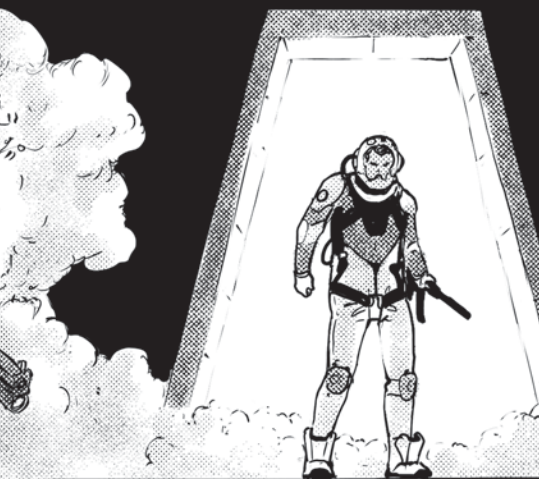
PHIL: Rock. Yeah, let's do it.

KNOX: Whatever y'all do, do it quick. I don't like being in here.

WARDEN: Okay, Phil you're reaching for the jars, you're just, what, like, opening them straight up?

PHIL: I'm probably taking my sweet time, looking at the carvings, muttering about the importance of the findings, just nerd stuff.





WARDEN: Okay, and Cleo you're just going to like, tackle him?

CLEO: No, if he's not paying attention I'm going to put my boot on top of the jar and aim my pulse rifle at him and be like "Nuh uh. No sir. I'm not getting paid enough for this."

WARDEN: Okay, Phil you're studying and then boom, Cleo's boot clamps down on the lid and you see her gun pointing at you. Go ahead and make a Fear Save for me.

PHIL: Yeah, fair. 23. Success.

WARDEN: Okay, so you see her and you're just not that impressed I guess.

PHIL: Yeah I think I'm not really comprehending that this is a gun in my face. I'm just thinking dollar signs and alien jar.

WARDEN: Are you still going for it?

PHIL: I think first I'm like, "None of us are being paid enough for this. But we can change that. Let's just take a couple, right now. We could sell them! I know a guy."

WARDEN: Knox, while all this is going on one of the lids on the jar next to you starts to slide off.

KNOX: Uh, guys. Is that a Fear Save?

WARDEN: I mean, if it creeps you out, by all means.

KNOX: Yeah I think I'm gonna take a Stress for that.

CLEO: Can I see that happening?

WARDEN: I think probably you're paying attention to Phil, and it's probably too subtle a movement for you to catch unless you're looking for it. Knox, are you doing anything?

KNOX: Yeah, I'm getting the fuck out of here. "Guys, this jar is opening. I'm getting out of here." And then I just like, book it. I don't care if they follow me, I'm out.

WARDEN: Okay, so y'all hear that. Knox just like, turns tail and gets the hell out of dodge. Cleo, you see that one of the urns near him is emitting some kind of gas.

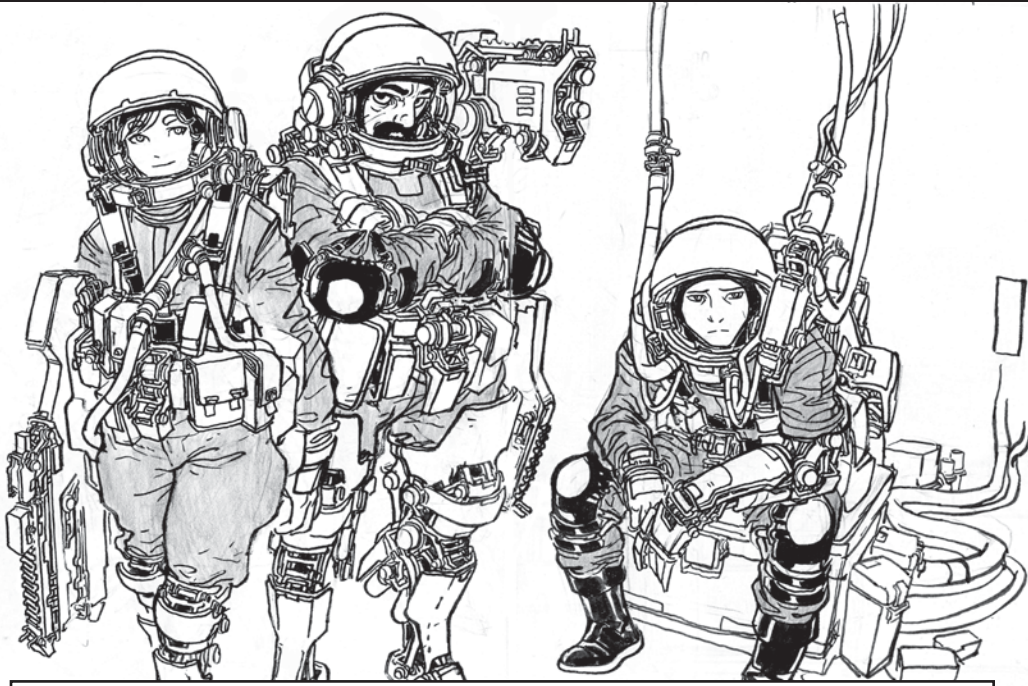
CLEO: I'm wearing a hazard suit, by the way.

PHIL: Stop bragging.

WARDEN: Totally. Yeah it doesn't seem toxic, but as the lid slides off you see what looks like eight spider legs unfold out of the top.

PHIL: Alright, yeah. We can leave. I'm good.

WARDEN: Okay great! Let's make some Speed Checks.



When characters are in need of a place to repair, refuel, and catch a little R&R, they need to dock at the nearest port. While in port you can buy and sell equipment, look for work, buy a ticket or charter a vehicle, or take some much needed **Shore Leave**.

38.1 PORT CLASSES

There are five basic classes of Port based on their safety, importance, and affluence.

- **X-Class Ports:** Notorious criminal settlements and pirate bases. X-Class Ports are beyond the reach of the Company, making them much more free and much more dangerous.
- **C-Class Ports:** Rundown, out-of-the-way outposts, refueling stations, and forward military posts. You can find C-Class Ports on any frontier settlement or Rimspace backworld, minimally staffed and minimally supplied.
- **B-Class Ports:** Blue-collar industrial stations and large-scale military installations. B-Class Ports build ships, garrison troops, mine ore, and take care of all the heavy industry required to keep the galaxy spinning.
- **A-Class Ports:** Overpopulated metropolises, trading centers, and power brokers. A-Class Ports house millions and contain everything you'd expect to find in a planetside city, and more if you know where to look.
- **S-Class Ports:** Luxurious pleasure spas and restricted-access palatial estates of the uber-wealthy. S-Class Ports are the rare gems of the void. Heavily guarded, invite only.

While Ports are generally locations capable of docking a ship, these classes can be used to designate planetside cities (or even districts or neighborhoods) for the purposes of **Shore Leave**.

Surviving on the Rim is tough, but those who do come out even tougher. Between contracts, if they have some extra credits, characters can take Shore Leave and attempt to convert accumulated Stress into improved Saves.

39.1 HOW DO I TAKE SHORE LEAVE?

You can take Shore Leave at any relatively safe Port.

1. Pay the Shore Leave costs.

Every port charges a different amount for Shore Leave based on the different amenities and activities it has to offer.

2. Make a Sanity Save.

In order to process Stress into something useful, make a Sanity Save.

- **Success:** Convert some of the Stress into improved Saves. Each port converts a different amount of Stress as shown in the table. Whatever Stress you don't convert is relieved, setting the character back to Minimum Stress.
- **Critical Success:** Convert the maximum amount of Stress allowed at that port into improved Saves, and relieve the remainder.
- **Failure:** Do not convert any Stress, but relieve all Stress, setting the character back to Minimum Stress. Then, gain 1 Stress for failing the Sanity Save.
- **Critical Failure:** Do not convert or relieve any Stress. Make a Panic Check.

3. Convert Stress into Saves.

For every point of Stress you convert, you can improve any Save by one. You can divide these improvements up however you want.

39.2 HOW LONG IS SHORE LEAVE?

Characters need something between a long weekend and a two-week vacation (roughly 2d10 days) to benefit from Shore Leave. Any less and you may incur penalties at the Warden's discretion.

What happens on Shore Leave?

Shore Leave can be as detailed or abstract as your group prefers. You might play out the entire time with different leisure activities, social scenarios, and costs associated with it, or you could just roll once and head out. Groups that like a little buffer between horrific adventures might appreciate the break with some "slice of life" sessions.

SHORE LEAVE COSTS

PORT	COST	STRESS CONVERTED
X-CLASS	1d100 x 10kcr	2d10 [+]
C-CLASS	2d10 x 100cr	1d5
B-CLASS	2d10 x 1kcr	1d10
A-CLASS	2d10 x 10kcr	2d10
S-CLASS	2d10 x 100kcr	All

Example: Shore Leave at Anarene's Folly

WARDEN: Alright, so Knox and Cleo make it back to Anarene's Folly. Phil, you probably should roll up a new character unless you want to keep playing that marine.

PHIL: I'll keep playing Cpl. Davis, but I'm going to rename her "Daisy."

WARDEN: You do that. Do you guys want to take Shore Leave? Anarene's Folly is a C-Class Port, so there's not a lot to do, but they can still get you pretty hammered. CLEO: What's Shore Leave cost here? I didn't make hardly anything on this job.

WARDEN: You can just like, fuck off for a few days for about 100cr a pop and convert a Stress or two. Or there's a game of Megadamage going on you might be able to get into. If you spend the week doing that it'll be 1000cr, but you could potentially convert something like 1d5 Stress.

KNOX: I've only got 500cr but I'm at 10 Stress, so I need to do something!

PHIL: My guy can lend you money, he's got like 10kcr after selling that jar.

WARDEN: Yeah, but your guy died, they don't have access to his credits.

PHIL: Oh shit. What?

CLEO: Could we like, uh, hack it?

WARDEN: You could try! It would be like hacking into his bank account essentially. If you fail, the Company might find out.

CLEO: And we could use that money to do a bigger Shore Leave.

PHIL: Five bucks my password is "password."

WARDEN: I'll give that a 25% chance if ya'll want to try it.

CONTRACTORS

At most Ports throughout the Rim you can find broke and hungry freelancers, hitchhikers, pioneers, and mercenaries all looking for work or a ride to the next system. If you find your crew light and in need of extra hands to fulfill a mission or staff a ship, you may want to hire a **Contractor**. Be careful, though, since many contractors can be cutthroat and disloyal, leaving characters to die when you need them the most.

40.1 CONTRACTOR STATS

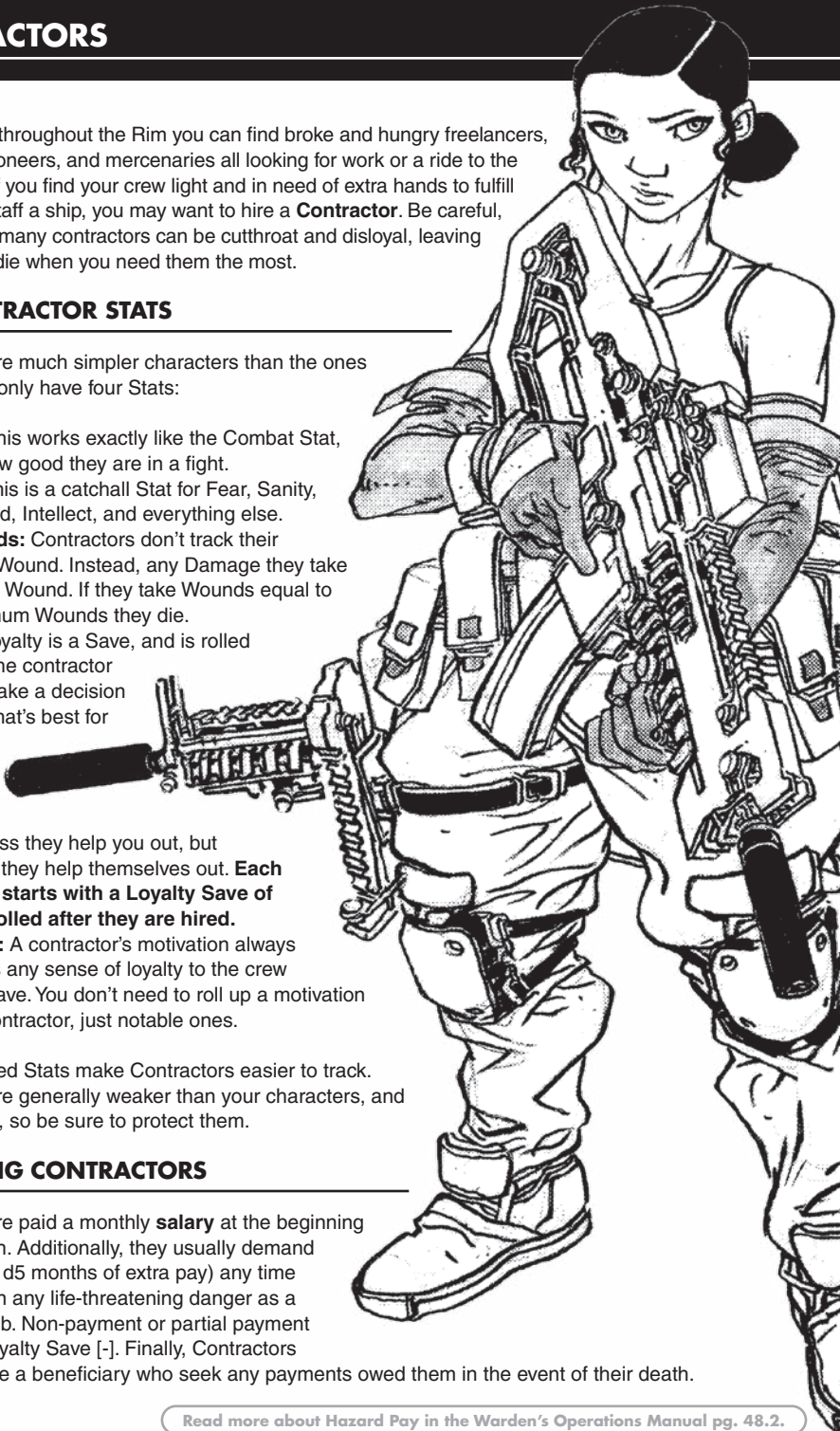
Contractors are much simpler characters than the ones you play, and only have four Stats:

- **Combat:** This works exactly like the Combat Stat, showing how good they are in a fight.
- **Instinct:** This is a catchall Stat for Fear, Sanity, Body, Speed, Intellect, and everything else.
- **Max Wounds:** Contractors don't track their Health per Wound. Instead, any Damage they take counts as a Wound. If they take Wounds equal to their Maximum Wounds they die.
- **Loyalty:** Loyalty is a Save, and is rolled whenever the contractor needs to make a decision between what's best for them and what's best for you.
On a success they help you out, but on a failure they help themselves out. **Each contractor starts with a Loyalty Save of 2d10+10, rolled after they are hired.**
- **Motivation:** A contractor's motivation always supersedes any sense of loyalty to the crew they may have. You don't need to roll up a motivation for every contractor, just notable ones.

These simplified Stats make Contractors easier to track. Contractors are generally weaker than your characters, and don't last long, so be sure to protect them.

40.2 HIRING CONTRACTORS

Contractors are paid a monthly **salary** at the beginning of every month. Additionally, they usually demand **hazard pay** (1d5 months of extra pay) any time they engage in any life-threatening danger as a result of the job. Non-payment or partial payment results in a Loyalty Save [-]. Finally, Contractors always indicate a beneficiary who seek any payments owed them in the event of their death.



CONTRACTORS						
D100	OCCUPATION	SALARY	COMBAT	INSTINCT	MAX WOUNDS	RANDOM MOTIVATION
00	Archaeologist	6kcr	20	15	1	Secretly investigating a Corporate cover-up.
01-09	Asteroid Miner	2kcr	25	25	2	Sending money back home to family.
10-19	Android	6kcr	20	35	2	Badly needs to pay off a loan shark.
20-24	Bodyguard	2kcr	30	25	2	Can't stop in one place for too long, gets restless.
25-29	Captain	10kcr	30	40	3	Hears a call from an entity they can't explain.
30-34	Chaplain	750cr	10	20	2	Using you/your ship to smuggle contraband.
35-39	Corporate Fixer	24kcr	15	30	1	Revenge.
40-44	Doctor	8kcr	15	25	1	Secretly a con artist with no other expertise.
45-49	Engineer	7kcr	20	25	2	Paying a loved one's medical bills.
50-54	Hacker	8kcr	15	30	1	Secretly a spy for a rival corporation.
55-59	Marine (Grunt)	1.5kcr	30	25	2	Need to pay off jumped bail or a court fine.
60-64	Marine (Officer)	3.5kcr	35	35	3	Undercover secret police investigating your crew.
65-69	Pilot	3kcr	15	25	1	In huge debt to a powerful crime syndicate.
70-74	Pioneer	1.5kcr	25	25	1	Took the money and ran out on their last job.
75-79	Scientist	4kcr	15	10	1	Family member held hostage, needs ransom.
80-84	Survival Guide	3kcr	30	35	2	Secretly a bounty hunter looking for your crew.
85-89	Surgeon	12kcr	15	20	1	Seeking an honorable and glorious death.
90-94	Teamster	2kcr	25	25	1	Unknowingly contagious with a deadly disease.
95-98	Therapist	3kcr	10	20	1	Escaped from a corporate research facility.
99	Void Urchin	100cr	30	40	2	Secretly a wanted serial killer in hiding.

41.1 IMPROVING LOYALTY

Contractors who survive a job and are paid in full increase their Loyalty by 1. Increases of 1d5 or 1d10 should be reserved for extreme circumstances (like saving the Contractor's life or splitting large payday with them).

Motivation

Not all Contractors need a motivation, but those who do always fail Loyalty Saves when the two come in conflict.

41.2 EQUIPPING CONTRACTORS

Contractors generally have the basics tools, weapons, and armor required to do their job. If necessary, you can roll a **Loadout** for them to see what they have on them.

Read more about Loadouts on pg. 7.

Who controls the Contractor?

Contractors should generally be controlled by the player who hired them or by any player who doesn't have a character present in the scene currently. This helps keep everyone engaged.

Replacement Characters

Contractors make great replacement characters, if and when your character dies or becomes otherwise incapacitated or unusable. Simply roll up their Stats as normal, dropping Instinct and re-rolling Combat. They may have lower Stats than the Contractor originally had, but this is okay, because they'll also have Skills now to help make up the difference.



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.

MARINE

+10 COMBAT

+10 BODY SAVE

+20 FEAR SAVE

+1 MAX WOUNDS

ANDROID

+20 INTELLECT

-10 TO 1 STAT

+60 FEAR SAVE

+1 MAX WOUNDS

SCIENTIST

+10 INTELLECT

+5 TO 1 STAT

+30 SANITY SAVE

TEAMSTER

+5 TO ALL STATS

+10 TO ALL SAVES

4. ROLL 1D10+10 FOR YOUR HEALTH.

HEALTH



Current Maximum

WOUNDS



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



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

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.

MARINE

Military Training, Athletics
 Bonus: 1 Expert Skill
 OR: 2 Trained Skills

ANDROID

Linguistics, Computers, Mathematics
 Bonus: 1 Expert Skill
 OR: 2 Trained Skills

SCIENTIST

1 Master Skill, and an Expert and Trained Skill prerequisite.
 Bonus: 1 Trained Skill

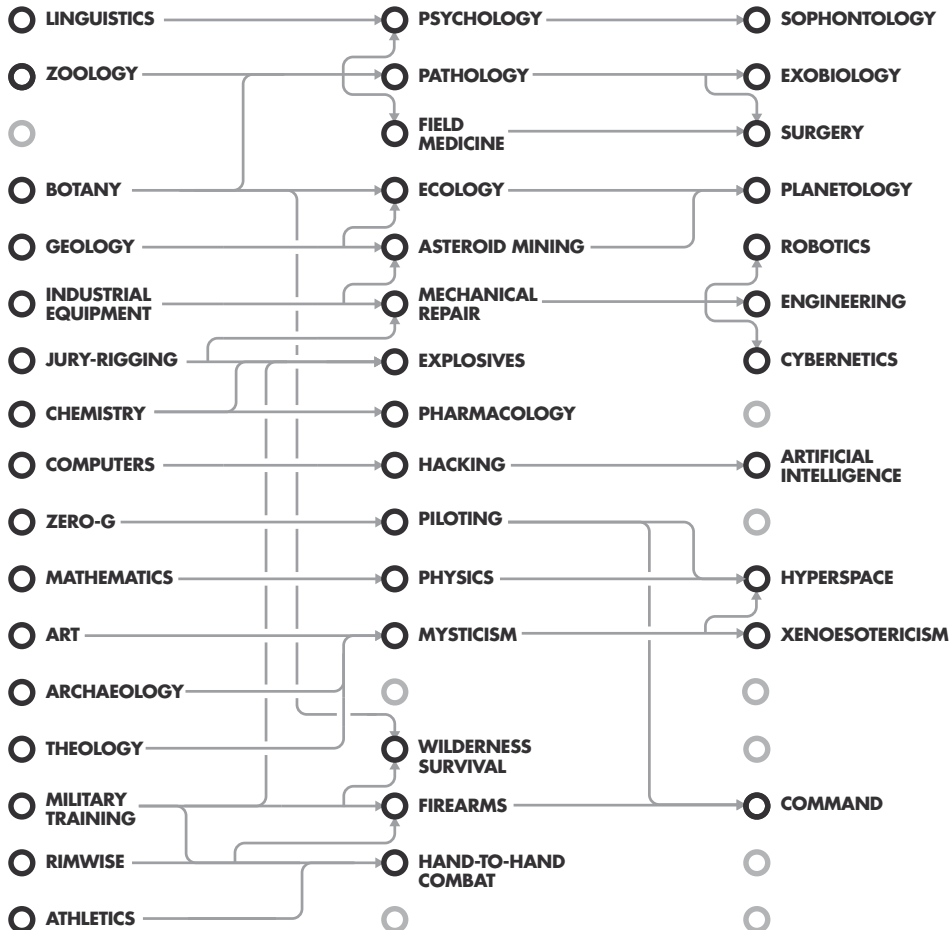
TEAMSTER

Industrial Equipment, Zero-G
 Bonus: 1 Trained Skill and 1 Expert Skill.

TRAINED SKILLS (+10 BONUS)

EXPERT SKILLS (+15 BONUS)

MASTER SKILLS (+20 BONUS)



SKILL TRAINING

In Progress

Time Remaining

CONDITIONS

HOW TO PLAY MOTHERSHIP®

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.