

ON THE FAR END OF THE GALAXY, a dead civilization left a world of ancient wonders and fell plagues. Now under orbital blockade, all who set foot here struggle to survive as exiles.

► Persons

- 1 Alphonse, giant caterpillar, job broker
- 2 Buttertop, jolly provisioner, knife-thrower
- 3 Crissy, cool, eyepatch, rents old prison cells
- 4 Doc Goddard, big white beard, bloody apron
- 5 Earwax, ex-raider, pursued by former crew
- 6 Fujiwara, laconic mechanic, no xenotech
- 7 Gritty Sal, pungent merc, nice hat, drunk
- 8 Houser, brutal warlord, extra bug-limbs
- 9 Jackrabbit, friendly bow-hunter, blue meat
- 10 Kader, pensive broker, owed many favors
- 11 Ljung, eccentric smith, will work for cheese
- 12 McClasky, scrawny junk seller, happy patter
- 13 Nort, gentle, turnip-headed pawnbroker
- 14 Ogechi, tough, wry shipper, often hires help
- 15 Pill, android guide, c'mon move move *move*
- 16 Ruby, popular warlord, executes shitty men
- 17 Stubbs, wistful, canid-spliced vet, one leg
- 18 Undu, Starmind master, offers weird quests
- 19 Viceroy, clanky robot, inn proprietor
- 20 Wollando, chatty slug, you gonna eat that?

► Places (besides all the desert)

- 1 Achewater, mining town with iffy fountain
- 2 The Arch, partially powers up irregularly
- 3 Arena, "who'd win in a fight" is volunteering
- 4 Bronze, ancient city vied for by warlords
- 5 Buried iron hand, stories tall, holding a hut
- 6 The Caravan, good deals, always moving
- 7 Fist, raider "community," barfights common
- 8 Goldsteppe, predators disguised as the sun
- 9 Hightower, sub-stratosphere levels livable
- 10 Mammoth graveyard, ivory thrums softly
- 11 Motherworm, fossilized, miles of "tunnels"
- 12 Nine Gods, inhuman statue park on horizon
- 13 Pirate cave, lit by fungi, tarps mark "rooms"
- 14 Pool, flooded "lobster" symbiont village
- 15 Sandfall, mesa/spring of potable (?) sand
- 16 The Sea, possibly a single, living organism
- 17 Starmind monastery, drifts on a floating rock
- 18 The Wheel, still rolls even as it's plundered
- 19 Wood, carnivorous trees, psychic arachnids
- 20 Wreck of the *Cavalier*, growing weird mold

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

- 1-2 Nothing. Re-roll, or risk hunger or debt.
- 3-4 Found a job, but something smells wrong.
- 5-6 Choose between 2 jobs.

► Jobs

- 1 Collect berries for Starmind Master Undu
- 2 "Deal with" pirates messing up local trade
- 3 Defend peaceful encampment from raiders
- 4 Deliver insultingly meager tribute to Ruby
- 5 Deliver message far away (DON'T READ IT)
- 6 Disable defensive turrets at raider fort
- 7 Escort Kader to Pool to meet a symbiont
- 8 Find out where Jackrabbit gets blue meat
- 9 Find out who's stealing my goddamn dust
- 10 Get a family heirloom back from Nort
- 11 Go into cave, clear out anything that moves
- 12 Guard sacred cave from psychotic miners
- 13 Help evacuate before The Sea moves in
- 14 Help someone evade the orbital blockade
- 15 Help the Resistance establish a democracy
- 16 Leave offering at Nine Gods, await answers
- 17 Plant a bomb in a warlord's camp
- 18 Retrieve "plague cocktail" from The Wheel
- 19 Save local leader, melting from a plague
- 20 Steal a (holo-branded) mammoth

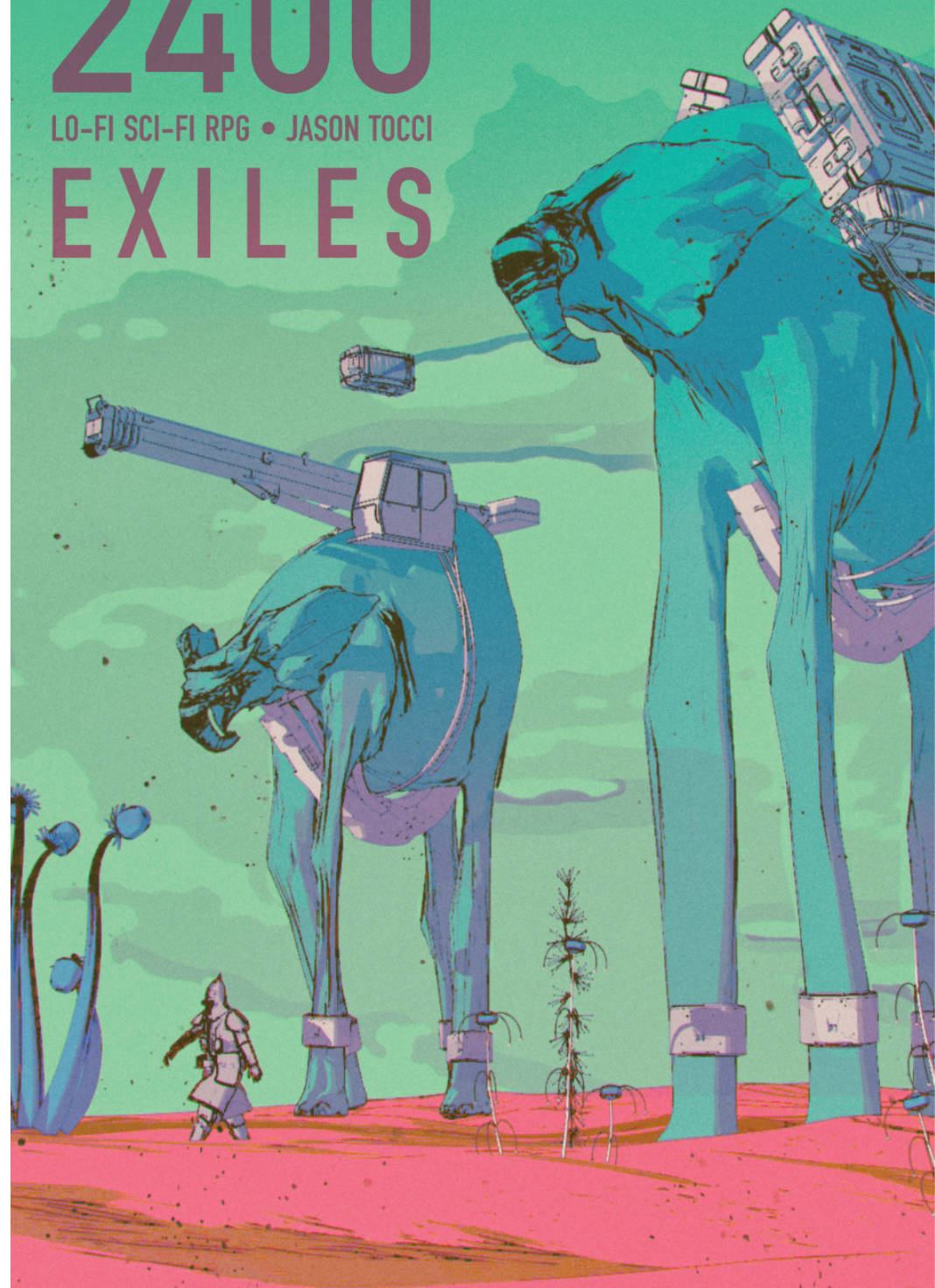
► Things (worth more than \$1)

- 1 Barrier hoop (raises force field, xenotech)
- 2 Blackmail material on a feared warlord
- 3 Crate full of well-preserved brie
- 4 Cryo-gel injector (until injured can get care)
- 5 Dust-glove (disintegrating touch, xenotech)
- 6 Five bags of Earth-soil (*bulky*) and seeds
- 7 Ten doses of bliss-dust, 2 of telepathy-dust
- 8 Hibernate pod (burrows, then starts cryo)
- 9 High-end combat-body, transplant-ready
- 10 Intact '55 Cronos Stealth Shuttle, no fuel
- 11 Jump drive fuel cell (antimatter)
- 12 Laser rifle (*bulky*, misaligned, xenotech)
- 13 Muta-spray (1 use, rewrite DNA, xenotech)
- 14 Preserved remains of an original inhabitant
- 15 Quicksilver mask (face mutable, xenotech)
- 16 Rocket boots (very dangerous xenotech)
- 17 Shipping container with autopilot mode
- 18 Spiny cirlet (grants telekinesis, xenotech)
- 19 Starmetal pole (extends to plasma glaive)
- 20 Xeno-armor (bulletproof, bonds to skin)

2400

LO-FI SCI-FI RPG • JASON TOCCI

EXILES



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*), and gain tradable goods worth *d4 salvage* (\$).

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.

HARM: Healing takes time commensurate with a hindrance's severity, but can be handled faster at a cost of \$*d4*; real doctors are hard to find. 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/redo 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.

CHARACTERS

► **Roll *d20* for background; note skills and items.**

- 1 BOUNTYBOT:** Take an *arm-mounted pistol*, *manacles*, *self-destruct module*, *robot body* with *case* (break harmlessly for *defense*).
- 2 BRAINWORM COLONY:** Open a wound to exit your host, transfer to a new host, and take control in minutes. Must consume double rations. Take a *hooded robe*, *dagger*.
- 3 CANID-SPLICED SOLDIER:** *Hunting* (d8). Take a *harness*, *collar*, *sharp senses*, *strong bite*. Give/get bonus *help* die with canids.
- 4 CRASHED STARSHIP AI CORE:** *Electronics* (d8), *Mathematics* (d12), *Navigation* (d8), *Piloting* (d10). Take a *cobbled-together robot body* too unsteady to support your weight.
- 5 CRYPTIC PROPHET:** *Oratory* (d10). A long gaze at your mutated visage risks brain hemorrhage for a chance of mystic insight. Take a *hooded robe*, *cracked mask*, *wooden staff*.
- 6 DOOMED STARFARER:** Take a *helmeted vac suit* full of *vapor* and a *skeleton*. Leave suit in vapor form (at risk of dispersion) to float around, shorting out electronics you touch.
- 7 DUST MERCHANT:** *Appraisal* (d8), *Negotiation* (d8). Take a *flashy outfit*, *eye loop*, and *3 dust doses*. Roll *d4* for each's hour-long effect: (1) bliss, (2) telepathy, (3) battle-fury, or (4) mystic visions.
- 8 EXPELLED GLADIATOR:** *Hand-to-hand* (d8), *Rabble-raising* (d8). Take a *loincloth*, *cyber-arm* with *extend-a-shield*, *homing spear* (returns to cyber-arm).
- 9 EX-WARLORD:** *Bloodshed* (d8). Take a *big, greasy gun* (bulky), *scrap armor* (break for *defense*), *horrific scarring*, a *grim mask*, and a *once-feared name*.
- 10 MAMMOTH HANDLER:** Take a *heavy duster* (break as *defense*) and a *mammoth* (2*d4* stories) with *artillery* or \$*d6* in *scrap* (bulky).

11 PENAL COLONY SURVIVOR: *Hand-to-hand* (d8), *Intimidation* (d8), *Stealth* (d8). Take a *shiv*, *prison coverall*, *tattoos*, *eyeshine mod*.

12 PLAGUE BEARER: Pieces of you sometimes fall off and try to scratch or rub people, but can be reattached. Take *body wrappings*.

13 PLAGUE EATER: Take *ratty duster*, *tentacle tongue* (2m long, strong, leech ill effects from others at risk of mutating yourself).

14 SAND SKIMMER: *Navigation* (d8), *Piloting* (d8). Take a *sand skiff* (fits 4ish, attracts pirates) and a *coach gun* (bulky).

15 SANDWORM HUNTER: *Climbing* (d8), *Shooting* (d8), *Tracking* (d8). Take *leathers*, *lure*, *harpoon gun* (bulky), *long cable*.

16 STARMIND ADEPT: *Telepathy* (d8, sense surface thoughts), *Telekinesis* (d8, as strong as your arms). Take *purple robes* and a *starmetal hilt* (extends into a plasma blade).

17 SURVEYBOT: *Digging* (d8), *Rolling* (d8). Take *telescopic worm-body* (contract/stretch 1-10m), *burrow-arms*, *LIDAR*.

18 SYMBIONT: You look like you're giving a piggyback to a big lobster. Take *strong claws*, *antennae* (hear thoughts as unintelligible murmurs). Sever bond forever as *defense*.

19 TRASH PICKER: *Scavenging* (d8), *Tinkering* (d8). Take a *pack of questionably useful junk* (bulky), an *old, scoped rifle*, and *filthy rags*.

20 XENOARCHAEOLOGIST: *Research* (d8), *Xenotech* (d8). Take *old khakis*, *mag-lens*, *brushes*, *3 mysterious xenotech artifacts*.

► **Apply 3 skill increases, using these or other comparably narrow skills of your choice.**

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

► **Invent or roll for a name, and note pronouns.**

- | | | | |
|-----------|----------|---------|-----------|
| 1 Alder | 6 Fizz | 11 Kwan | 16 Starek |
| 2 Blister | 7 Greco | 12 Lowe | 17 Toole |
| 3 Crash | 8 Hall | 13 Mud | 18 Utkin |
| 4 Duck | 9 Izumi | 14 Najm | 19 Wen |
| 5 Ein | 10 Jelly | 15 Red | 20 Zappa |

► **Roll *d20* for a piece of salvage worth \$1.**

- 1 Ambulatory slime (self-replicating, edible)
- 2 Ancient timepiece (xenotech artifact)
- 3 Annihilation ball (xenotech explosive)
- 4 Antigrav nodule (levitates up to 1000 kilos)
- 5 Binoculars (high-power, durable)
- 6 Black box from derelict ship
- 7 Brain stored in a canister with dry ice
- 8 Cyber-arm (bloody but serviceable)
- 9 Glitchy sexbot (non-sapient, sand in joints)
- 10 Hydration capsules (1-month supply)
- 11 IOU from Gritty Sal for merc work (1 job)
- 12 Live hound in a failing cryo-carrier (bulky)
- 13 Plasma battery
- 14 Map to desert oasis
- 15 Marker, 1 week room & board at Viceroy's
- 16 Med scanner (banged up, needs battery)
- 17 PsychOut (amplifies psi powers; addictive)
- 18 Sack of random machine parts (bulky)
- 19 Sand skiff engine (bulky)
- 20 Sandworm "tonsil" (purported aphrodisiac)

► **Choose or roll *d12* for 1 more salvage worth \$1.**

- 1 Climbing gear (good condition)
- 2 First aid kit with antibiotics (1 course)
- 3 Gyro-hammer (bulky)
- 4 Neutrino lance (lightweight, but bulky size)
- 5 Night vision goggles
- 6 Plastic explosive with remote detonator
- 7 Plate-sewn longcoat (break for *defense*)
- 8 Pistol
- 9 Repair tools
- 10 Rifle (bulky)
- 11 Shotgun (bulky)
- 12 Vac suit (hazmat rated, 1 hour of air)