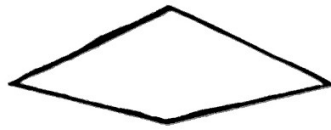
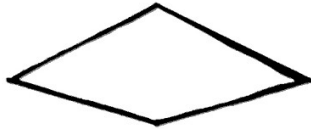


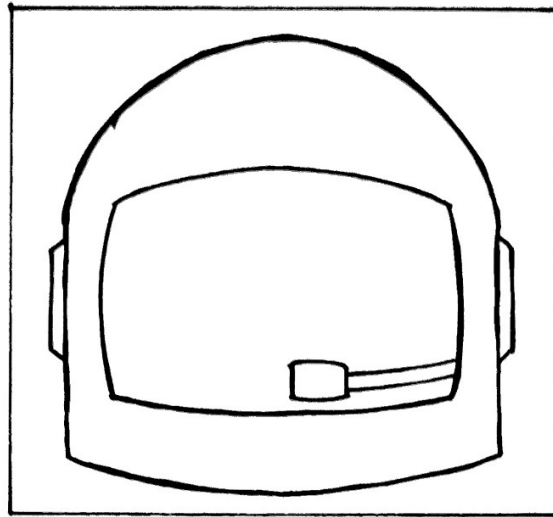
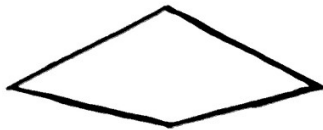
FIGHTER



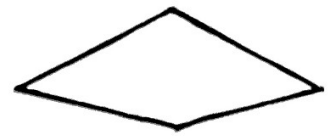
EXPLORER



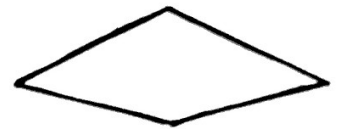
SCIENTIST



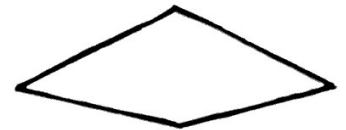
LEVEL



CURRENT HP



TOTAL HP



NAME

PLAYER

### INVENTORY

- 1. \_\_\_\_\_ ●
- 2. \_\_\_\_\_ ●
- 3. \_\_\_\_\_ ●
- 4. \_\_\_\_\_ ●
- 5. \_\_\_\_\_ ●
- 6. \_\_\_\_\_ ●
- 7. \_\_\_\_\_ ●
- 8. \_\_\_\_\_ ●
- 9. \_\_\_\_\_ ●
- 10. \_\_\_\_\_ ●
- 11. \_\_\_\_\_ ○
- 12. \_\_\_\_\_ ○
- 13. \_\_\_\_\_ ○
- 14. \_\_\_\_\_ ○
- 15. \_\_\_\_\_ ○
- 16. \_\_\_\_\_ ○
- 17. \_\_\_\_\_ ○

### NOTES

CREDITS:

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IN THE LIGHT OF A GHOST STAR

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