

2400 EOS

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 if skilled, or *d4* if *hindered* by injury, circumstances, or carrying over 1 *bulky* item. If *helped* by circumstances, also roll a *d6*; if helped by an ally, they roll their skill die (and your shared *bond die*, if any) 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 there's a holo-shield!*), you'll at least get useful info or set up an advantage.

ADVANCEMENT: After a mission, get 1 *credit* (€) and either raise 1 skill (*none* → *d8* → *d10* → *d12*), or choose a *talent* related to your skills (e.g., *Electronics* and *Engines* relate to *Jury Rigging*).

BONDS: Between missions, play out a scene with a crewmate to increase your *bond die* with them (*none* → *d4* → *d6* → *d8* → *d10* → *d12*).

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

HARM: Injuries heal gradually, and faster in your ship's med bay. If killed, make a new character to be introduced ASAP. Favor inclusion over realism.

MODERATING: Lead group in setting lines not to cross in play. Fast-forward, pause, or rewind/re-do 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 periodically for bad luck (e.g., run into hostiles) – 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 your character's specialty.

COMMANDER: Skilled in *Inspiration* (d8), *Intimidation* (d8). Start with an *Influence* talent.

PSIONIC: Skilled in *Telepathy* (d8, sense surface thoughts), *Telekinesis* (d8, as strong as your arms), or pick one at d10. Start with a *Psi* talent.

SOLDIER: Skilled in *Shooting* (d8), *Hand-to-hand* (d8). Start with a *Combat* talent.

SPY: Skilled in *Stealth* (d8) and *Climbing* (d8). Start with an *Espionage* talent.

TECHNICIAN: Skilled in *Electronics* (d8), *Hacking* (d8). Start with a *Technology* talent.

► Take or increase 3 skills, using these or others.

Climbing, Deception, Electronics, Explosives, Hand-to-hand, Intimidation, Labor, Persuasion, Piloting, Reading People, Running, Shooting, Sleight of Hand, Spacewalking, Stealth, Tracking

► Take a *holo-tool* (smartphone + multitool), a *pistol*, *vac-rated uniform*, *holo-shield projector* (break as *defense*, recharges in a few minutes), and €1. Most items/upgrades cost €1. Ignore microcredit transactions (knives, meals, etc.).

TOOLS: *Flamethrower* (bulky), *holo-tool welder*, *low-G jetpack*, *med scanner*, *mini drone*, *survey pack* (climbing gear, flare gun, tent; bulky).

WEAPONS: *Grenades* (4 from *EMP*, *flashbang*, *fragmentation*, *smoke*), *pistol*, *rifle* (bulky), *shot-gun* (bulky), *stun-glove*. Upgrade firearms with *armor-piercing*, *auto*, *collapsible*, *scope*, *silencer*.

UNIFORM: Upgrade with *active camo*, *plating* (bulky, break 3× as *defense*), *self-healing fabric*.

► The crew shares a *ship*. Upgrades cost €10.

COMMS: Includes *deep-space sensors*, *escape pod*, *med bay*, *military-grade turrets*, *reentry-rated hull armor* (break for *defense*), *tachyon comm relay* (no in-system lag, but up close, signal plays a split-second before you speak).

TALENTS

► Choose 1 as prompted by your specialty.

COMBAT TALENTS

- ☐ *Close Protection*: When you *help* someone, on a 1–4, you can take all consequences alone.
- ☐ *Martial Arts*: Follow any 3+ hand-to-hand roll with a grab, disarm, throw, trip, or the like.
- ☐ *Sharpshooting*: Fire trick shots or at multiple targets as easily as others pull a trigger.

ESPIONAGE TALENTS

- ☐ *Blending In*: Be effectively invisible in crowds, darkness, and ductwork, no roll needed.
- ☐ *Intrusion*: When bypassing security, treat *disasters* as *setbacks*, *setbacks* as *success*.
- ☐ *Filching*: Pickpocket or palm a small object in plain view, no roll needed.

INFLUENCE TALENTS

- ☐ *Leadership*: Give orders or a speech to allow allies to include your *Inspiration* die in a roll. You don't share any risk on that roll.
- ☐ *Reputation*: Ask the group what heroic or grim deed you're nicknamed for. This may *help*, *hinder*, or avoid risk in interactions.
- ☐ *Sincerity*: People may or may not believe you're *right*, but always believe you're honest.

PSI TALENTS

- ☐ *Barrier*: You have psychic protection against physical or mental assault; break as *defense*.
- ☐ *Nosebleed*: Accept or worsen a *hindrance* to amplify effects of a psychic skill roll.
- ☐ *Hold*: Concentrate to hold 1 target in place with *Telepathy* or *Telekinesis*, no roll needed.

TECHNOLOGY TALENTS

- ☐ *Holography*: Scan something to project it as an illusion from your holo-tool or mini drone.
- ☐ *Jury Rigging*: Make a *broken* item work just one more time before it's properly repaired.
- ☐ *Sabotage*: Use *Electronics* to attack remotely using targets' own gear (e.g., guns backfire, holo-shields overload, drones go berserk).

DETAILS

► Invent or roll for personal details.

NAME

1	Abara	6	Foster	11	Lowry	16	Ryan
2	Biggs	7	Gibbs	12	Mori	17	Sachs
3	Chavez	8	Im	13	Novak	18	Tsang
4	Denton	9	Jin	14	Ono	19	Wade
5	Eno	10	Kemp	15	Pace	20	Zoric

WHY YOU WERE PICKED FOR THIS

1	Aliens know of you	11	Made first contact
2	Bold peacekeeper	12	Noted scholar
3	Crewmate's mentor	13	Pioneering settler
4	Crewmate's spouse	14	Powerful friends
5	Grim determination	15	Promising rookie
6	Idealistic defector	16	Retired expert
7	Infamous penitent	17	War hero
8	Influential family	18	Young prodigy
9	Just lucky, you guess	19	"The best," once
10	Legendary mentor	20	Xenolith-touched

► Take 1 bond below, or with a player's character.

CREWMATES

- 1 Rayan Al-Ghazzawi, engineer, warm, but seems to always be tinkering with engines
- 2 Jae Dixon, telekinetic gunnery sgt, acts like a hardass, but like a big brother to rookies
- 3 Kiran Gadhavi, executive officer, very with-it with work, flustered in social situations
- 4 Alex Johannsson, big-hearted trooper, has been known to shout "Damn the regs!"
- 5 Nic Kasabian, rookie trooper, won't shut up about "the Xenolith conspiracy"
- 6 Dr. Desta Mwangi, brilliant physician, decent xenobiologist, huge nerd, loves old movies
- 7 Capt. Rin Oshiro, no-nonsense but not cold, widowed, son serves on another ship
- 8 João Vargas, communications officer, gentle, often sought for thoughtful personal advice
- 9 Dany Wright, stealth & recon specialist, easy smile, tired eyes, drinks alone
- 10 Kelly Wu, scrappy pilot, calls the *Eos* "her girl" ("but don't be jealous," if she likes you)

FIRST CONTACT WAS ONLY THE BEGINNING.

We couldn't agree whether to send soldiers, explorers, or diplomats, so the crew of the Eos is expected to be all three. You go wherever Sol

Command sends you, but your priorities are clear: Protect humanity unto the ends of the galaxy, make nice with the Council of Worlds, and prove our worth to the interstellar community.

► Astronomical objects

- 1 The Block, high-tech station drifting in space to avoid laws against for-profit prisons
- 2 COI-4711.03, disputed colony prospect, but hungry megafauna threaten all equally
- 3 Delfino, dramatic tides recede kilometers for years, revealing hidden alien ruins
- 4 The Dragon, 2,000-km-long body of a faceless, frozen reptile in space; actively studied
- 5 Gree, diverse agrarian colony run by tree-folk who plant selves offworld to reproduce
- 6 Juq'xi, gas giant, 8 moons, each hosting a different faction of religious civil war
- 7 Market, station run by aliens who only interact via robots directed by shareholder vote
- 8 Octogesimus, discharges from abandoned terraforming project mess with tech
- 9 The Sphere, believed to be a planetoid-sized supercomputer, possible "virtual" inhabitants
- 10 Yahaz-3, low-gravity moon, "Bouncy House" habitats, popular family tourist destination

► Missions (and twists)

- 1 Claim Xenolith artifact that unlocks psi power (dangerous; Council agents here to destroy it)
- 2 Capture and interrogate suspected terrorists (claim to be from future, here to avert crisis)
- 3 Investigate abandoned colony plagued by swarms (swarms *are* – were? – the colonists)
- 4 Make first contact with peaceful world of AI & humanoids (made by AI after killing creators)
- 5 Mediate alien peace talks (one side, a powerful ally of humanity, is hiding grave misdeeds)
- 6 Mercs seize space station while you're there on leave (hired by enemies, looking for *you*)
- 7 Offer guns, training to aliens facing xenocide (most will die if you follow orders not to fight)
- 8 Save colony from planetoid collision (people refuse to leave, and that's no planetoid)
- 9 Stop aliens attacking human colony (which hid that it illegally colonized inhabited world)
- 10 Track down Kaz, rogue Council agent (acting to avert bizarre threat the Council dismisses)

► An alien who looks like... Is naturally able to...

- | | |
|------------------------|------------------------|
| 1 Arachnids or insects | 1 Bite through bone |
| 2 Avians | 2 Burrow quickly |
| 3 Canines or felines | 3 Camouflage |
| 4 Cephalopods | 4 Climb quickly |
| 5 Cetaceans | 5 Echolocate |
| 6 Crustaceans | 6 Exert great strength |
| 7 Fish | 7 Exude noxious gas |
| 8 Flatworms | 8 Fly or glide |
| 9 Frogs or newts | 9 Heighten fear/anger |
| 10 Humans, mostly | 10 Inherit memories |
| 11 Lizards | 11 Mimic sounds |
| 12 Mollusks | 12 Move very fast |
| 13 Pachyderms | 13 Read minds |
| 14 Plants | 14 Regrow limbs |
| 15 Rocks | 15 Relive memories |
| 16 Rodents | 16 Shock by touch |
| 17 Ruminants | 17 Spray caustic fluid |
| 18 Skeletons | 18 Stretch & squeeze |
| 19 Slime molds | 19 Survive a vacuum |
| 20 Tardigrades | 20 Use telekinesis |

But can't...

- 1 Be in direct sunlight
- 2 Be in crowds
- 3 Breathe air
- 4 Eat "dead" things
- 5 Empathize
- 6 Escape stigma
- 7 Get too wet
- 8 Heal from burns
- 9 Hold grudges
- 10 Live many years
- 11 Move if surprised
- 12 Read without touch
- 13 Resist eating
- 14 Resist infection
- 15 "See" if it's noisy
- 16 "Speak" to aliens
- 17 Survive in high-G
- 18 Tell humans apart
- 19 Use electronics
- 20 Willingly do harm

And the one you meet...

- 1 Begs for credits
- 2 Brokers information
- 3 Cares for young
- 4 Cleans a station
- 5 Crews a freighter
- 6 Deals drugs
- 7 Does research
- 8 Entertains crowds
- 9 Fences goods
- 10 Fights for credits
- 11 Grows crops
- 12 Helps refugees
- 13 Herds beasts
- 14 Is a banker/lender
- 15 Leads combatants
- 16 Lobbies the Council
- 17 Maintains a temple
- 18 Practices medicine
- 19 Surveys planets
- 20 Trades goods