

STOWAWAY

The PCs find a small vessel named *The Prospero* adrift in an uncharted asteroid field. It's non-responsive to hailing, but intact. Orvar [C:60, AS:40, H:65] seeks to trap, imprison, then eat the PCs, using the disfigured Ilse [C:25, AS:20, H:30] as bait. Thick dust requires regular body saves or else it causes hallucinations.

- 1. The Airlock:** Pristine condition. Orvar will disable it ASAP.
- 2. The Crew's Quarters:** 10 bunks overflowing with clothes.
- 3. The Mess:** An intricately displayed corpse lain across the table, its ribs exposed, entrails strung like webbing, face missing.
- 4. The Cargo Hold:** Hundreds of mismatched spacesuits in crates.
- 5. The Bridge:** Antiquated systems and travel logs indicate *The Prospero* has been missing for almost a decade.
- 6. The Captain's Quarters:** Log rambles about dust and suspicions that an 11th crew member, Orvar, is responsible for the accident.
- 7. The Engine Room:** Close investigation reveals *The Prospero* has been repaired numerous times using scrounged parts from other ships. It is a working ship, though systems have been shut down.
- 8. The Tunnels:** Old faceless corpses stuffed between pipes.
- 9. The Drill:** Source of the dust. Massive broken drill bit retracted. Body hidden behind drill has nametag "Orvar." Head caved in.
- 10. The Nest:** Broken bones and shallow dust dunes sprawl over the floor. Half-eaten torso discarded near the handmade throne.

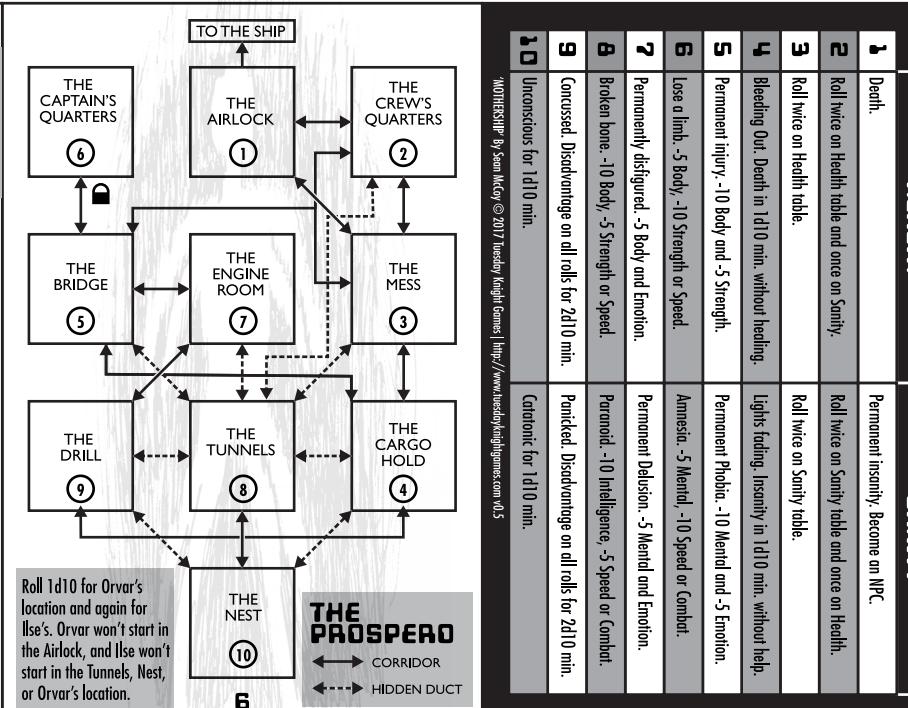
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MOTHERSHIP



SCI-FI HORROR RPG

When a PC's Health or Sanity is reduced to 0 or below, roll on the Health/Sanity table to find out what happens to them. If they are still alive after their roll, then they regain 2d10 Health or 2d10 Sanity. Results from this table can't reduce them below 0%. Start or Sanity (depending on which table they rolled on). Start reducing from this table again for each roll until they reach 0%.

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DEATH & INSANITY	
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HOUR TO PLAY	
When fighting, PCs roll 1d% and try to roll under their combat score. If they succeed, they roll damage dice equal to the d10 rolled. Their opponent gets an Armor Save, however, and if they succeed, they only take half damage. If they fail, they take full damage. Critical Hits ignore Armor Saves.	1
Whenever a PC wants to do something and the price for failure is high, then PCs must roll under the appropriate difficulty or fail. A roll of doubles (the same number on the d10 and the d10) indicates a critical. If the result was a failure, it's now a critical success. If the result was a success, it's now a critical failure. A roll of 99 is always a critical failure.	2
If the PC has a situational disadvantage (like working in the dark, trying to do something while under attack, or they're pinned down) then you roll as above, except you take the worse of the two rolls of the d10.	3
If the PC has a situational advantage (like working before adding the final d10 to the result.	4
Mothership uses standard d10's for all of its rolls, though it uses percentile rolls (0-99) on 2d10. The most common way is to roll 2d10 with one of the dice representing the one's digit. The ten's digit and one of the dice representing the one's digit, before adding the final d10 to the result.	5
Most combat uses standard d10's for all of its rolls, though it uses percentile rolls as "%". When referring to the	6

CHARACTER CREATION	
Roll [6d10] for your Strength, Speed, Intelligence, and Combat.	ROLL A CLASS
Skills: Diagnosis, Etymology, Knowledge (pick a scientific field).	SCIENTIST: Armor 40%, Mental 30%, Bodily 25%.
Skills: Shadowing, Survival +2d0 Combat.	MARINE: Armor 5%, Mental 25%, Emotional 40%, Bodily 30%.
Skills: Armor 65%, Mental 20%, Emotional 35%, Bodily 40%.	TEAMMASTER: Armor 50%, Mental 50%, Emotional N/A.
Skills: Repairs, Pilots +5 Strength & Speed.	ANDROID: Armor 55%, Mental 50%, Emotional N/A, Body N/A.
Skills: Abilities, Etymology, Emotional saves made in the presence of Androids have disadvantage (+2d0 Intelligence).	SKILLS: Abilities, Etymology, Emotional saves made in the presence of Androids have disadvantage (+2d0 Intelligence).
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