

FIGHTER	PORTRAIT	LEVEL
EXPLORER		CURRENT HP
SCIENTIST		TOTAL HP
NAME:		

### INVENTORY

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

