2400 ALT

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 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 d4 *credits* (₡).

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

DEATH: Your mind is backed up remotely and on a cortical cartridge. If killed, you can be installed in a new body (a *sleeve*) or plugged into an ally, sharing their senses, visible in allies' HUDs like a ghost with scan-lines. If decisively removed from play, make a new character to introduce ASAP. Favor inclusion over realism.

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.**

FACE: Increase (d8) any 2 of *Reading People, Deception, Persuasion, Intimidation.* Take +1 ₡.

HEAVY: Increase (d8) any 2 of *Hand-to-hand, Labor, Running, Shooting.* Take a *weapon.*

GHOST: Increase (d8) any 2 of *Climbing, Sleight of Hand, Stealth, Tracking.* Take a *tool.*

TECH: Increase (d8) any 2 of *Electronics, Hacking, Explosives, Piloting.* Take a *tool.*

▶ **Choose your character's origin.**

AI: Quick-thinking in robotic sleeves. Increase 1 skill. Most use *Android* or *Utility Bot* sleeves.

HUMAN: Apply 3 skill increases. Most are in "birthday suit" (original body) or a *Clone* sleeve.

UPLIFT: Choose either *Ape* (increase *Climbing*), *Corvid (Flying)*, or *Octopus (Swimming)*. Most use their original species's sleeve.

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

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

▶ **Take a *cortical cartridge* (for a running backup, heads-up display, and smartphone), a *weapon*, and ₡2. Most items cost ₡1 each. Ignore micro-credit transactions (e.g., knife, meals).**

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).

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

TOOLS: *Flamethrower (bulky), low-G jetpack, mini drone* (also usable as sleeve), *repair tools, survey pack (climbing gear, flare gun, mapper, tent; bulky), system override key* (1 use).

SLEEVES

▶ **Choose a body. Additional sleeves cost 10, +1 for each upgrade (minus half-cost of old sleeve if you trade-in). Skill increases are cumulative with origin skills. Unfamiliar limbs or appearance may *hinder* you awhile.**

ANDROID: Includes either *synth skin* (looks human) or a *case* (break for *defense*). Upgrade with *infrared vision, palm stunner/defibrillator, retractable claws, skill boost* (1 skill increase), *spring-loaded legs, tethered grappling hand.*

APE: Bonobo, chimpanzee, gorilla, or orangutan. Sharp teeth, prehensile feet. Increase *Climbing, Labor, Hand-to-hand.* Upgrade as *Clone.*

CLONE: Vat-grown original or duplicate of a human body. Upgrade with *athletic* (increase a related skill), *camouflage, claws, custom look, dermal armor* (plasticky), *enhanced senses, fast-healing, grip pads, nonsomniac, prehensile feet, pheromones, toxin filter, vacuum-resistant.*

CORVID: Enlarged crow or raven. Opposable big-toe. Increase *Flight, Stealth.* Upgrade as *Clone.*

JUVENILE: Human child clone. Size/appearance may *help* or *hinder.* Upgrade as *Clone.*

MECH: Truck-sized industrial robot. Heavy chassis (break for *defense*). Upgrade with *digger, dozer blade, flamethrower, jackhammer, low-G jets, treads, wheels, winch.* Increase *Labor.* Restricted outside roads and work sites.

OCTOPUS: Air-breathing, camouflage, ink spray, sharp beak, squeezing, 360° vision. Increase *Swimming, Spacewalking.* Upgrade as *Clone.*

SECURITY BOT: Disc-shaped robot. 360° vision, 4 clawed tentacles, armor (break up to 3×). Upgrade with *+1 tentacle, flamethrower, infrared vision, low-G jet, stunner, turret.* Not street-legal.

UTILITY BOT: Dog-sized work robot. Start with 2 upgrades from *air compressor, blowtorch, drill, low-G jet, nail gun, remote-controllable, repair tools, saw, treads, welder,* or *Android* upgrades.

DETAILS

▶ **Invent or roll for details, true in any sleeve.**

NYM

1	Ascii	6	Fine	11	Kite	16	Pulsar
2	Blake	7	Glyph	12	Line	17	Rio
3	Cipher	8	Haze	13	Mesa	18	Saturn
4	Dat	9	Icon	14	Nova	19	Trike
5	Eyre	10	Jinn	15	Oryx	20	Wave

QUIRK

1	Archaic phrases	11	Hums pop songs
2	Chuckles bleakly	12	Mumbles to self
3	Distinct swagger	13	Never swears
4	Easy drawl	14	Quietly menacing
5	Easily distracted	15	Sarcastic as hell
6	Fondles weapons	16	Says "buddy" a lot
7	Formal manner	17	Speaks tersely
8	Gentle demeanor	18	Stretches idly
9	Goofy laugh	19	Super impatient
10	Grunts when irked	20	Vague accent

HISTORY

1	Atoning for sins	11	Obsolete doctor
2	Exoplanet colonist	12	On a corp's payroll
3	Fled indenture	13	Onetime academic
4	Former socialite	14	"On ice" 98 years
5	Had a family once	15	Raised by a cult
6	Hunted by old-you	16	Recent immigrant
7	Illegal test subject	17	Roving outlaw
8	Left the Yakuza	18	This sleeve's stolen
9	Lunar refugee	19	Uplift rights activist
10	[MEMORY ERROR]	20	War veteran

PERSONAL ITEM

1	Antique calculator	11	*Pac-man* for HUD
2	Creased photo	12	Paper journal
3	Dog-eared book	13	Postcards
4	Flask (half-full)	14	Single bullet
5	Gold ring on chain	15	Stolen cyber-eye
6	Hand-knit hat	16	Stopped watch
7	Locket with holo	17	Stylish jacket
8	Lucky coin	18	Vial of blood
9	Mentor's knife	19	Vintage shades
10	Nemesis's cartridge	20	Walkman

YOU CAN GET ANYTHING IN ALPHA CENTAURI – even a new body. But with freedom from death and plug-and-play memories, strange new risks arise. As a CTRL agent, that's where you come in.

You'll get a new body if you die – maybe even an extra "alt" sleeve to boost your efficiency – but you'd better save up if you don't want whatever (or whoever) they've got lying around.

► Contacts, targets, or people of interest

1. Ash, smirking leader of a CMD field team
2. Balderdash, jovial android info broker
3. Clay, octopus security consultant, ex-thief
4. Dex, enigmatic crow handler with CTRL
5. EON, hyper-intelligent AI, unclear motives
6. Figment, android actor/model, CTRL asset
7. Glo, wild street preacher, antenna in head
8. Halter, aging, resolute permadeath activist
9. ICEMANG, cocksure, sleeveless hacker
10. Jabroni, gorilla bouncer, adores wrestling
11. Kestrel, CTRL analyst angling for field duty
12. Lobo, gang leader, custom wolfman sleeve
13. Myrmidon, cold merc in decked-out sec bot
14. Nestor, friendly bonobo black marketeer
15. Oni, bodyguard in heavily modified mech
16. Porter, old utility bot city worker, seen it all
17. Quiet, Lazarus Co manager, informant
18. Roark, Rez security chief, new sleeve daily
19. Sasha, helpful tech, indentured at Respawn
20. Vi, psychotropics dealer to AI, juvie sleeve

► Locations

1. Asteroid rich with rare cartridge-material
2. Bio Waste Disposal, full of dead sleeves
3. Cartridge factory, crawling with sec bots
4. Church of the Hive Mind satellite chapel
5. Corporate offices, visible in low orbit
6. The Cylinder, "posthuman" space habitat
7. *Hachi,* water-filled octopus research ship
8. Junkyard, cheap cyber-parts clearinghouse
9. Miyamoto Garden, cultivated to look unreal
10. Murderdome, hosts fights to sleeve-death
11. Nest, a private colony of uplifted corvids
12. New Bengaluru, shining hub of Proxima B
13. Plant 904, astringent odor of sleeve vats
14. RezHab, a glittering, domed arcology
15. Sanctuary, tenement for simian laborers
16. Spaceport bar where the Bratva hang out
17. Stellar Wind Turbines shielding Proxima B
18. Tokyo 3.0, city of 6 million, in stellar orbit
19. Virtopia, no-extradition virtual sovereignty
20. West Shuttleport, very public meeting area

► Operations

1. Avert mass-wipe by stellar magnetic storm
2. Capture sinister memory-hacker "therapist"
3. Claim unearthed alien artifact before corps
4. Deal with roving outlaw barge raiding ships
5. Divert deep-space swarm headed this way
6. Dr. Day raised an army of *himself*–stop him
7. Help/stop Cy, sleeved in Lima station itself
8. Investigate derelict archaeological vessel
9. Investigate "plague" making uplifts "revert"
10. Investigate plot to destroy a backup facility
11. Investigate sabotaged space comm relays
12. Neutralize source of massacre in Lab 223C
13. New Venus station is missing–where is it?
14. People are collapsing into gray goo–why?
15. Stop a freighter from crashing into a planet
16. Stop a vidcast that wipes AI minds on sight
17. Stop machines burrowing into colony world
18. Track down Null, a notorious sleevejacker
19. Who's hacking androids to kill, and why?
20. Why didn't you return from the last mission?

► Twists

1. CMD, rival org to CTRL, wants to recruit you
2. CMD team working in parallel on same op
3. CTRL has a mole working against you
4. CTRL scrutinizing agents' use of force
5. Connection to Bratva/Triad power struggle
6. Consciousness-merging bill approved
7. Ex-agent accosts you, insists CMD *is* CTRL
8. Hedonist death cult party gets out of hand
9. Illegal weapon sales somehow connected
10. Killing your own alts ruled legal in court
11. Lazarus Co bankruptcy endangers backups
12. Market crash leads to sleeve shortage
13. Op requires unfamiliar sleeves for disguise
14. Permadeath protest increasingly disruptive
15. Recall of recent cortical cartridge batch
16. Rez Corp offers you ₡50 to abandon the op
17. Respawn Inc tries to slow you with red tape
18. Uplift laborers go on strike, violence feared
19. Yakuza involved, reasons unclear at first
20. Your sleeves were seen committing crimes