

STAR TREK MOTHERSHIP

NAME

LEVEL RANK / TITLE

STRESS RESOLVE MAX HEALTH

2 STARTS AT 2 0 STARTS AT 0

CURRENT HEALTH

1. ROLL 6D10 FOR EACH OF YOUR STATS

STRENGTH

SPEED

INTELLECT

COMBAT



SANITY

Rationalization, Logic

FEAR

Surprise, Loneliness

BODY

Hunger, Disease, Infection

ARMOR

Physical Damage

2. PICK A CLASS AND NOTE THEIR STARTING SAVES

ENGINEER	ANDROID/ VULCAN	SCIENCE	COMMAND
30	20	40	25
35	85	25	30
30	40	25	35
35	25	30	40

+5/+5 WHENEVER A FRIENDLY COMMAND IS NEARBY

4. TAKE NOTE OF HOW YOUR CLASS DEALS WITH STRESS & PANIC

- ENGINEER Once per session, an Engineer may re-roll a roll on the Panic Effect Table.
- SCIENCE Whenever a Scientist fails a Sanity save, every friendly player nearby gains 1 Stress.
- ANDROID/
VULCAN Fear saves made in the presence of an Android/Vulcan have disadvantage.
- COMMAND Whenever a Comm Off. Panics, every friendly player nearby must make a Fear save.

5. PICK A STARTING LOADOUT AND ROLL A RANDOM TRINKET

ENGINEERING	SCIENCE	SECURITY	MEDICAL
Phaser, Tricoder, Comm Badge, Engineering Tool Kit	Phaser, Deluxe Tricoder, Portable Science Kit, Comm Badge	Phaser Rifle, Stun Grenade x3, Comm Badge, Tricoder	Tricoder, Medical Kit, Medical Tricoder, Comm Badge, Hypospray

EQUIPMENT Equipment list (pg. 17-18), Random Trinket (pg. 19)

Starting Credits 5d10*10

CREDITS

3. MARK YOUR STARTING AND SPEND SKILL POINTS

- ENGINEER Zero-G, Mechanical Repair. Pick one: Heavy Machinery or Piloting. +4 PTS.
- SCIENCE Pick Two: Biology, Agriculture, Geology, Computers, Mathematics, Chemistry. +3 PTS.
- ANDROID/
VULCAN Computers, Mathematics, Linguistics. +2 PTS.
- COMMAND Military Training. +3 PTS.

- TRAINED SKILLS cost 1 point.
- EXPERT SKILLS cost 2 points.
- MASTER SKILLS cost 3 points.
- To take an Expert or Master skill you must first take one of its prerequisite skills.

NOTES

XP

TRAINED +10%

EXPERT +15%

MASTER +20%

