

NOBODY'S EVER ROBBED THE APHRODITE – but then, you've never tried before. Stealing credits is more trouble than it's worth, so your target is the vault, with millions in wealthy guests' souvenirs

and collateral. It won't be easy to break into a casino that rises above the Venusian cloud cover, but make it out of this alive, and you'll be set for life – provided you don't leave a trace.

2400

LO-FI SCI-FI RPG • JASON TOCCI

THE VENUSIAN JOB

► **Casing the joint:** Before starting the job, players can gather intel. Roll d6 for each question the players ask. Answer each question honestly. Make up answers for anything not detailed here.

On 1–2, increase *suspicion* (below) by 1. On 3–4, asking another question will increase suspicion in addition to any other results – you still roll for it if they ask another. Players can choose to stop asking questions and start the job anytime.

► **Suspicion:** Starts at 0. When it goes up, read the result to the players.

- 1 Word on the street is there's a heist planned
- 2 ... And it's the Aphrodite being targeted
- 3 ... And their security knows it
- 4 ... And when it's planned for
- 5 ... And by whom – tear up one *surprise*
- 6 ... And their trap worked – start the session trapped inside the vault, describe how you're *hindered* by an injury, and try to make it out of the casino and off Venus alive

► **Intel:** Gathered while *casing the joint*.

- 1 **Entry:** Low-orbit docking bays on top used by wealthy guests and sensitive deliveries. All others use space elevator from surface.
- 2 **Ducts:** Maintenance ducts barely fit a single person with one *bulky* item. Roll luck to see whether a given duct has someone (1–2) working in it already or (3–4) on the way.
- 3 **Power:** Casino is hardwired to the Orb, near planet surface, by 3m thick cables. Shielded backup generators at low-orbit dock.
- 4 **Security:** Many cameras. 30+ guards on shift, d4 + 2 in Security office. Shift schedules switched weekly. Guards equipped with stun guns, body armor, and radios. Some are off-duty cops, not afraid to use lethal force.
- 5 **The Vault:** Only accessible through a freezing duct or a corridor through an elevator lobby, connected to Security. Vacuum-sealed behind a door that can only be unlocked from Security, or with heavy cutting equipment.

► **People:** Employees (1–10) and guests (11–20).

- 1 Addison, casino owner, cruel, seems refined
- 2 Boitumelo, Security chief, ruthless, efficient
- 3 Chanda, guard, pragmatic, a good shot
- 4 Diklah, guard, boisterous, cocky
- 5 Eshan, guard, stony-faced, haunted
- 6 Francis, guard, loyal and lovable sad-sack
- 7 Gyeong, maintenance, getting too old for this
- 8 Hayden, dealer, calm, alert, deep in debt
- 9 Imani, server, rebellious, thrill-seeking
- 10 Jorōgumo, magician, performing in Theater 2
- 11 Khurshid, high-roller, offers weird bets
- 12 Lakshmi, high-roller, chatty as hell
- 13 Mackenzie, high-roller, quiet, tight smile
- 14 Ngawang, high-roller, absent-minded
- 15 Olufunke, high-roller, generous, popular
- 16 Parveen, pro gambler, soon to be thrown out
- 17 Quinn, tourist, Earthling, only plays slots
- 18 Riley, tourist, in the hole, sweating bad
- 19 Sasha, local, enjoying birthday drinks
- 20 Tuttle, assistant to a high-roller, stressed

► **Twists:** Roll d10 *after* players *case the joint*.

- 1 Armored spider-bots patrol the ducts, shocking anyone without employee ID
- 2 Blueprints don't show that there's another security station just below the vault
- 3 Casino hosting private event for rich cultists speaking openly about plan to destroy Earth
- 4 No matter your suspicion level, they knew you were coming – someone sold you out
- 5 Removing items from vault without scheduling with planet-side office initiates lockdown
- 6 Rivals are going after the same haul, and they're either very good or very bad
- 7 Vault contains live clones, not protected from human trafficking laws here on Venus
- 8 Vault items are encased in thick, palladium crates requiring a key around Addison's neck
- 9 Vault lock was upgraded – now requires Addison's handprint, or a good xerox of it
- 10 You can't *just* rob it – you also have to make Addison look bad in front of your ex

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 circumstances, injury, or carrying more than 1 *bulky* item. 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 there's a force field!*), you'll at least get useful info or set up an advantage.

ADVANCEMENT: After a job, increase a skill (*none* → *d8* → *d10* → *d12*), and split the score.

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

HARM: If killed, make a new character to be introduced ASAP. Favor inclusion over realism.

SURPRISES: Each player gets a certain number of *surprises* to reveal in play. When a surprise is revealed, it's true, but should be simple, brief, and vague (not "we get the haul and escape"). You can also tear up a surprise to change any roll to a 12.

MODERATING: Lead group in setting lines not to cross in play. Fast-forward, pause, or rewind/redouble 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.

► Choose your character's street moniker.

- ❑ **BABYFACE:** Skilled in *Persuasion* (d8), *Deception* (d8), *Connections* (d8), *Stealth* (d8). Raise one of those to d12, or two to d10. Write a *surprise* related to speaking to people.
- ❑ **HAMMER:** Skilled in *Hand-to-hand* (d8), *Shooting* (d8), *Intimidation* (d8), *Labor* (d8). Raise one of those to d12, or two to d10. Write a *surprise* related to someone getting hurt.
- ❑ **KEY:** Skilled in *Hacking* (d8), *Deception* (d8), *Explosives* (d8), *Electronics* (d8). Raise one of those to d12, or two to d10. Write a *surprise* related to being someplace you shouldn't.
- ❑ **SHADOW:** Skilled in *Running* (d8), *Stealth* (d8), *Sleight of Hand* (d8), *Climbing* (d8). Raise one of those to d12, or two to d10. Write a *surprise* related to the getaway plan.
- ❑ **WILDCARD:** Choose any two skills at d8, and one at d10; declare what they are during play when it would be relevant, before rolling. Write 2 extra *surprises* of your choice.

► Choose how you're kitted out for the job.

- ❑ **SUBTLE:** A good disguise. Declare 1 concealed item during play, like a keycard or bug.
- ❑ **SUSPICIOUS:** A disguise that won't hold up under close scrutiny. Declare during play any items that might fit a specific disguise (like a tool belt if disguised as a maintenance worker), plus 1 slightly tough-to-conceal item, like a stun gun or radio jammer.
- ❑ **ALARMING:** Being spotted *will* draw attention. You're *hindered* at *Persuasion* and *Deception*. Whenever it's relevant in play, declare any reasonable number of small items, and/or a *bulky* item, like a rifle or tactical armor.

► Before play, write one *surprise*, plus any granted by your moniker. Examples include...

This person is actually on our side • That's me in disguise • All outgoing calls are being routed through us • This is where we left the getaway shuttle • I hid a backup piece in my pant leg

THE CASINO

