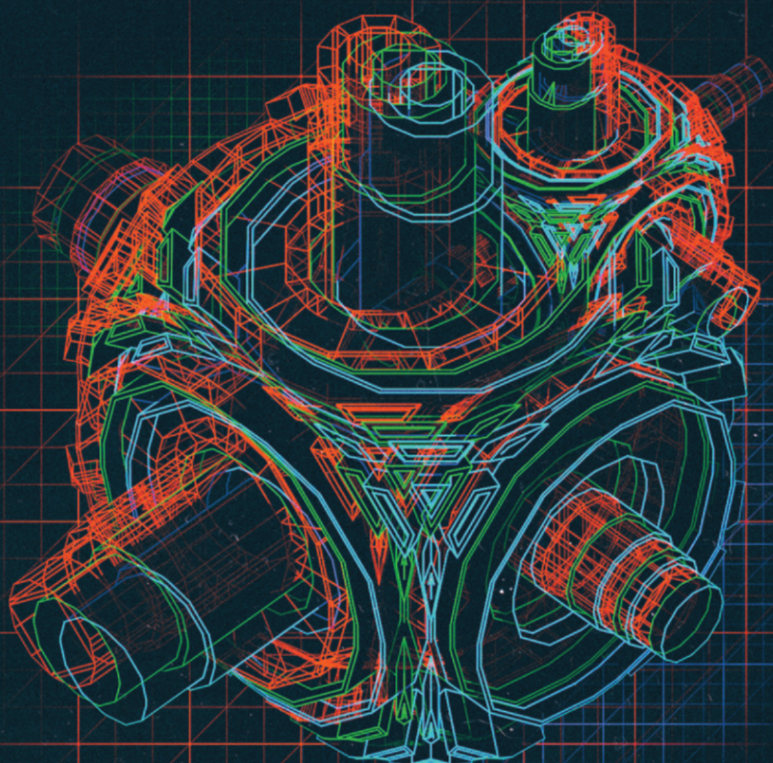


24XX

SYSTEM REFERENCE DOCUMENT



RULES

PLAY: Players describe what their characters do. The game moderator (GM) advises when an action is impossible, requires extra steps, demands a cost, or presents an avoidable 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) and gain 1 *credit* (℄).

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 be introduced ASAP. Favor inclusion over realism.

RUNNING THE GAME: Lead the group in setting lines not to cross in play. Fast-forward, pause, or rewind/redouble scenes for pacing and safety, and invite players to do likewise. 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. Offer rulings to cover gaps in rules; double back during a break to revise unsatisfying rulings as a group.

CHARACTERS

// *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 cyberbody. 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

// If something in the real world would cost less than a few hundred US dollars, the only cost is the time it would take 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 3×), hardsuit (£3, bulky, break up to 3×, vacuum-rated, mag boots).

CYBERNETICS: Cyber-ear (upgrade with echolocation, long-range, vocal stress detector), cyber-eye (upgrade with infrared, telescopic, x-ray), cyber-limb (upgrade with strong, fast, compartments, implanted tool or weapon), cranial jack, 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, tranq gun.

► Starships have basic versions of these functions; upgrades cost £10 each. In an emergency, players pick a function to do 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.

DETAILS

// Characters' personal details often need to be customized for specific settings (especially when aliens and fashion are involved). These options are usable for a range of sci-fi settings.

► Invent or roll for personal details.

SURNAME

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	Prickly
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	Silver 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.

// 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 presented extremely briefly, based on the assumption that players more experienced with RPGs can teach the basics to newcomers. Expand as needed. My own principles for new 24XX rules is that they should NOT (a) require adding or subtracting dice or modifiers, (b) require tracking another currency (unless the rule replaces tracking broken items and/or credits), or (c) add more than 1 new "tag" with a term you might need to look up (like "bulky"). Strive for self-explanatory additions, or vague additions players might enjoy interpreting.

► **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

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

- | | |
|-----|--|
| 1–2 | Nothing. Spend to re-roll, or risk debt. |
| 3–4 | Found a job, but there's a catch. |
| 5–6 | Choose between 2 jobs. |

// 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 "risk debt" 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 also suggest scenarios where every character's skills will be useful. Many jobs can be summarized as either "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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