SWASHBUCKLERS OF MARS

Build a PC
PCs are either Earthlings stranded on Mars, or Martians themselves, who have banded together to survive and seek their destiny.
1° Choose armour . This gives your PC an armour class (AC) and a movement rate (MV).

Armour	*AC*	*MV*
No armour	9	12
Leather*	7	9
Breastplate	5	6
Carapace Armour	3	3
Off-hand melee weapon**	-1	-1

* flying jacket and helmet/goggles if Earthman or a harness and bracers if Martian.
** when used, damage to others is rolled for most-lethal/largest weapon.
2° Roll for hit points , 1d8 per level (HD). So, 1d8 for a PC starting at level 1.
3° Choose two weapons:

Weapon Description	*Damage*
Small weapons (daggers, slings)	1d4
Low-tech Range weapon x-bow	1d6
1-handed Melee weapon (sword)	1d8
2-handed Melee weapon	1d10
Radium Pistol*	2d6 in day or 1d8 at night

* Honour forbids use of pistol against opponents in melee proximity.
4° Number of attacks (AT) is 1 at start, then raise at 2 at level 5, 3 at level 9 and so on. When a PC kills an alien, he can make another attack at the end of the same round.
5° Choose a name and roll 1d4 for race:
1 Earthling (-1 to Stealth/Stunts rolls) The quintessential jack-of-all trades adventurer
2 Red Martian (-1 to Saving Throw) The noble, dominant Martian race
3 Black Martian (-1 to Stealth/Stunts rolls) Mostly pirates and rogues
4 Yellow Martian (+1 to opponent's morale roll) All warriors, favour 2 swords in combat

Fighting
1° Initiative: Each one roll 1d10+his AC. All Martians have +1 to initiative roll due to their psychic senses. The best score has initiative, then each one attack in descending order. So a lighter fighter has better chances to strike first. If one has several attacks (AT), he rolls initiative several times.
2° Attack: roll 1d20. If the score is *under* your opponent AC + your own level, it's a hit. Example: to hit an monster with AC 6, a 3 level adventurer needs a 9 or below.
3° Damage: When you hit an opponent, roll the damage dice. Deduct the result from your opponent's hit points (hp). At or below 0, an opponent is dead, but PCs are knocked out until they receive a slap to the face or a tearful kiss. NPCs/Monsters could kill them easily, but usually they won't, keeping them as slaves or for a meal later.
4° Morale: If outnumbered, after the first death, and when reduced to one-half number or hit points, alien checks for morale. The DM rolls

1d10. If the result is over the opponent's hit dice, he will withdraw or surrender to get a better position.
5° Rest and bandages: After that, all hit points (hp) are restored back their initial score. After all, hit points reflect the capacity to escape or stand hits. If a PC has been sent below 0hp, he may need a longer rest, or medicine.

Adventure
1° Stealth & stunts: sneak past guards, hide in shadows, move silently, leap from one sky galleon to another are easier with a lighter armour. For each such an action, roll 1d20 under the character's AC+level. So a 4th level adventurer wearing a breastplate must roll 9 or under to creep past a giant hornet. For easier actions, the DM may choose 1d10 instead.
2° Saving throws: when such a roll is needed for any reason, roll 1d20 under the character's level, +4. So a 7th level adventurer must roll under 11 to resist the charms of a Red Martian Princess. This "level+4" rule applies to every other action which isn't covered by the "stealth & stunts" rule, but fits the common knowledge like sailing a skiff along a canal, calming a rearing 8-legged horse or deciphering ancient hieroglyphics.
3° Dangers: If something could kill a man, like a fall, a fire or a trap, it does 1d8 points of damage. If it could kill a white ape, 2d8. If it could kill a gigantic 6-legged lion, 4d8. No more.
4° Psionics: Most talents are self descriptive; their range is one room and only affect one person unless stated otherwise.

Experience
PCs start at level 1 (1 Hit Dice). Each time they defeat an enemy, by killing him or another method, they get 100 experience points per enemy's hit dice, shared between the party. The number of experience points needed to level up is 2000 x the current level. There are no limits to levels. Gaining a new level means better rolls for fight/save/actions, and 1d8 more hit points. The player rerolls all hit dice. If the new score is better than the old one, he gets that new total. If not, he keeps the old one.

Sample Martian Creatures
Green Martian
six-limbed, tusks, 12-15' tall, 400lbs
AC7, MV9', HD4, #AT2, Claws (1d6), Tusks (1d6) or Weapon. +1 to Initiative.
Generic Martian Monster: AC4, MV5', HD2, #AT3, Claws (1d6), Bite (1d10).
For more Martian monsters and ideas check out the threads on the OD&D discussion forum at the URL address below:
http://odd74.proboards.com/index.cgi?board=mars