

FIGHTER	PORTRAIT	LEVEL
EXPLORER		CURRENT HP
SCIENTIST		TOTAL HP
NAME:		

INVENTORY	
1. _____	
2. _____	
3. _____	
4. _____	
5. _____	
6. _____	
7. _____	
8. _____	
9. _____	
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12. _____	
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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>		



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