

2400 ORBITAL DECAY

LO-FI SCI-FI RPG • JASON TOCCI



RULES

PLAY: Players describe what their characters do. The GM advises when their action is impossible, requires extra steps, demands a cost, or presents a risk. Players only roll to avoid risks.

ROLLING: Roll a d6 *skill die* – higher with a relevant skill, or d4 if *hindered* by an injury, carrying more than 1 *bulky* item, or disadvantageous circumstances. If *helped* by circumstances, roll an extra d6; if helped by an ally, they roll their skill die and share the risk. Take the highest die.

1–2 Disaster. Suffer the full risk. GM decides if you succeed at all. If risking death, you die.

3–4 Setback. A lesser consequence or partial success. If risking death, you're maimed.

5+ Success. The higher the roll, the better.

If success can't get you what you want (*you make the shot, but it's bulletproof!*), you'll at least get useful info or set up an advantage.

STRESS: Any player can say stress *helps* with a fight-or-flight response; increase stress *die size* after use (d6 → d8 → d10 → d12 → d20). If that die rolls highest, the GM describes a *stress effect*. Sleep a few hours to reset stress die to d6.

HARM: Injuries require time and/or treatment to heal. If killed, make a new character to be introduced ASAP. Favor inclusion over realism.

ADVANCEMENT: If you escape this deadly scenario, increase a skill (*none* → d8 → d10 → d12).

DEFENSE: Break an item to turn a hit into a brief *hindrance*. Broken gear is useless until repaired.

GM: Lead group in setting lines not to cross in play. *Fast-forward, pause, or rewind/redo* for pacing and safety; invite players to do likewise. Present dilemmas you don't know how to solve. Move spotlight to give all time to shine. Test each room for *bad luck* (e.g., run out of air or into hostile) – roll d6 for (1–2) trouble now or (3–4) signs of trouble. Offer rulings to cover gaps in rules; on a break, revise unsatisfying rulings as a group.

CHARACTERS

► Choose what your character is skilled in.

- ❑ **COMMAND:** Increase *Command* skill to d8. Use for inspiration, persuasion, willpower, etc.
- ❑ **MAINTENANCE:** Increase *Maintenance* skill to d8. Use for labor, repair, spacewalking, etc.
- ❑ **SCIENCE:** Increase *Science* skill to d8. Use for chemistry, computers, medicine, research, etc.
- ❑ **SECURITY:** Increase *Security* skill to d8. Use for combat, running, climbing, stealth, etc.

► Choose your character's origin.

- ❑ **PROGRAMMED:** Take *synth skin* and a *cybernetic body* (may break limbs as *defense*). When you would suffer a *stress effect*, you may ignore it, but increase allies' stress die size.
- ❑ **TRAINED:** Increase skill in any area – a new one to d8, or the one you already have to d10.

► Take a *commlink* (smartphone), a *vac suit*, and ⚜1 in currency or items. Individual items cost ⚜1 each except as noted.

- ❑ **ARMOR:** Upgrades vac suit; break as *defense*.
- ❑ **BODY CAM:** Share visuals with teammates.
- ❑ **CUTTING TOOLS:** For mining or breaching.
- ❑ **FLAMETHROWER:** *Bulky*. Requires O₂ to burn.
- ❑ **PISTOL:** ⚜1 extra for flechette rounds.
- ❑ **GRAPPLER:** Fire magnetic hook on wire. *Bulky*.
- ❑ **LOW-G JETPACK:** Use with or without vac suit.
- ❑ **MED KIT:** Supplies for treating an injury.
- ❑ **MED SCANNER:** Detect injuries and infection.
- ❑ **NIGHT VISION GOGGLES:** See in low light.
- ❑ **PORTABLE SENSOR:** Sense life signs, motion.
- ❑ **REPAIR TOOLS:** For electronics and machines.
- ❑ **RIFLE:** ⚜1 extra for auto-fire, flechette rounds, or thermal scope. *Bulky*.
- ❑ **STUN BATON:** Less-lethal weapon.

► Choose or roll for your name. Note pronouns.

1	Aku	6	Frost	11	Keita	16	Parish
2	Barnet	7	Grimes	12	Lanz	17	Roth
3	Childs	8	Hoang	13	Morse	18	Santo
4	Dogo	9	Ito	14	Niles	19	Testa
5	Evans	10	Jeong	15	Olmo	20	Voigt

SHIP

CORRIDORS

MAINTENANCE DUCTS

*ESCAPE PODS

2 pods, fit 4 each;
distress beacon, no FTL

DEFENSES

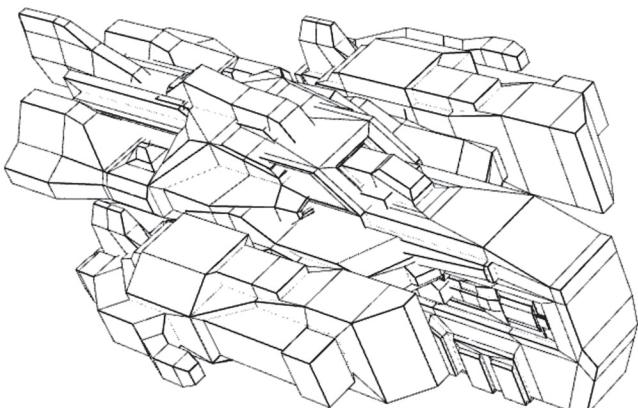
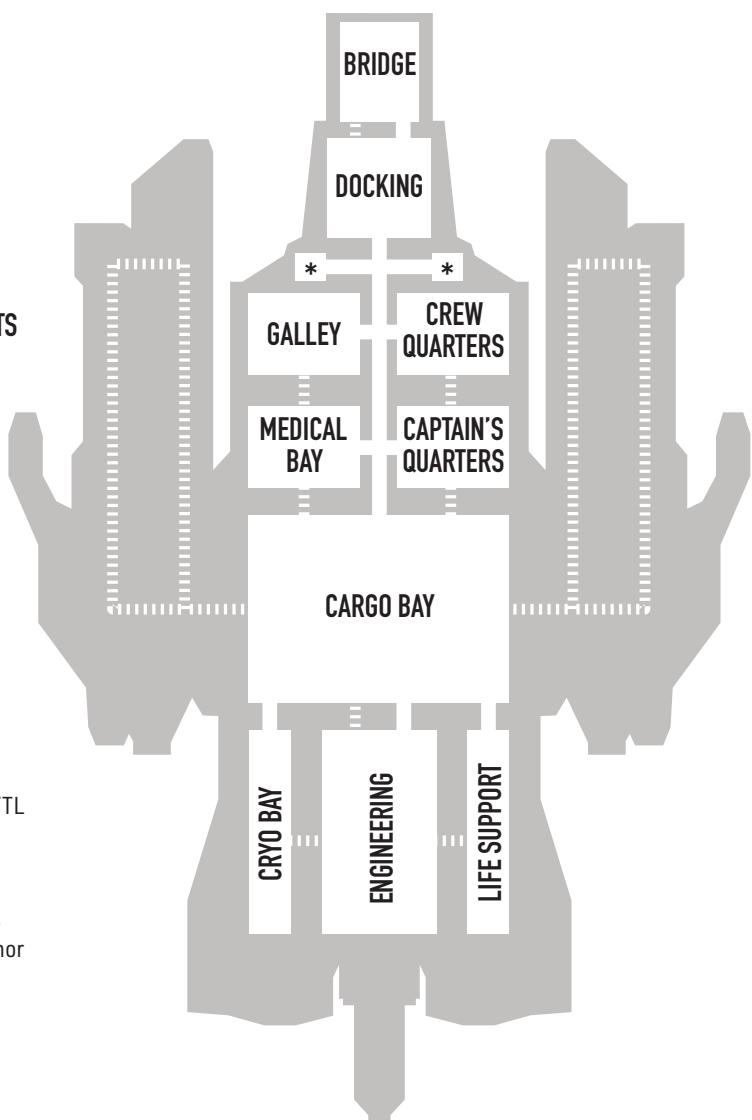
Anti-asteroid turrets,
mining laser, hull armor

AIRLOCKS

Located at Docking
Area and Cargo Bay

ENGINES

Sub-light thrusters,
antimatter jump drive



SOMETHING BROUGHT YOU HERE. Just a busted jump drive, you hoped. You can salvage parts from the derelict orbiting nearby, if you can finish before it crashes into the planet in a few hours.

But it's not that easy. Where's the derelict's crew? Why were gravity and life support disabled? Something brought you here. It wasn't just bad luck. And it won't let you leave.

► **CREATURE BEHAVIOR:** Choose or roll d4

- 1 *Analytical*: Observes, experiments, vivisects
- 2 *Brutal*: Tears, roars, desecrates remains
- 3 *Fertile*: Implants eggs that hatch in a day
- 4 *Hungry*: Disables target, drags away to feed

► **DEFENSES:** Choose or roll d6 for 3; describe losing 1 to avoid effect of a roll, then flee in ducts

- 1 *Exoskeleton* ignores most attacks; break as defense vs. fire or explosion
- 2 *Mimics people*, reading some memories; break as defense if scarred in shifted form
- 3 *Caustic blood* burns through vac suits, flesh; break as defense against dismemberment
- 4 *Stinger* strikes fast, paralyzes while stuck; break as defense if stinger would take damage while still stuck in a target
- 5 *Psychic screen* deflects conscious attention; break as defense if hit while visibly marked
- 6 *Telekinesis* deflects harm, strips suits, then flesh; break as defense if turned against self

► **OBSERVATIONS:** Describe upon entering a room

- 1 Abandoned makeshift barricade, loaded gun
- 2 Biological samples, notes on creature
- 3 Cat-sized shape skitters out an exit
- 4 Crew log about one of the kickers
- 5 Eerily detailed salt statues of crew
- 6 Gravity suddenly comes back online, *hard*
- 7 Grenades (chance of hull breach if used)
- 8 Medical supplies, some bloody gauze
- 9 Night vision goggles, limited charge left
- 10 Person frozen in a scream inside a cryo-pod
- 11 Red, sticky "webs" all over (human insides)
- 12 Pink mucus trailing to one exit
- 13 Room locks down to be jettisoned from ship
- 14 Scientist in a vac suit, terrified, shooting
- 15 Sculpture from an exoplanet dig, feels tingly
- 16 Skittish cat (hisses when creature is near)
- 17 Someone alive, silently begging for your O₂
- 18 Tools for repair, welding, laser-cutting
- 19 Top half of an android, trying to find a pen
- 20 Window revealing something *not* on sensors

► **STRESS EFFECTS:** Consult stress die's number when it's (at least tied for) highest in a roll; if effect doesn't fit situation, take an earlier effect

- 1–4 *No effect*
- 5 Adrenaline increases stress die size again
- 6 Retching, vomiting, or hyperventilating (test luck on O₂ supply) after threat passes
- 7 Vertigo *hinders* vision, movement awhile
- 8 Shakes *hinder* fine motor skills awhile
- 9 Panic *helps* wild attacks, *hinders* all else
- 10 Terror *hinders* action vs. threats awhile
- 11 Scream, unbidden and animalistic, loud enough to attract attention
- 12 Too exhausted or shocked to move after this action, unable to act until jolted out of it
- 13+ See, hear, or realize something that no one else perceives; may or may not be real, at the GM's discretion

► **KICKERS:** Revealed by a log, dread insight, etc.

- 1 Anyone creature kills rises from the dead
- 2 Creature infected you; its brain is only cure
- 3 Creature is a "manifestation" of jump drives
- 4 Creature is only acting in self-defense
- 5 Creature is testing your worth for its "gift"
- 6 Creature is trying to communicate (badly)
- 7 Creature is trying to escape imprisonment
- 8 Creature is valuable if retrieved alive
- 9 Creature returns from the dead
- 10 Creature was human and can still be saved
- 11 Derelict self-destruct sequence already set
- 12 Derelict was headed somewhere even worse
- 13 Everyone in cryo is hosting creature eggs
- 14 Evidence suggests your employer set this up
- 15 How'd you miss *hundreds* more derelicts?
- 16 There's a ship observing all this nearby
- 17 The whole planet's inhabited by these things
- 18 This is all a hallucination ... or simulation
- 19 This is all some kind of sick reality show
- 20 Wait, is there *more than one* of them?

► **ESCAPE:** If they leave without dealing with the creature, it – or other consequences – will follow