

24XX SOLO

GM-LESS PLAY GUIDE BY MARC STROCKS
FOR THE 24XX SYSTEM BY JASON TOCCI



STEPS

GM-LESS: Follow these steps to play out 2400 or 24XX games as a solo player or with a group, none serving as full-time GM. Adapt it to fit the game as you play. So, let's begin:

- Let each player roll a *character*.
- Familiarize yourself with the game world.
- Roll now on at least one world-building or *job* table to add some flavor to the game world as well.
- To start your journey, roll a *job/venture* or discuss how your characters meet.
- Player discussion is play. Let it transition into *scenes* anytime it feels right.

QUESTIONS: Questions are gonna come up often about the nature of the world (unrelated to your actions). Break them up into yes/no queries (Are there guards? Am I followed?) and ask one at a time. Roll: *Even is Yes. Odd is No.*

RISK: When you wanna do something, first ask: Is there *risk* enough to impede or kill you?

If there's *serious* risk (deadly or dangerous) or *some* risk (obstacles or hindrances), pick your tactic and roll your *skill* die. Dive right in.

If it's *unclear*, pick a *risk option* and roll d6.

PROBABLY SOME RISK.



1-3: Serious *risk*. *Could kill*. 4-6: Minor risk, but roll.

MIGHT BE SOME RISK.



1-2: Serious *risk*. 2-3: Some *risk*. 5-6: No real *risk*.

PROBABLY NO RISK. Just do it. Don't roll.

If you discover there's added *risk*, things just got more interesting. What might seek to harm you? Or what surprise danger arrives? If it's not obvious, roll a table on the game's page or make a *Threat*.

ROLLING: When risk is established, roll to test outcomes like usual. Use your *skill* die or d6. Note any *injuries* or *hindrances* that might impede, and situational advantages/help that would aid.

OUTCOMES

DISASTER (1-2): Suffer the full risk. The most obvious outcome probably happens. Exploring what you feared is always fun. But if that's not inspiring in this moment, roll a d6 or pick:

- 1 Damage or kill someone
- 2 Destroy something with so much potential
- 3 Throw someone into a precarious position
- 4 Complicate the situation or shatter trust
- 5 Reveal: a terrible threat has arrived!
- 6 A past decision comes back to bite you

SETBACK (3-4): A lesser consequence or partial success. If risking death, you're injured. The situation is slipping out of your control. Roll:

- 1-2 You mostly get it, but the cost is higher than you thought. Barter with a minor obstacle or add an unintended consequence.
- 3-4 Succeed halfway. An obstacle or situational hazard splits the action. Add another step required or make the victory fleeting.
- 5-6 Roll a *Disaster* outcome and: signal its approach or a *lesser* version happens now.

THREATS. Individuals or obstacles standing in your character's way. Anytime you're sat there wondering, "Okay... Where do I go next?" *Here.*

Just reveal a new *Threat* by rolling a d6:

- 1-2 Toss in the most obvious threat of the current moment (guards, monsters, etc). Roll from a *Characters* or *Details* section to add a feature. And make them *focused* on one specific goal. It's all they care about.
- 3 Birth it from your character's life (or another PC). What clashes with them in daily life? OR what's the opposite side of their proverbial coin? (e.g. *them but worse*)
- 4 Roll on a *Location* table. So: What hazardous force crawled out of there? OR what currently plagues the peoples' lives there?
- 5 Roll on a *Contacts/persons* table. They have a huge stake in the situation. Why? OR do they have it out for *you in particular*?
- 6 Roll on a *Twists/surprises, Jobs, or other* table. How does it inspire a new moment?