

2400 TEMPUS DIDUCIT

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 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 (or robotic limbs) *breaks* to turn a hit into a brief *hindrance*. *Broken* gear is useless until repaired.

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

SHIP: During an emergency, choose a duty to act or *help* with (e.g., engines, pilot, weapons, etc.).

MODERATING: Lead group in setting lines not to cross in play. Fast-forward, pause, or rewind/re-do 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., run into hostiles) – 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, create, or roll d20 for a background, or build a character using another 24XX game.**

- AURIC TROOPER:** *Battle Suit Piloting* (d8), *skintight impact suit, robot battle suit* (bullet-proof, break 3× as *defense*, rocket pack, arm cannons, infrared/telescopic sight, emergency ejection, continual risk of overheating).
- AVATAR OF THE GOD EMPEROR:** *Energy Manipulation* (d10), *Authority* (d12), *cape, ornate armor* (bulky, break 3× as *defense*).
- CATHODE RAY TRAVELER:** *Deception* (d10), *Persuasion* (d10), *Hacking* (d10), *TV wrist-watch communicator* (given to an ally). Exist only as a virtual life form; automatically hack any camera or display that's "on the grid."
- DINO SAPIENS DEFECTOR:** *Biting or Goring or Flying* (d12), *Terrifying* (d10), *scaly hide* (break as *defense*), *paradox-proof suit*.
- EX-CHRONOCOP:** *Investigation* (d10), *Shooting* (d10), *electric pistol, rumpled suit, holobadge, vest* (break as *defense*).
- HISTORIAN:** *History* (d12), *Persuasion* (d10), *smart clothes, blazer with elbow patches, PhD, book with your name on it*. Sometimes facts change in your head as paradox rewrites your memories; you remember it both ways.
- JOYRIDING TIME TRAVELER:** *Inspiration* (d12), *Persuasion* (d8), *cool outfit, time machine* (size of a phone booth, unreliable).
- KNIGHT:** *Swordplay* (d10), *Riding* (d10), a *sword, armor* (break as *defense*), *shield* (break as *defense*), *horse*.
- MARSHAL:** *Gunslinging* (d10), *Tracking* (d10), *Gambling* (d8), *pistol, rifle, badge, duster, travel clothes, fancy hat, horse*.
- PIRATE:** *Seafaring or Spacefaring* (d10), *Swimming or Spacewalking* (d8), *Swordplay* (d8), *Shooting* (d8), *pistol, cutlass, eyepatch, flashy clothes, chatty bird*.

11 **POST-FALL GIANT COCKROACH:** *Climbing* (d8), *Gliding* (d8), *Survival* (d12), *six limbs, adhesive feet, antennae* (senses smells, chemicals), *exoskeleton* (break as *defense*).

12 **PSI-OP:** *Telekinesis* (d8, as strong as using both arms), *Telepathy* (d8, sense surface thoughts), *Violence* (d8), *a machine pistol, neural electrodes* (boost psi at risk of burnout, needing replacement).

13 **REPROGRAMMED CYBER-ASSASSIN:** *Violence* (d10), *Protection* (d10), *Intimidation* (d10), *synth-flesh over cyber-body*.

14 **SHINOBI:** *Swordplay* (d8), *Stealth* (d10), *Climbing* (d8), *nondescript clothes, grappling hook, shuriken, sword*.

15 **TIME PRISON ESCAPEE:** *Stealth* (d8), *Brawling* (d10), *Bartering* (d8), *black coveralls, preternatural strength and speed*.

16 **TRANSHUMAN SOCIALITE:** *Connections* (d10), *Partying* (d12), *Etiquette* (d10), *fancy clothes, hovering camera drone, cortical cartridge* (stores a running backup of your mind; can be installed in another compatible body, even if you are killed).

17 **UPLIFTED WHALE:** *Swimming* (d12), *Singing* (d8), *Intimidation* (d8), *Labor* (d8), *Navigation* (d8), *mech frame* (hydrates and allows you to walk on land, counts as several *bulky* items).

18 **WASTELAND WARRIOR:** *Improvised Weapons* (d8), *Survival* (d8), *Tracking* (d8), *baseball bat covered in nails, biker leathers* (break as *defense*), *goggles, motorcycle*.

19 **VIKING:** *Glorious Battle* (d10), *Sailing* (d8), *mail* (break as *defense*), *bear skin* (ignore minor *hindrances* from fire and steel until after battle), *two-handed axe* (*bulky*).

20 **WEIRD SCIENTIST:** *Science* (d12), *chronomatrix prototype* (function TBD, even to you), *lab coat, suit, safety glasses, 3 wristwatches*.

► **Choose name and pronouns. Time is unraveling, so don't worry about historical accuracy.**

1	Ajam	6	Fan	11	Kadar	16	Patel
2	Boyd	7	Gim	12	Lang	17	Queen
3	Caro	8	Honda	13	Misra	18	Ramos
4	Droit	9	Idowu	14	Nacar	19	Sadik
5	Elder	10	Janz	15	Orlov	20	Tan

► **Roll d20 for one valuable thing.**

- 1 Armored case full of plutonium (*bulky*)
- 2 Captive velociraptor, muzzled and on chain
- 3 Da Vinci original, rolled in tube
- 4 DNA sample of a major religious figure
- 5 Explosive collar with proximity key
- 6 Frictionless skateboard, under safety recall
- 7 Grav-boots, dial ranges 10% to 200%
- 8 Hypercoil, high-tensile, extends to 10km
- 9 Magspex, insert any magnetic tape to read
- 10 Masamune tachi and tantō, sheathed
- 11 Mirrored cloak, deflects energy attacks
- 12 Orbital bombardment target-painting laser
- 13 Pocket space-god, just add water
- 14 Semi-sentient computer virus on floppy disk
- 15 Small, "blank slate" clone body, in backpack
- 16 Starpass, used in timelines with Starlines®
- 17 TK Gauntlet, increase *Telekinesis* skill
- 18 Ultralight glider, collapses into backpack
- 19 War-walker, seats 4, low fuel, no ammo
- 20 Writings of the Final Prophet, looks like goo

► **Choose or roll d12 for another valuable thing.**

- 1 Armored vest (break as *defense*)
- 2 Bow and quiver of arrows
- 3 Climbing gear (late twenty-first century)
- 4 First aid kit with antibiotics (1 course)
- 5 Low-G jetpack
- 6 Night vision goggles
- 7 Plastic explosive with remote detonator
- 8 Plate and mail armor (break as *defense*)
- 9 Semiautomatic pistol
- 10 Stun gun (short range)
- 11 Repair tools
- 12 Vac suit (hazmat rated, 1 hour of air)

THEY CALL IT THE UNRAVELING. Or they will, anyway. Hard to say with time travel. Too many trips, and timelines begin to fray at the edges. Most folks just struggle to adapt to this broken

world. Some exploit it for their own gain. But for others – the warriors, investigators, and agents of change – there are wrongs to right, paradoxers to catch, and a glimmer of hope of fixing this mess.

► **You hear word of...**

A threat...

That might...

- | | | |
|-----------------------|-------------------------|---|
| 1 A whole army of | 1 Aristocrats | 1 Attempt to merge all Earths, catastrophically |
| 2 Bazooka-toting | 2 Bandits | 2 Attract a predator from between worlds |
| 3 Dinosaur-mounted | 3 Centurians | 3 Awaken millennia-old warbots |
| 4 Fire-spewing | 4 Chimpanzees | 4 Broker peace with... (<i>roll another threat</i>) |
| 5 Flesh-eating | 5 Clones | 5 Call down "the Light of Heaven" |
| 6 Forcibly controlled | 6 Cosmonauts | 6 Conquer an area "for their own good" |
| 7 Glow-in-the-dark | 7 Ex-marines | 7 Destroy all but one timeline |
| 8 Gun-toting | 8 Gangsters | 8 Dose the local populace with mutagens |
| 9 Incompetent | 9 Hunters | 9 Forever blot out the sun |
| 10 Motorcycle-riding | 10 Locusts | 10 Go back in time to revise a religious text |
| 11 Mud-caked | 11 Mech pilots | 11 Hack the planet |
| 12 Psychic | 12 Octopi | 12 Hunt a child believed to grow up into a fascist |
| 13 Reanimated | 13 Parallel-world you's | 13 Install one of their own as God-Emperor |
| 14 Robotic | 14 Peasants | 14 Kill their past-selves for some weird reason |
| 15 Stealthy | 15 Pirates | 15 Merge into a giant, rampaging monster |
| 16 Super-strong | 16 Porcupines | 16 Pillage and burn just for the fun of it |
| 17 Sword-wielding | 17 Priests | 17 Prevent the extinction of the dinosaurs |
| 18 Two-headed | 18 Prisoners | 18 Raid peaceful towns for scarce resources |
| 19 Xenotech-bearing | 19 Ronin | 19 Shake down travelers at the crossroads |
| 20 Zeppelin-riding | 20 Suburbanites | 20 Smuggle a nuke into the area |

► **Someplace like...**

With elements from...

And/or from...

- | | | |
|---------------------|------------------------|--|
| 1 Babylon | 1 Biblical Flooding | 1 Alpha Centauri exodus |
| 2 Beijing | 2 Bunraku theater | 2 Area 51 explosion and the Roswell Papers |
| 3 Bottom of the sea | 3 Burning Man | 3 Branislava's Arms Emporium (<i>deals anytime!</i>) |
| 4 Camelot | 4 Cleopatra's reign | 4 Construction of the space elevator |
| 5 Cappadocia | 5 The Cold War | 5 The death of the sun |
| 6 Giza | 6 Cryogenian ice age | 6 Discovery of time travel |
| 7 Hawaii | 7 Disco | 7 Failed Martian terraforming project |
| 8 Icelandic coast | 8 Gupta Empire | 8 The First Contact Incident |
| 9 Jerusalem | 9 IKEA | 9 Formation of the asteroid belt |
| 10 Kolkata | 10 Jurassic Period | 10 Founding of the Church of the Hive Mind |
| 11 Kyoto | 11 Imperial Russia | 11 Founding of the interstellar Starlines® |
| 12 The Louvre | 12 Late Zhou Dynasty | 12 Golden Age of the Galactic God-Emperor |
| 13 Machu Picchu | 13 Mastodon hunting | 13 Invention of the antimatter jump drive |
| 14 The Moon | 14 1001 Nights | 14 Post-Fall, rise of the cockroaches |
| 15 Pompeii | 15 Prohibition era | 15 Pre-Fall, reign of the Nuclear Overminds |
| 16 The Serengeti | 16 The Renaissance | 16 Pre-quarantine xenoarchaeology |
| 17 Times Square | 17 Salem witch trials | 17 Psychic agitators free Project Ikaros captives |
| 18 The Titanic | 18 '60s counterculture | 18 Second Robot Uprising |
| 19 Uluru | 19 Victorian England | 19 Slinger's Casino, orbiting Venus, pre-robbery |
| 20 Vatican City | 20 World War I | 20 The Thirty Earths War |