

SOMETHING BROUGHT YOU HERE. Just a busted jump drive, you hoped. You can salvage parts from the derelict orbiting nearby, if you can finish before it crashes into the planet in a few hours.

But it's not that easy. Where's the derelict's crew? Why were gravity and life support disabled? Something brought you here. It wasn't just bad luck. And it won't let you leave.

2400

LO-FI SCI-FI RPG • JASON TOCCI



► Choose the creature's behavior (d4)

- 1 *Analytical*: Observes, experiments, vivisects
- 2 *Brutal*: Tears, roars, desecrates remains
- 3 *Fertile*: Implants eggs that hatch in a day
- 4 *Hungry*: Disables target, drags away to feed

► Choose 3 defenses – describe losing each to avoid consequences of a roll, then flee in ducts

- 1 Exoskeleton ignores most attacks; break as *defense* against fire
- 2 Mimics others, reading some memories; break as *defense* if scarred in shifted form
- 3 Caustic blood burns through vac suits, flesh; break as *defense* against dismemberment
- 4 Stinger strikes fast, paralyzes while stuck; break as *defense* if stinger would take damage while still stuck in a target
- 5 Psychic screen deflects conscious attention; break as *defense* if hit while visibly marked
- 6 Telekinesis deflects harm, opens suits, then flesh; break as *defense* if turned against self

► Observed upon entering a new room

- 1 Abandoned makeshift barricade, loaded gun
- 2 Biological samples, notes on creature
- 3 Cat-sized shape skitters out an exit
- 4 Crew log about their own busted jump drive
- 5 Eerily detailed salt statues of crew
- 6 Gravity suddenly comes back online, *hard*
- 7 Grenades (chance of hull breach if used)
- 8 Medical supplies, some bloody gauze
- 9 Night vision goggles, limited charge left
- 10 Person frozen in a scream inside a cryo-pod
- 11 Red, sticky "webs" all over (human insides)
- 12 Pink mucus trailing to one exit
- 13 Room locks down, is jettisoned from ship
- 14 Scientist in a vac suit, terrified, shooting
- 15 Sculpture from an exoplanet dig, feels tingly
- 16 Skittish cat (hisses when creature is near)
- 17 Someone alive, silently begging for your O₂
- 18 Tools for repair, welding, laser-cutting
- 19 Top half of an android, trying to find a pen
- 20 Window revealing something *not* on sensors

► Stress effects (based on stress die's roll)

- 1 Focused – don't increase stress die size
- 2 Amped – take *two* stress dice next time
- 3 Dread insight (may or may not be true)
- 4 Hear things others can't (maybe real, or not)
- 5 See things others can't (maybe real, or not)
- 6 Uncontrollable vomiting or dry heaves
- 7 Hyperventilate – test luck on O₂ supply
- 8 Can't form coherent sentences for a minute
- 9 Can't hear over the screaming for a moment
- 10 Can't look away for a moment
- 11 Too terrified to move for a moment
- 12 Shaky for a while, *hindering* fine motor skills
- 13 Jumpy, *hindered* if you stop to think/observe
- 14 Terror *helps* wild attacks, *hinders* all else
- 15 Fear *hinders* when facing source of stress
- 16 Dread *hinders* self-preservation for a while
- 17 In shock, need a few minutes before moving
- 18 Pass out until roused by someone
- 19 Catatonic, unresponsive until treatment
- 20 Cardiac arrest

► Kickers (revealed by a log, dread insight, etc.)

- 1 A log indicates your employer set this up
- 2 Anyone creature kills rises from the dead
- 3 Creature infected you; its brain is only cure
- 4 Creature is a "manifestation" of jump drives
- 5 Creature is only acting in self-defense
- 6 Creature is testing your worth for its "gift"
- 7 Creature is trying to communicate (badly)
- 8 Creature is trying to escape imprisonment
- 9 Creature is valuable if retrieved alive
- 10 Creature returns from the dead
- 11 Creature was human and can still be saved
- 12 Derelict self-destruct sequence already set
- 13 Derelict was headed somewhere even worse
- 14 Everyone in cryo is hosting creature eggs
- 15 How'd you miss *hundreds* more derelicts?
- 16 There's a ship observing all this nearby
- 17 The whole planet's inhabited by these things
- 18 This is all a hallucination ... or simulation
- 19 This is all some kind of sick reality show
- 20 Wait, is there *more than one of them*?

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 an injury, carrying more than 1 *bulky* item, or disadvantageous 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.

STRESS: Stress can *help* with fight-or-flight responses; increase its *help* die with each use (*d6* → *d8* → *d10* → *d12* → *d20*). If the stress die rolls highest, the GM describes a *stress effect*.

HARM: Clear injuries and stress with time and/or treatment. If killed, make a new character to be introduced ASAP. Favor inclusion over realism.

ADVANCEMENT: When you suffer a stress effect and survive long enough to recover from it, increase a skill (*none* → *d8* → *d10* → *d12*).

DEFENSE: Break an item to turn a hit into a brief *hindrance*. *Broken* gear is useless until repaired.

GM: Lead 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 periodically for bad luck (e.g., running out of oxygen) – roll *d6* for (1-2) trouble now or (3-4) signs of trouble. Offer rulings to cover gaps in rules; on a break, revise unsatisfying rulings as a group.

CHARACTERS

► **Choose what your character is skilled in.**

- ❑ **COMMAND:** Increase *Command* skill to *d8*. Use for inspiration, persuasion, willpower, etc.
- ❑ **MAINTENANCE:** Increase *Maintenance* skill to *d8*. Use for labor, repair, spacewalking, etc.
- ❑ **SCIENCE:** Increase *Science* skill to *d8*. Use for chemistry, computers, medicine, research, etc.
- ❑ **SECURITY:** Increase *Security* skill to *d8*. Use for combat, running, climbing, stealth, etc.

► **Choose your character's origin.**

- ❑ **PROGRAMMED:** Take *synth skin* (looks human) or a *case* (as armor for *defense*). When you would suffer a *stress effect*, you may ignore it, but increase allies' stress die size.
- ❑ **TRAINED:** Increase skill in any area – a new one to *d8*, or the one you already have to *d10*.

► **Take a *commlink* (smartphone), a *vac suit*, and $\$2$ in currency or items. Individual items cost $\$1$ each except as noted.**

- ❑ **ARMOR:** Upgrades *vac suit*; break as *defense*.
- ❑ **BODY CAM:** Share visuals with teammates.
- ❑ **CUTTING TOOLS:** For mining or breaching.
- ❑ **FLAMETHROWER:** *Bulky*. Requires O_2 to burn.
- ❑ **PISTOL:** $\$1$ extra for flechette rounds.
- ❑ **RIFLE:** $\$1$ extra for auto-fire, flechette rounds, or thermal scope. *Bulky*.
- ❑ **GRAPPLER:** Fire magnetic hook on wire. *Bulky*.
- ❑ **LOW-G JETPACK:** Use with or without *vac suit*.
- ❑ **MED KIT:** Supplies for treating an injury.
- ❑ **MED SCANNER:** Detect injuries and infection.
- ❑ **NIGHT VISION GOGGLES:** See in low light.
- ❑ **PORTABLE SENSOR:** Sense life signs, motion.
- ❑ **REPAIR TOOLS:** For electronics and machines.
- ❑ **STUN BATON:** Less-lethal weapon.

► **Choose or roll for your name. Note pronouns.**

1	Aku	6	Frost	11	Keita	16	Parish
2	Barnet	7	Grimes	12	Lanz	17	Roth
3	Childs	8	Hoang	13	Morse	18	Santo
4	Dogo	9	Ito	14	Niles	19	Testa
5	Evans	10	Jeong	15	Olmo	20	Voigt

SHIP

CORRIDORS

MAINTENANCE DUCTS

*ESCAPE PODS

2 pods, fit 4 each;
distress beacon, no FTL

DEFENSES

Anti-asteroid turrets,
mining laser, hull armor

AIRLOCKS

Located at Docking
Area and Cargo Bay

ENGINES

Sub-light thrusters,
antimatter jump drive

