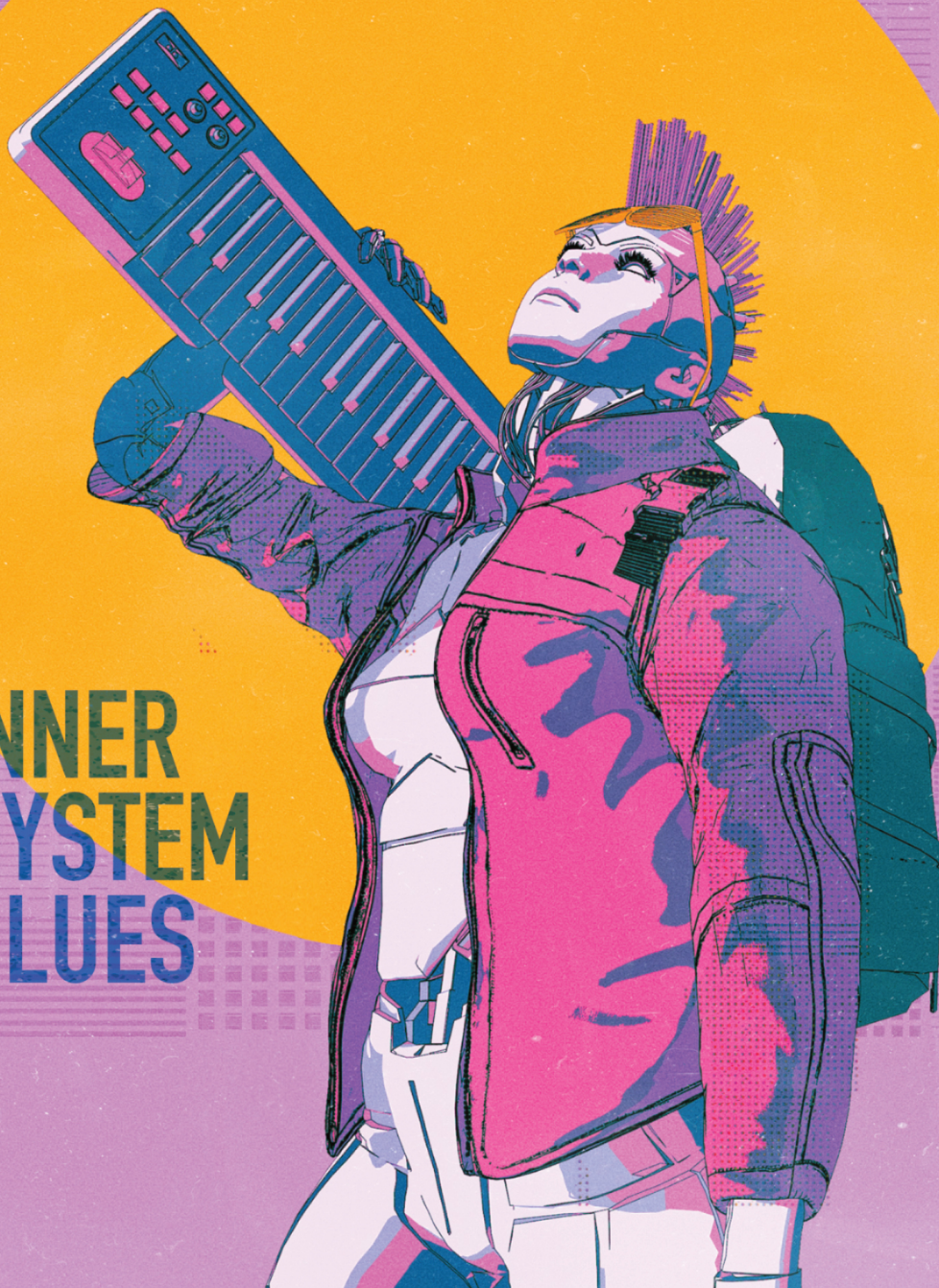


2400

LO-FI SCI-FI RPG • JASON TOCCI



INNER
SYSTEM
BLUES

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 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.

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

ADVANCEMENT: After a job, increase a skill (*none* → d8 → d10 → d12). If you get paid, all gain d6 *credits* (€) and +1 *corp rep*. If you fought injustice, gain +1 *street rep*. Roll d20 ≤ a fitting rep to check if someone recognizes you.

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

HARM: Medical/repair expenses cost €1. If killed, make a new character to be introduced ASAP. Favor inclusion over realism.

RUNNING THE GAME: Establish as a group lines not to cross in play. Encourage players to veto content as needed. Fast-forward, pause, or rewind/re-do for both pacing and safety. Present dilemmas and problems 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 to check for (1–2) trouble now or (3–4) signs of trouble.

CHARACTERS

► Choose your character's specialty.

GRIFTER: Skilled in *Reading People* (d8), *Deception* (d8). Take an extensive disguise wardrobe.

HACKER: Skilled in *Hacking* (d8), *Electronics* (d8). Take a portable, custom-built deck in bullet-proof case (*bulky*) and electronics tools.

INFILTRATOR: Skilled in *Climbing* (d8), *Stealth* (d8). Take climbing gear, night vision goggles.

PSYCHER: Skilled in *Telepathy* (d8, sense surface thoughts), *Telekinesis* (d8, as strong as your arms), or pick one at d10. Take a bottle of *PsychOut* (amplify powers; addictive).

RIGGER: Skilled in *Electronics* (d8), *Piloting* (d8). Take 2 drones, machinery and electronics tools.

SCRAPPER: Skilled in *Intimidation* (d8), *Hand-to-hand* (d8). Take a sword or cyber-arms, and 1 upgrade. (Androids can opt for 2 arm upgrades.)

STITCHER: Skilled in *Medicine* (d8), *Electronics* (d8). Take a medkit and emergency cyber-surgery kit (*bulky*, parts of "spare tire" quality).

TRIGGER: Skilled in *Shooting* (d8), *Explosives* (d8). Take a pistol, rifle (*bulky*), and 1 upgrade.

VIDCASTER: Skilled in *Persuasion* (d8), *Connections* (d8). Take a bodycam, signature prop (e.g., guitar, spray paint, Power Glove), +3 street rep.

► Choose your character's origin.

ANDROID: You have an upgrade-ready cyberbody. Take *synth skin* (looks believably human) or a *case* (as armor for *defense*), 1 *skill boost*.

HUMAN: Apply 3 skill increases as you like (three d8 skills, one d12, or a d8 and a d10).

► Choose skills (if human), or make some up.

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

GEAR

► **Take a vidlink (smartphone) and €2. Items cost €1 each, +1 per upgrade. Don't bother tracking microcredit transactions like a knife or a meal.**

ARMOR: Break for defense. Upgrade with *active camouflage, triple-layer (bulky, break up to 3x)*.

CRANIAL JACK: Allows direct computer link to use super-fast mental UI. Upgrade with *AI assistant, sensory data backup, remote control (let others pilot you), skill boost (1 skill increase)*.

CYBER-ARM: Upgrade with *claws, compartments, extend-a-shield, grip pads, implanted gun, implanted tools, palm stunner/defibrillator, super-strong, tethered grappling hand*.

CYBER-EAR: Upgrade with *echolocation, long-range, noise filter, vocal stress detector*.

CYBER-EYE: Upgrade with *anti-glare, infrared, low-light, telescopic, x-ray, ultraviolet*.

CYBER-LEGS: Upgrade with *compartments, magnetic, skates, spring-loaded, super-fast*.

GRENADES: Pack of 4. Choose from *EMP, flash-bang, fragmentation, smoke*.

MISC IMPLANTS: €1 each for *adrenaline boost, healing nanobots, O₂ supply, pheromones, play-dead mode, reinforced frame (+1 bulky item capacity), toxin filters, venom, voice mimic*.

PISTOL: Upgrade with *auto, DNA-lock, flechette-firing, call-to-hand, self-destruct, silenced*.

RIFLE: Bulky, accurate at longer ranges than pistol. Upgrade with *anti-materiel, auto, collapsible, DNA-lock, flechette-firing, grenade attachment, identify friend/foe, scope*.

STUNNER: Short-range, "less-lethal" weapon.

SWORD: Upgrade with *collapsible, monomolecular edge, superheated, XL blade (bulky)*.

SYNTH SKIN: Upgrade with *active camouflage, dermal armor (looks plasticky), programmable features (facial features, skin color)*.

DETAILS

► **Invent or roll for name (and pronouns) and look.**

NAME

1	Archer	6	Faze	11	Kit	16	Piece
2	Bliss	7	Glass	12	Limit	17	Ripper
3	Carver	8	Hawk	13	Make	18	Slide
4	Drift	9	Inky	14	Nic	19	Watts
5	Echo	10	Jinx	15	Orc	20	Zero

OUTFIT

1	Belts & chains	11	Motorcycle jacket
2	Bomber jacket	12	Robes
3	Coverall	13	Speedsuit
4	Duster	14	Suit & necktie
5	Flannel & jeans	15	T-shirt & jeans
6	Flight suit	16	Tank top & cargos
7	High-collar suit	17	Tape & sweats
8	Hoodie & slacks	18	Track suit
9	Jumpsuit	19	Trench coat
10	Military fatigues	20	Vest & pants

OUTFIT STYLE

1	Blood-red	11	Hot pink
2	Bright white	12	Hypercolor
3	Budget	13	Iridescent
4	Brand-name	14	Jet black
5	Burned	15	Pastel
6	Coppery	16	Rainbow
7	Electric blue	17	Reflective
8	Faded	18	Royal purple
9	Gilded	19	Sparkly
10	Glow-in-the-dark	20	Translucent

ADORNMENT

1	3-D glasses	11	Glitching tattoo
2	Barcode tattoo	12	Hologram tattoo
3	Blacklight tattoos	13	Koi tattoo
4	Bright Eyes™	14	Mirror shades
5	Cat-eye pupils	15	Mohawk
6	Chain tattoos	16	Neon tattoos
7	Chrome teeth	17	Occult tattoos
8	Facial piercings	18	Ritual scarring
9	Flame_tattoo.gif	19	Skull tattoo
10	Geometric tattoos	20	Snake tattoo

EARTH'S A DUMP. Mars is a wasteland. Venus belongs to the elite. If you can't afford a ticket out of system, you gotta take gigs to survive today—and maybe fight for a better tomorrow.

► **Contacts, clients, or targets**

- 1 Arcimboldo, quirky tech dealer & tinkerer
- 2 Aurora, wealthy collector of unique items
- 3 Blackout, quiet evidence removal specialist
- 4 Bleach, wry janitor android turned assassin
- 5 Bron, dour security chief with a metal arm
- 6 Bullet, no-nonsense android gun runner
- 7 Carryout, cocky courier with fast cyber-legs
- 8 Fisher, eager street kid looking for a crew
- 9 Ginseng, people-loving drug dealer
- 10 Hot Ticket, extremely cautious fence
- 11 Kaiser, grinning loan shark in a silver suit
- 12 Osiris, tired, street-level sawbones
- 13 Powder Blue, android fixer, generous rates
- 14 Reacher, sharp mercenary tac squad leader
- 15 Rhino, thickheaded, bighearted bodyguard
- 16 Sam, plucky journalist, likely to get killed
- 17 Shifter, hard-working chop-shop owner
- 18 Walleye, businesslike information broker
- 19 Whistler, smiling cabbie/getaway driver
- 20 "X," unflappable broker for an unnamed corp

► **Locations**

- 1 Apartment 330-B27 in the Superblock
- 2 The *Black Swan*, docked in low orbit
- 3 Compound of the Church of the Hive Mind
- 4 Dockyards shipping containers
- 5 Earth High Command Zenith Base
- 6 Fountain in Kobayashi Park
- 7 Gambling den run by the Martian Syndicate
- 8 Kwok Tower (200 floors)
- 9 Little Roswell "family" restaurant
- 10 Mag-lev railway yard
- 11 Main Street level 12
- 12 Metro tunnels
- 13 Mirror Gardens
- 14 Old cyber-parts plant
- 15 Plaza Del Diablo
- 16 St. Paul Memorial Hospital
- 17 Space elevator
- 18 Trailer hitched to a moving truck
- 19 Underground rave hosted by Max Destructo
- 20 Warehouse Row

► **Roll d6 to try to find a job. Spend 1 to re-roll.**

- 1-2 *Nada.* Spend 1 for expenses, or risk debt.
- 3-4 *Found a gig, but something smells off.*
- 5-6 *Choose between 2 jobs.*

► **Jobs**

- 1 Break someone out of custody
- 2 Carry a parcel from point A to point B, easy
- 3 Collect machine parts from 3 sites
- 4 Copy data from secure location undetected
- 5 Destroy "evidence" in police lockup
- 6 Drive gangs out of a certain neighborhood
- 7 Fake someone's death
- 8 Find someone who went into hiding
- 9 Help someone defect with proprietary data
- 10 Hide something dangerous for one night
- 11 Investigate recent disappearances
- 12 Lead investigators on a wild goose chase
- 13 Put malware on an air-gapped mainframe
- 14 Make someone disappear
- 15 Reroute an arms shipment in transit
- 16 Sabotage a tech demo given to the military
- 17 Steal frozen biological samples
- 18 Steal *live*, genetically-altered specimens
- 19 Steal prototype for a new weapon
- 20 Transport a group of civilians off-world

► **Twists**

- 1 Asked to test experimental drug on job
- 2 Client has no intention (or ability) to pay
- 3 Client hasn't heard from first crew hired
- 4 Client knows a creepy amount about you
- 5 Client's (psychic) agent will chaperone you
- 6 Client's superiors take out client during job
- 7 Combine two jobs into one, somehow
- 8 Cops get involved, seem kinda upset
- 9 Frame a rival for doing the job
- 10 Impress, and they'll try to hire you full-time
- 11 Pay doubled if you "make it hurt," somehow
- 12 Realize late doing job would hurt innocents
- 13 Send a message the client means business
- 14 Someone you don't hate is held hostage
- 15 Streets packed for Carnival or New Year's
- 16 Target or rival doubles the client's offer
- 17 Target or rival knows you're coming
- 18 There *might* be aliens involved
- 19 There's a very tight deadline
- 20 Zero casualties are acceptable