

FIGHTER	PORTRAIT	LEVEL
EXPLORER		CURRENT HP
SCIENTIST		TOTAL HP
NAME:		

INVENTORY

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____

CREDITS: _____

Gameplay

The referee describes situations then the players get a turn to move up to 30 feet and perform an action. If an action's success is uncertain then the player rolls the appropriate stat die, a 4 or higher succeeds. At referee's discretion, special circumstances such as tactics or disadvantages give +1 or -1 to the roll.

Character Creation

Start with 3 HP, 10 inventory slots and 50 Credits.

Assign a d4, d6, d8 among the following stats.

Fighter (*combat, physical feats, etc.*)

Explorer (*sneaking, perception, etc.*)

Scientist (*knowledge, machinery, etc.*)

Combat

To successfully land an attack or defend against an attack, the player must roll a successful fighter roll. Roll damage when someone is successfully attacked. 0HP = death.

Advancement

Gain level upon delivering 5 treasure to Mars. Treasures can be ancient Earth artifacts or Ancient alien tech. Increase HP by 1, raise one stat die to next size, gain 1 inventory slot.

Dice size order: d4-d6-d8-d10-d12.

Conditions

Conditions such as hunger, intoxication, disease and exhaustion give a -1 to all rolls.

GEAR	SIZE	COST
Plasma Lantern	1	10
<i>Casts light in a 30' radius</i>		
Light Weapon	1	10
<i>Does -1d4HP on successful fighter roll</i>		
Heavy Weapon	2	25
<i>Does -1d6HP on successful Fighter roll</i>		
Light Armor	1	10
<i>Increases Max HP by 1</i>		
Heavy Armor	2	25
<i>Increases Max HP by 2</i>		
Ration	1	5
<i>Keeps hunger at bay for 2 days</i>		
Zero Oxygen Flare	1	5
<i>Lights a 50'radius for 10 minutes</i>		
Cell Patcher	2	30
<i>Heals 1d4 on successful Scientist roll</i>		
<i>Must recharge for 12 hours after each use</i>		
50' Rope	1	5
<i>Durable carbon fiber rope.</i>		
Simple Tool	1	5
<i>A shovel, crowbar, screwdriver, etc.</i>		

