

MARS, THE ETERNAL DESERT, NO LONGER. THE HUMANS HAVE BEGUN TERRAFORMING IT, HURTLING COMET AFTER COMET AT IT, A TRICKLING OF WATER AGAINST ITS ANCIENT SHORES. MARS, THE WET PLANET, COLONIZED NOT BY HUMANS BUT BY UPLIFTED FISH, GIVEN SAPIENCE AND ROBOTIC EXOSKELETONS AND TASKED WITH THE TAMING OF ANOTHER WORLD.

BUT THEY ARE NOT ALONE. SOMETHING STIRS BENEATH THE RUSTY SURFACE, SOMETHING LONG SLUMBERING BUT NOW AWAKENED TO HORRIBLE LIFE.

YOU ARE THE LAST SURVIVING MEMBERS OF RED ROCK FIVE, AN ELITE SURVEY TEAM COMPRISED OF THE FINEST FISH IN THE SYSTEM. ARMED WITH ROBOTIC SUITS, YOUR MISSION IS SIMPLE: DEFEND YOUR BASE, LOCATE THE AUTOCHTHON, AND DESTROY IT.

To create your surveyor, choose a type of fish and decide on its Size (between 1 and 5). You have 20 points to divide between your Intellect, Viciousness, your suit's Water level and its Mass. You may not have more than 10 points in any rating. Your suit's mass must be at least equal to your Size. You have no manipulative limbs outside of your exoskeleton and will die outside of your suit, an oasis or a facility.

Every strenuous task has a target number (TN) to meet - you state how many points you are wagering and the GM decides if you succeed. Your ratings (Mass, Water level, etc) are the number of points you can wager. If you wager the exact amount of points you get them all back. If you use fewer than required you may attempt to make up the difference, but each time the TN is 2 higher than before. If you use more than the TN you succeed but do not get any of the points back. You may combine the points for attributes if either attribute could be used. Two or more fish can pool their ratings and work together. They wager and gain points as normal.

Rating points are fully refreshed whenever you are able to rest for five minutes. They may also be refreshed in one minute if you are in a working facility.

You may also wager more points than you currently have, up to your normal rating in that attribute (or attributes). If you do not wager the exact amount needed these extra points are not refreshed in five minutes. You must spent 1 hour in a facility to refresh this Intellect, Viciousness, Mass or Water Level, or one hour in an oasis to refresh Intellect, Viciousness or Water Level.

You may cannibalize remaining Water Level and Mass points from other fish. These points are lost when wagered, even if you succeed. The other fish does not refresh these points until they spend 1 hour in a facility or oasis (according to what was lost).

If any of your ratings ever fall to 0 or lower for more than five minutes you expire.



Water Level

Mass

Intellect

Viciousness

Species

Size

Age



Size 5: Whale shark, white shark

Size 3: Southern stingray, coelacanth

Size 1: Goldfish, mudskipper

Size 4: Marlin, giant catfish

Size 2: Lamprey, herring

Locating an oasis, facility or autochthon nest requires Intellect or Water Level (analyzing data or wandering around looking for it). Autochthons are physically attacked with Viciousness or Mass. The TN is the autochthon's Size+1d6.

Fighting another fish means both players secretly tell their Mass or Viciousness wagers to the GM. The first player to yield loses.

Tricking another fish requires Intellect or Viciousness. Outlasting another fish requires Water Level or Mass. Constructing traps or objects requires Mass or Intellect.