

2400 PROJECT IKAROS

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 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.

ADVANCEMENT: After an operation (e.g., bring in a rogue, or help one escape), increase a skill (*none* → *d8* → *d10* → *d12*), or choose a *power* related to a psychic skill you have.

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/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. Offer rulings to cover gaps in rules; double back during a break to revise unsatisfying rulings as a group.

CHARACTERS

► **Decide as a group what kind of team you'll play.**

AGENTS: Bring in rogues before somebody gets hurt. Skilled in *Shooting* (d8), *Hand-to-hand* (d8). Take a *tranq gun*, *extendable baton*, and a *med kit*.

ROGUES: Decide whether you're a *runner* (trying to disappear) or an *agitator* (helping runners disappear, working to take down Ikaros, or otherwise upsetting the status quo). Choose, invent, or roll for what you did in your old life; treat as a skill (d8) for anything remotely related, and describe a couple items you might still have from that life.

1	Accountant	11	Manager
2	Bartender	12	Mechanic
3	Cleaner	13	Nurse
4	Designer	14	Paralegal
5	Driver	15	Politician
6	Drug dealer	16	Salesperson
7	Event planner	17	Social worker
8	IT admin	18	Student
9	Journalist	19	Support rep
10	Laborer	20	Teacher

► **Choose your Project Ikaros classification.**

MU: Human, no powers. Apply 3 mundane skill increases (for new skills and/or ones you have). Examples include *Climbing*, *Electronics*, *Running*, *Sleight of Hand*, *Stealth*, *Tracking*, etc.

PSI: Psychic. Increase 1 mundane skill (as above, under *Mu*), and choose 2 options from below.

- Clairvoyance* skill (d8, concentrate on a question for vague impressions of answer)
- Pyrokinesis* skill (d8, ignite something as if with a blowtorch)
- Telekinesis* skill (d8, exert force comparable to using both arms)
- Telepathy* skill (d8, sense surface thoughts)
- Increase a psychic skill you took from above
- Take 1 *power* under a psychic skill you have

► **Start with a *comm* (smartphone) and €2. Most items cost €1 each. Ignore microcredit transactions (e.g., a crowbar, knife, or meals).**

POWERS

► Choose 1 if prompted by your classification.

ANY PSI CLASSIFICATION

- ❑ *Nosebleed*: Accept or worsen a *hindrance* to amplify effects of a psychic skill roll.

CLAIRVOYANCE

- ❑ *Awareness*: "See" all around you, through barriers and around corners, no roll needed.
- ❑ *Precognition*: Concentrate in a time-sensitive situation to *help* all rolls using Clairvoyance.
- ❑ *Psychic Bond*: You always know the general status and direction of those you care about.
- ❑ *Psychometry*: Touch an object to witness a telling moment from its past.
- ❑ *Remote Viewing*: "See" a place you can picture.

PYROKINESIS

- ❑ *Explosion*: Unleash an uncontrolled fireball.
- ❑ *Flame Charming*: Concentrate to sculpt fire.
- ❑ *Human Torch*: Safely ignite your hand or body.
- ❑ *Superheating*: Scald or melt with a touch.
- ❑ *Thermostat*: Control ambient temperature and start/stop fires quickly and precisely.

TELEKINESIS

- ❑ *Dome*: Raise a force field a few meters wide. Roll to resist breaches, or break for *defense*.
- ❑ *Force Multiplier*: Roll Telekinesis skill die while mundane skill die to jump, punch, throw, etc.
- ❑ *Levitation*: Float slowly or control fall speed.
- ❑ *Redirect*: Concentrate to hold projectiles in midair, no roll needed; roll to fling them back.
- ❑ *Vitakinesis*: Knit damaged flesh, at risk of injuring yourself or passing out.

TELEPATHY

- ❑ *Blindspot*: Target can't perceive something.
- ❑ *Probe*: Search someone's memories.
- ❑ *Psychic Speech*: Multi-way communication with anyone you can see, no roll needed.
- ❑ *Sleep*: Instantly put someone in REM sleep.
- ❑ *Suggestion*: Gentle nudge or subtle belief. If Probing, this can alter or erase a memory.

DETAILS

► Invent or roll for name – for you, or the target.

NAME

1	Arima	6	Fabre	11	Katz	16	Popov
2	Burke	7	Guan	12	Lane	17	Rae
3	Cho	8	Haber	13	Myers	18	Saab
4	Dahl	9	Ibanez	14	Nagi	19	Tolvaj
5	Ennis	10	Jean	15	Okeke	20	Wang

► Choose, roll, or invent how powers manifested.

CLAIRVOYANT

- 1 Freaked out a bus, which later fatally crashed
- 2 Froze in a trance, reciting an antique's history
- 3 Led police to a missing person's remains
- 4 Struck by car during surprise remote viewing
- 5 They haven't, but a precog knows they will
- 6 Told coworker to cancel trip to save their life

PYROKINETIC

- 1 Burn marks on clothes, desk
- 2 Got assaulted, assailant reduced to ash
- 3 Lead suspect in strange arson investigation
- 4 Literally blew up at work
- 5 Saved kid from a fire, miraculously unhurt
- 6 Seen running down street, body ablaze

TELEKINETIC

- 1 Got shot at, but shooter took the bullet
- 2 Got stressed, things started orbiting nearby
- 3 Healed a loved one just after brutal injury
- 4 Miraculously survived a surely deadly fall
- 5 Saved someone from falling debris
- 6 Totaled a car that missed a stop sign

TELEPATH

- 1 Finished other people's sentences a *lot*
- 2 In an argument, shouted into someone's head
- 3 Left someone with total amnesia
- 4 Made everyone nearby pass out, even drivers
- 5 Seemed invisible to everyone for 6 hours
- 6 Told someone to "Go take a long walk off a short pier" (or something comparable), and they actually did it

PSYCHIC POWERS ARE REAL – that's common knowledge now. If you hear someone in your head, or see someone setting fires with a glance, you report it. Someone will take care of it.

That someone is sent by Project Ikaros. And if you have psychic powers, or care about anyone who does, you're either working for Ikaros, working against them, or trying to get away from them.

► 10 agents + 10 agitators

- 1 Butch, mu, ex-marine, brutally efficient
- 2 Drexel, mu, squad leader, quiet, circumspect
- 3 El-Amin, clairvoyant hostage negotiator, calm
- 4 Holland, very powerful telekinetic, sweaty
- 5 Kim, pyro, kind, only uses power to stop fire
- 6 Myska, clairvoyant, sketch artist and mapper
- 7 Rhee, telepathic interrogator, cool, calm
- 8 Sung, pyro, quick, can dehydrate at 20 paces
- 9 Price, deranged, 4 kills in "self defense"
- 10 Valdez, rookie agent, scared of being read
- 11 *Alpha, telepathic agitator, charismatic leader*
- 12 *Blum, pyro, ex-army, Alpha's best fighter*
- 13 *Hadley, clairvoyant, helps find runners to help*
- 14 *Jamshidi, pyro, new recruit, might turn self in*
- 15 *Kingston, idealistic mu, anticapitalist hacker*
- 16 *Mihailovic, telepath, hides/transporters runners*
- 17 *O'Donnell, mu, Mihailovic's partner, protective*
- 18 *Sandman, telepath, can knock out a group of 6*
- 19 *Taube, telekinetic, grim, looking for sister*
- 20 *Zhu, secret clairvoyant reporter, helps Alpha*

► Locations for chases and fight scenes

- 1 Aquarium, full of families and glass fish tanks
- 2 Catholic Church, stained glass, pews, statues
- 3 Cemetery, headstones, tombs, roses, doves
- 4 Docks, a maze of metal shipping containers
- 5 Elevated train line, in car, on car
- 6 Epic rap battle, nothing will stop the beat
- 7 Ferry, out over the water, people onboard
- 8 Fish market, tight spaces, tubs of crushed ice
- 9 Highway, motorcycles, car-carrying trailer
- 10 Mountainside, precarious cliff edge, windy
- 11 Natural history museum, dinosaur skeleton
- 12 Parade in the city, marching band playing
- 13 Parking garage, alarms, crumbling concrete
- 14 Prom night, "Dancing Queen" playing
- 15 Restaurant kitchen, cookware, boiling water
- 16 Rooftops, water towers, close enough to jump
- 17 Skyscraper office, cubicles, papers flying
- 18 Stadium, sporting event, crowd goes wild
- 19 Subway, trains whoosh by, third rail exposed
- 20 Woods, nighttime, trees and bushes to hide in

► How the session starts

- 1 Agents closing on runner, agitators swoop in
- 2 Agents closing in, rogues pinned down
- 3 Agent team just beaten, at agitators' mercy
- 4 At a police station with a lot of rude cops
- 5 Bedlam in Ikaros HQ, rogues are escaping
- 6 Being rushed into a hospital emergency room
- 7 Dying horribly – but wait, it was just a vision
- 8 Falling out of an aircraft in flight
- 9 Hiding undetected, enemies audible
- 10 In a shipping container or meat locker
- 11 In an interrogation room with a big mirror
- 12 In the middle of a chase
- 13 Looking up at Alpha – smiling, his gun drawn
- 14 On way to (or from) a runner sighting
- 15 Seeing a pyro glow brightly, begging for help
- 16 Surveying where runner's powers manifested
- 17 Tied to a chair in a dim, filthy garage
- 18 Van crashes while moving captured rogues
- 19 Visiting someone you (or the target) trusts
- 20 Waking in wreckage, no idea how you got here

► Rumors, lies, or revelations

- 1 Agitator leaders are all undercover agents
- 2 All psi agents are mind-wiped agitators
- 3 A mature pyro's sneeze is like an A-bomb
- 4 Alpha has a mole in Ikaros
- 5 Ikaros conscripts for a secret war with aliens
- 6 Ikaros covers up "forbidden" psychic powers
- 7 Ikaros experiments on children
- 8 Ikaros is from the future
- 9 Ikaros lets "useful" agitators operate
- 10 Ikaros "seeded" the populace with powers
- 11 Ikaros's head is harvesting powers for himself
- 12 Ikaros trains psychics to control powers
- 13 "Killed" runners are drafted for covert ops
- 14 Most runners accidentally kill by age 30
- 15 Psychics all have traces of alien DNA
- 16 Psychic powers eventually destroy your brain
- 17 Runners get recruited – agitators get a bullet
- 18 Telepaths have already taken over the gov't
- 19 The attack wasn't a bomb – that was a runner
- 20 Too-powerful psychics are kept in cryo-sleep