



2400

LO-FI SCI-FI RPG • JASON TOCCI

XENOLITH

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 injury or 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 partial success or lesser consequence (e.g., not *dead*, but *maimed*).

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

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

LOAD: Carry as much as makes sense, but more than one *bulky* item may *hinder* you at times.

ADVANCEMENT: After an operation, increase a skill (*none* → *d8* → *d10* → *d12*), get d6 *credits* (€).

DEFENSE: Say how one of your items *breaks* to turn a hit into a brief *hindrance*. *Broken* gear is useless until repaired.

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

SHIP: During an emergency, choose a duty to act or *help* with (e.g., command, piloting, sensors, weapons, engineering, boarding, etc.).

RUNNING THE GAME: Lead the group in setting lines not to cross. Fast-forward, pause, or redo scenes for pacing and safety; invite players to do likewise. Present dilemmas you don't know how to solve. Move the spotlight to give everyone time to shine. Test periodically for bad luck (e.g., run out of ammo, or into guards) – roll d6 for (1–2) trouble now or (3–4) signs of trouble.

CHARACTERS

► **Choose your character's specialty.**

ADEPT: Skilled in *Telepathy* (d8) and *Telekinesis* (d8), or one at d10, plus 1 other skill.

MEDIC: Skilled in *Medicine* (d8), *Running* (d8), plus 1 other skill.

OFFICER: Skilled in *Connections* (d8), *Inspiration* (d8), plus 1 other skill.

SAPPER: Skilled in *Electronics* (d8), *Explosives* (d8), plus 1 other skill.

SCOUT: Skilled in *Stealth* (d8), *Climbing* (d8), plus 1 other skill.

TROOPER: Skilled in *Shooting* (d8), *Hand-to-hand* (d8), plus 1 other skill.

► **Choose skills (as prompted), or make some up.**

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

► **Start with a *comm* (smartphone), a *weapon*, a *ship* shared by the crew, and €2. Most items and upgrades cost €1 each. Ignore microcredit transactions (e.g., a crowbar, knife, or meals).**

ARMOR: Break for *defense*. Upgrades include *active camouflage*, *hidden compartments*, *multi-layer* (*bulky*, break up to 3×), *ultralight* (remove *bulky*), *vac-rated* (includes mag-boots).

WEAPONS: *Grenades* (4, any of *fragmentation*, *flashbang*, *smoke*, *EMP*), *pistol*, *rifle* (*bulky*), *shotgun* (*bulky*), *stun baton*, *sword*, *tranq gun*. Upgrades include *armor-piercing*, *auto-fire*, *col-lapsible*, *scope*, *silencer*.

TOOLS: *Flamethrower* (*bulky*), *low-G jetpack*, *mini drone*, *multitool*, *survey pack* (climbing gear, flare gun, mapper, tent; *bulky*), *system override key* (1 use), *tachyon communicator* (no in-system lag, but when used in the same room, signal plays a split-second before you speak).

SPECIES

► If human, apply 3 skill increases as you like. If alien, choose or roll for 2 traits.

- 1 **Armored:** Hide or shell *helps* avoid harm.
- 2 **Beautiful:** Inspire awe in nearly all species, *helping* in most social situations.
- 3 **Berserk:** Injuries don't *hinder* in combat. Won't die until disintegrated or fight's over.
- 4 **Big:** Carry an extra *bulky* item comfortably.
- 5 **Camouflaged:** Blend with surroundings.
- 6 **Climbing:** Climb easily, stick to walls.
- 7 **Collectivist:** Grant 2 dice when *helping*.
- 8 **Dark-dwelling:** Sense around you perfectly in complete darkness. Also, choose whether amphibious or burrowing.
- 9 **Electric:** Touch to deliver painful shock, stunning comparably sized beings.
- 10 **Fast:** If there's a question of who acts or gets there first, it's probably you.
- 11 **Gliding:** Great leaps, controlled falls.
- 12 **Hardy:** Heal wounds in hours, lost limbs over time, and resist disease and toxins.
- 13 **Multitasking:** Extra usable digits or tail.
- 14 **Observant:** Notice tiny details with keen eyes, and recall them perfectly.
- 15 **Psychic:** Increase skill in *Telepathy* or *Telekinesis*. Can raise either during play.
- 16 **Scavenging:** Fanged, clawed, digest trash.
- 17 **Small:** Easy to evade, hide, seem harmless.
- 18 **Strong:** Lift/throw what 4 humans could.
- 19 **Suited:** Custom vac-suit hides expression. Break 2× as *defense* before it's dangerous.
- 20 **Synthetic:** Communicate wirelessly. Can harmlessly break casing (or less conveniently break limbs) as *defense*.

► If alien, invent, choose, or roll for *appearance*, combining an item from each column.

- | | |
|--------------------|------------------|
| 1 Birdlike | 1 Beetle |
| 2 Brightly-colored | 2 Eel |
| 3 Heavysset | 3 Elephant |
| 4 Horned | 4 Humanoid |
| 5 Long-necked | 5 Hyena |
| 6 Lumpy | 6 Naked mole rat |
| 7 Six-eyed | 7 Plant |
| 8 Smooth | 8 Reptile |
| 9 Spindly | 9 Slug |
| 10 Tentacle-headed | 10 Squid |

► Alternatively: Choose or roll a *sample species*.

- 1 **The Flock:** *Armored, collectivist avians* with unified religious/military establishment, stereotyped as rigid conformists.
- 2 **Grunts:** *Hardy, berserk saurians* "uplifted" for labor, stereotyped as dumb brutes.
- 3 **Nomads:** *Suited humanoids* seeking a homeworld suitable for physiology, stereotyped as shifty thieves. Increase 1 skill (often *Engines, Piloting, Spacewalking*).
- 4 **Scavvers:** *Small, naked-mole-rat scavengers*, stereotyped as irksome pests.
- 5 **Sensitives:** *Beautiful, tentacle-headed psychics*, influential in interstellar politics, stereotyped as haughty elitists.
- 6 **Twitchers:** *Observant, fast reptilians*, government guards scientific advancements, stereotyped as cold-blooded schemers.

► Pick a name and *why you were picked for this*.

- | | |
|----------------------|-----------------------|
| 1 Bold peacekeeper | 11 Reformed thief |
| 2 Ex-vigilante | 12 Religious leader |
| 3 Influential family | 13 Retired expert |
| 4 Last of your kind | 14 Survived cataclysm |
| 5 Legendary mentor | 15 Took sacred oath |
| 6 Noted scholar | 16 Valuable defector |
| 7 Penitent killer | 17 War hero |
| 8 Pioneering settler | 18 Widely traveled |
| 9 Powerful friends | 19 Xenolith-touched |
| 10 Promising rookie | 20 Young prodigy |

SCATTERED ACROSS THE WORLDS, ancient relics known as *Xenoliths* taught countless species how to travel the stars, unlock psychic potential, and join the galactic community. But

now, they hum with a strange signal from dark-space, awakening untold dangers. Even as some still struggle for power, the Council of Worlds has charged your crew to unify and protect us all....

► Crewmates, contacts, or rivals

- 1 404, synthetic envoy, lonely without "voices"
- 2 Azz'k, kind, hulking worker, glitchy translator
- 3 Bahrn, ponderous pilot, speaks in monotone
- 4 Clo, unflagging courier, sends family credits
- 5 Demerius, rookie trooper, eager to prove self
- 6 Eply, weary veteran, wants meaningful death
- 7 Feen, fast-talking merchant, sly but helpful
- 8 Glackis, shouty mechanic, bangs things a lot
- 9 Huurin, honorable smuggler, loyal to friends
- 10 Imbis, hunter with a code, good at loopholes
- 11 J'ree, bold activist, lacks survival instincts
- 12 Kess, perky hacker and thief, terminally ill
- 13 Lssh, polite clerk, secretly hosts symbiote
- 14 Mard, grim doctor, relaxed around 1 person
- 15 Nuvi, warm-hearted guard, unflinching killer
- 16 Passhk, waggish procurer, secretly worries
- 17 Ruvenal, confident scientist, often wrong
- 18 Sharamanal, idealistic scientist, impatient
- 19 Torvul, apologetic thug, unfailingly honest
- 20 Zomer, diligent info broker, offers "freebies"

► Worlds

- 1 COI-2831.01, local populace unaware of galactic civilization, Council envoy planned
- 2 Deepwell-4, moon of a gas giant critical to interplanetary manufacturing and trade
- 3 Embrace, arid rock with domed cities, populated entirely by a seemingly peaceful cult
- 4 Enlil, human colony world with Earth-like conditions, plus dangerous megafauna
- 5 Oai, 99% ocean, aquatic populace, a few islands host landing pads, embassies
- 6 P'tor (or Vyruk), disputed world outside Council space, 1 claimant repped on Council
- 7 The Shard, piece of a world shattered by cataclysm, now host to smugglers, refugees
- 8 Trivium, seat of the Council of Worlds, built in earlier, vanished culture's high-tech ruins
- 9 Wuharo, at the tail end of an ice age that has encased extensive ancient ruins in glaciers
- 10 Zerai, hyper-libertarian, inter-species business hub, lousy with assassins and lawyers

► Crises

- 1 Ancient, mechanical army awakens
- 2 Arachnids appear, begin building something
- 3 Colony vanishes, leaving eerie comm signal
- 4 Dead gradually rise in a growing radius
- 5 Gravity shift crushes things, pulls from orbit
- 6 Huge, ancient structures burst from ground
- 7 Mass unlocking of destructive telekinesis
- 8 People metamorphose into extinct species
- 9 "Rogue planetoid" begins hatching
- 10 Ships veer off course to "utopia" world
- 11 Simple AI evolves into malevolent genius
- 12 Space station overrun with scrap-creatures
- 13 Spontaneous "uplift" of animals worldwide
- 14 Surprise black hole near populated world
- 15 Time rift conjures beings from past, future
- 16 Uncontrollable telepathy develops en masse
- 17 Violent electrical/gravitational storms
- 18 War interrupted by spectral predators
- 19 World-eating titan spotted approaching
- 20 Xenoplague spread by scared patient zero

► Twists and complications

- 1 Council wants Xenolith secured for study
- 2 Crisis has nothing to do with the Xenolith
- 3 Crisis only rectifiable by another Xenolith
- 4 Cultists spread Xenolith's "dread insight"
- 5 Dig site unearthed huge, telepathic brain
- 6 "Helpful" archaeologists under mind-control
- 7 Last of extinct aliens is encased in Xenolith
- 8 Message decoded in signal from darkspace
- 9 Must "interface" with Xenolith to stop crisis
- 10 Someone is manufacturing faux-Xenoliths
- 11 Someone must give their life to halt crisis
- 12 Survival of locals dependent on Xenolith
- 13 Synthetic isolates unexpectedly on scene
- 14 Thieves also here, trying to seize treasures
- 15 World is a tomb meant to never be disturbed
- 16 XenoGeni Corp trying to slow you down
- 17 Xenolith already destroyed before arrival
- 18 Xenolith is central to local culture's religion
- 19 Xenolith is indestructible by normal means
- 20 Xenolith-powered jump drive experiment