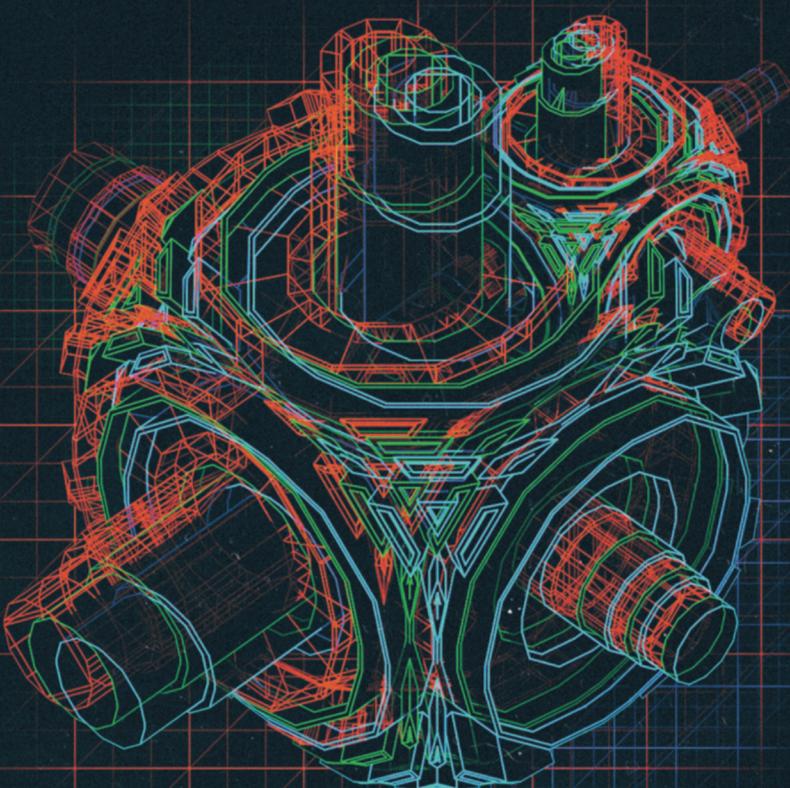


# 24XX

SYSTEM REFERENCE DOCUMENT



# RULES

# CHARACTERS

**PLAY:** Players describe what their characters do. The GM advises when their action is impossible, demands a cost or extra steps, or presents a risk. Players can revise plans before committing so as to change goal/stakes. Only roll to *avoid risk*.

**ROLLING:** Roll a *skill die* – d6 by default, 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 injured.

**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, each character increases a skill (*none* → d8 → d10 → d12) and gains 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 take time and/or medical attention to heal. If killed, make a new character to introduce ASAP. Favor inclusion over realism.

**GM:** Describe characters in terms of behaviors, risks, and obstacles, not skill dice. Lead the 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 as needed for bad luck (e.g., run out of ammo, or into guards) – roll a die to check for (1–2) trouble or (3–4) signs of it. Improvise rulings to cover gaps in rules; on a break, revise unsatisfactory rulings as a group.

// SRD design notes start with two slashes, like this.  
Other paragraphs are player/GM-facing text.

// Characters start with 6ish skill increases and/or credits in items, possibly combining "specialty" and "origin" (or "3 skill increases" as a stand-in).

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

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

**MUSCLE:** Skilled in *Intimidation* (d8) and either *Hand-to-hand* (d8) or *Shooting* (d8). Take a sword, *firearm*, or *cyber-arm*.

**PSYCHIC:** 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).

**MEDIC:** Skilled in *Medicine* (d8), *Electronics* (d8). Take a medkit and cyber-surgery tools (*bulky*).

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

**TECH:** Skilled in *Hacking* (d8), *Electronics* (d8). Take *repair tools* and a *custom computer* (*bulky*).

## ► Choose your character's **origin**.

**ALIEN:** Invent 2 traits, like *electric current*, *wings*, *natural camouflage*, or *six-limbed*.

**ANDROID:** You have an upgrade-ready cyber-body. Take *synth skin* (looks human) or a *case* (break harmlessly for defense). Increase 1 skill.

**HUMAN:** Apply 3 skill increases (from *no skill* → d8 → d10 → d12). You can take new skills and/or increase skills you already have.

## ► Choose or invent **skills** (if prompted by origin).

*Climbing, Connections, Deception, Electronics, Engines, Explosives, Hacking, Hand-to-hand, Intimidation, Labor, Persuasion, Piloting, Running, Shooting, Spacewalking, Stealth, Tracking*

// Characters who start with broader skills should start with fewer skills, or with less useful skills.

# GEAR

# DETAILS

// If an item costs less than a new video game system, the only cost is the time it takes to get it.

► Take a **comm** (smartphone) and ⚠2. Most items and upgrades cost ⚠1 each. Ignore microcredit transactions like a knife or a meal.

**ARMOR:** Vest (break once for defense), battle armor (⚠2, bulky, break up to 3x), hardsuit (⚠3, bulky, break up to 3x, vacuum-rated, mag boots).

**CYBERNETICS:** Cyber-ear (upgrade with echolocation, vocal stress detector), cyber-eye (upgrade with infrared, telescopic, x-ray), cyber-limb (upgrade with fast, strong, compartments, tool or weapon implant), cranial jack (upgrade with sensory data backup, skill increase), healing nanobots, toxin filter, voice mimic.

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

**WEAPONS:** Grenades (4, any of fragmentation, flashbang, smoke, EMP), pistol, rifle (bulky), shotgun (bulky), stun baton, tranqu gun.

► **Starships** have basic versions of these functions; upgrades cost ⚠10 each. In an emergency, players pick an action to perform or help with.

**COMMS:** Upgrade with eavesdropper, jammer, tachyon burst (no lag in-system).

**CRAFTS:** Comes with escape pod. Upgrade with fighter, shuttle (reentry-rated).

**DRIVE:** FTL jump and sublight speeds. Upgrade with longer jumps, faster speed, greater agility.

**EQUIPMENT:** Vac suits for crew. Upgrade with armory, heavy loader, mining gear, tow cable.

**HULL ARMOR:** Break harmlessly for defense. Upgrade with reentry-rated, sun shielding.

**SENSORS:** Upgrade with deep-space, life-sign scan, planetary survey, tactical vessel scan.

**WEAPONS:** Deflector turrets. Upgrade with laser cutter, military-grade turret, torpedos.

// Additional character and setting details often need to be customized for specific settings (especially when aliens and fashion are involved). Feel free to draw from these options, which should work in a range of sci-fi settings.

► Invent or roll for **personal details**.

## SURNAMES

1	Acker	6	Fox	11	Kask	16	Qadir
2	Black	7	Gee	12	Lee	17	Singh
3	Cruz	8	Haak	13	Moss	18	Tran
4	Dallas	9	Iyer	14	Nash	19	Ueda
5	Engel	10	Joshi	15	Park	20	Zheng

## NICKNAME

1	Ace	6	Fuse	11	Killer	16	Red
2	Bliss	7	Gray	12	Lucky	17	Sunny
3	Crater	8	Huggy	13	Mix	18	Treble
4	Dart	9	Ice	14	Nine	19	V8
5	Edge	10	Jinx	15	Prof	20	Zero

## DEMEANOR

1	Anxious	11	Dull
2	Appraising	12	Earnest
3	Blunt	13	Formal
4	Brooding	14	Gentle
5	Calming	15	Innocent
6	Casual	16	Knowing
7	Cold	17	Pricky
8	Curious	18	Reckless
9	Dramatic	19	Terse
10	Dry	20	Weary

## SHIP NAME

1	Arion	11	Morgenstern
2	Blackjack	12	Phoenix
3	Caleuche	13	Peregrine
4	Canary	14	Restless
5	Caprice	15	Silber Blaze
6	Chance	16	Stardust
7	Darter	17	Sunchaser
8	Falkor	18	Swift
9	Highway Star	19	Thunder Road
10	Moonshot	20	Wayfarer

**// THE PREMISE:** Explain the basics of the setting. If it's not made clear elsewhere, give a reason for the characters to stick together, and hint at what they'll spend their time doing.

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

1-2 Nothing. Owe somebody to get in on a job.

3-4 Found a job, but something seems off.

5-6 Choose between 2 jobs.

**// THE BACK PAGE:** If you'd like to mimic the style of the original micro RPGs this SRD is based on, the back page (or the left half of one side of a letter-sized sheet of paper) can fit 4 tables of 20 items each. A GM can use these to generate ideas for an improvised session, like, “[Name] has hired you for [Job] at [Location], but there's a [Twist]!” An example table is offered below.

**// ADDING TO RULES:** This SRD is very brief, with the hope experienced RPG players will fill in the gaps confidently, and RPG newcomers will be free of too many preconceived notions. Anything left vague is deliberately open to interpretation. (Like: Can you get help dice from an ally AND circumstances on one roll? Your call!) Expand or clarify as needed. My own principles for new rules are to minimize addition and subtraction, avoid too much bookkeeping (on top of tracking credits, hindrances, number of bulky items, and which items are broken), and strive to use terms either self-evident in meaning or invitingly vague.

**► Roll d20 for a contact, client, rival, or target.**

- 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

**// FINDING JOBS:** Many teams don't need to look for paying work (e.g., military units). If your game does use this setup, though, dangerous jobs should pay more to cover 1-3 credits in “expenses” for medical treatment, fixing/ replacing broken gear, re-rolling unsavory jobs, or getting through dry spells with no jobs. Also, in the table above, the phrase “owe somebody” is intentionally vague, but may be worth clarifying or alluding to elsewhere (e.g., put a loan shark in your “Contacts” table).

**// JOBS:** The list of jobs (or missions, situations, quests, etc.) should be tailored for your setting, and suggest scenarios where every character's skills will be useful. Common job templates include “deal with an unusual threat,” “investigate something seemingly inexplicable,” or “retrieve a thing from a location for a person.” They serve as “gameable lore” – elements that hint at a setting, ready-made for use in play.

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