

A faint pencil sketch of a woman's face serves as the background for the text. The sketch is light and detailed, showing the contours of the face, eyes, and hair.

# MOTHERSHIP

SCI-FI HORROR RPG

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# BASIC MECHANICS

## STATS

Strength  
Speed  
Intellect  
Combat

## SAVES

Sanity  
Fear  
Body

## CHECK

**Roll:** d100 < Stat/Save + Skill

**Failure:** +1 Stress

**Critical:** Roll doubles.

- **Critical Success:** Something good happens.
- **Critical Failure:** Something bad + Panic Check
- 00 = Always Critical Failure / 99 = Always Critical Success

**Advantage [+]:** Roll twice, best result.

**Disadvantage [-]:** Roll twice, worst result.

## STRESS

**Default Minimum Stress:** 2

**Maximum Stress:** 20

**Relieve Stress:** Rest in relatively safe place.

- Rest save using worst Save.
- **Success:** Reduce Stress by ones digit rolled.
- **Failure:** +1 Stress
- **Rest [+]:** Consensual sex, recreational drug use, night of heavy drinking, prayer, other suitable leisure activity.
- **Rest [-]:** Unsafe locations.

## PANIC CHECK

**Roll:** d20 > Current Stress

**Failure:** Look up result on Panic Effects Table (PSG 21).

## VIOLENT ENCOUNTERS

**Round:** 10 seconds

**Surprise:** Fear save

- **Failure:** Cannot act in 1<sup>st</sup> round.

**Turn**

- Action + move within Close Range; or
- Run within Long Range.

**Attack:** Combat check to inflict damage.

- **Weapon Range** = Maximum range
- **Unarmed Damage:** 1d5

**Armor**

- **Armor Points (AP):** Subtract from damage. If damage ≥ AP, armor is destroyed.
- **Damage Reduction (DR):** Reduces damage before applying/checking AP.
- **Anti-Armor (AA):** Attack ignores AP.

**Health = 0:** Gain Wound, reset Health to Maximum.

**Wound:** Roll on Wounds Table (PSG 29).

- **Maximum Wounds:** Death save

**Death Save:** Roll 1d10 in cup and hide it.

- **Someone Checks:** Reveal and compare roll to Death Table (PSG 29).

**Range Bands**

- **Adjacent (1m):** Touching / interacting with. Smell.
- **Close (5-10m):** Throw object. Smell powerful stench. Talk can be heard across room.
- **Long (20-100m):** Yell to get attention. Can't smell.
- **Extreme (100m+):** Might not be able to locate scream.

**Cover:** Destroyed like armor.

- **Insignificant Cover** (wood, body shields): AP 5
- **Light Cover** (trees, bulkheads, metal): AP 10
- **Heavy Cover** (airlocks, cement, ships): DR 5, AP 20

**Sample Actions**

- Attack
- Bandage a wound
- Check vital signs with medscanner
- Fire vehicle weapon
- Maneuver/pilot a vehicle
- Open airlock
- Operate a machine
- Reload a weapon
- Throw something
- Use a computer terminal (search directory, engage automatic airlocks, send distress signal, cycle through CCTV cameras, disable Life Support, etc.)

# SURVIVAL

## ATMOSPHERES

**Toxic Atmosphere:** Not fit to breathe, but otherwise safe.

- Requires rebreather/oxygen supply, or 1d10 DMG per round, Body save ½.

**Corrosive Atmosphere** (range)

- *Mildly Corrosive:* 1 DMG/round
- *Highly Corrosive:* 10 DMG/round

## BLEEDING

**Bleeding:** 1 DMG/round until bleeding stopped.

- Cumulative (e.g., Bleeding +2 is 3 DMG/round).
- Ignores AP/DR.

## CARRYING CAPACITY

- Average person = ¼ body weight
- Average marine = 90-160 lbs. in combat
- Androids = 1-5x that amount
- Carry one light thing in each hand or one heavy thing in both hands.

## CRYOSICKNESS

**Cryosick:** 1 week after waking from cryosleep.

- **Stimpak:** Immediately ends cryosickness.
- **Upgraded Cryopods:** Can mitigate effects.

## EXHAUSTION

**Exhaustion:** Body save every 12 hours.

- **Failure:** 1 DMG
- **24 Hours:** [-] on all rolls until rest for 8 hours.

## FOOD & WATER

**Vacuum:** 15 seconds without oxygen, then unconscious for 1d5 minutes before dying.

**Life Support Offline**

- 1d10 x maximum crew capacity = oxygen supply in hours per person.
- *Oxygen < Passengers x 2:* [-] on all rolls (headaches, fatigue, anxiety, clumsiness)
- *Oxygen < Passengers:* Body save or make Death save (panting, dizziness, severe headaches, impaired vision, tinnitus).
- *No Oxygen:* Per vacuum.
- *Cryosleep:* Do not consume oxygen.
- *Strenuous Activity:* x2 oxygen

**Androids:** Do not require oxygen.

## RADIATION

LEVEL	DAMAGE
<b>LEVEL 1 – TRACE</b> Normal, everyday radiation. Cosmic rays.	None immediately. Possible long-term effects (cancer, etc.)
<b>LEVEL 2 – ACUTE</b> Unshielded reactors / warp cores.	All Stats/Saves -1 per round.
<b>LEVEL 3 – LETHAL</b> Atomic weapons, handling warp cores.	1/round: Body save or lethal dose (death in 1d5 days).

**Radiation Shielding:** Blocks all radiation levels.

## STIMPAK OVERDOSE

**Overdose:** If character takes more than 1 stimpak per day, roll 1d10.

- **< # of doses:** Death save

## TEMPERATURE

**Extreme Cold:** 1/hour — Body save or Death save

- *Hypothermia / Frostbite:* sub-zero temperatures

**Extreme Heat:** 1/hour — Body save or Death save

- *Heat Stroke:* over 100°F/40°C

# PORTS

## PORT CLASSES

(PSG 38)

**X-Class:** criminal settlements, pirate bases

**C-Class:** rundown, out-of-the-way, refueling stations, forward military posts

**B-Class:** industrial stations, large-scale military installations

**A-Class:** metropolises, trading centers, power brokers

**S-Class:** pleasure spas, palatial estates, heavily guarded, invite only

## SHORE LEAVE

**Cost:** As indicated by type of port.

**Length:** approx. 2d10 days

- *Shortened Shore Leave:* Penalties at Warden's discretion.

**Shore Leave:** Sanity save

- **Success:** Convert Stress to Improved Saves, reset to Minimum Stress.
- **Critical Success:** Convert maximum Stress allowed by Port.
- **Failure:** Reset to Minimum Stress, then +1 Stress for failing check.
- **Critical Failure:** Do not convert or relieve any stress. Make Panic check.

**Convert Stress:** +1 to any Save per 1 converted Stress

## SHORE LEAVE COSTS

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

# MEDICAL CARE

**Short-Term Recovery:** 6+ hours of rest = Body save

- **Success:** Reset Health to maximum.

## MEDICAL TREATMENTS

(can remove Wounds and/or Conditions)

TREATMENT	COST	DESCRIPTION
Artificial Wellness Counselor	150kcr	1 hour session (max. 1/week). Restores 1 Sanity save. 1% gain random Condition.
Cognitive Defragmentation	100kcr	24 hour surgery. Removes 1 Condition. 1% chance of total amnesia. [-] on Intellect, Sanity, Fear for 4 weeks.
Deep Tissue Nanogel Massage	24kcr	1 hour session (max. 1/week). -1 Stress. [-] on all actions for 24 hours.
Immersive Slicksim Therapy	1kcr	4 hour VR. Restores 1d10 Combat or 1d10 Fear Save. 1% chance stuck in immersion for 1d10 days and lose 1d5 Sanity Save.
Medpod	6kcr	1 week pod treatment. Restore 1 Wound. (Does not restore lost limbs/digits.)
Pseudoflesh Injection	18kcr	8 hour surgery. Restores 2d10 Speed, 2d10 Strength, 2d10 Body Save, or all Wounds. [-] all rolls for 2 weeks + 4 weeks convalescent recovery required.
Psychosurgery	28kcr	8 hour surgery. Restores Intellect, Sanity, or Fear to maximum. Or reduce Minimum Stress to 2. [-] all rolls for 4 weeks.

# CONTRACTORS

(Random Contractors – PSG 41)

## CONTRACTOR STATS

**Combat:** As per PCs.

**Instinct:** Rolled for all other checks (Fear, Sanity, Body, Speed, Intellect).

**Max Wounds:** Any damage taken = 1 wound.

**Loyalty Save:** Rolled to make decision between what's best for them and what's best for employer.

- *Starting Loyalty:* 2d10+10
- *Improving Loyalty:* +1 for paid, successful job (+1d5 or +1d10 for exceptional circumstances)

**Motivation:** If any, always fail Loyalty Saves when the two come in conflict.

## HIRING CONTRACTORS

**Salary:** 1/month

**Hazard Pay:** 1d5 months extra pay

- *Non-Payment / Partial Payment:* Loyalty Save [-]

**Beneficiary:** Will seek payments owed in case of death.

**Loadout:** Basic tools/weapon for their job. Roll Loadout.