

24XX WORLDS

**GM EMULATOR GUIDE BY MARC STROCKS
FOR 24XX SYSTEM BY PRETENDO GAMES**

ELEMENTS

PLAY: To play GM-less, chop up the GM's tasks into the following Elements of the world. Each one comes with pitfalls and freedoms. They can aid you, help define the world or strike you down where you stand. When you set scenes or make rolls, let an Element take over. Each one is both setting and metaphor. Any player can chime in with an Element's *skills*, thoughts, or questions.

QUERIES: Elements color the world in their image. You can use *queries* to learn about your situation anytime. To establish new information, pick a *query* from the Element that sounds most applicable or invent. Say your *query* and roll d6:

1–2 Not a chance.

3–4 You could say that.

5–6 Absolutely YES.

Use this to ask a *Yes/No* question anytime. If the answer raises more questions, keep rolling. Follow the rabbit hole. If the answer's boring, pivot topics. Abstract to something new.

IF THE MOMENT WANES: roll on a table at right.

SKILLS: Elements have *skills* too, just like characters. *Skills* are outcomes the Element can breathe to life... if they make sense. **Before** you roll, you can pick any *skill* and say this is the risk: it might come to pass. Then roll.

Or **after** you roll, you can announce it happens ("They *catch you out in the open*. A spotlight shines on you from Tozumi Tower."). Just make sure you always know how risky it is before you roll ("Things are looking bad. If we roll 1 or 2, we're gonna have to pick a *Descent*.").

Openings raise the action. They develop your story and make things riskier.

Descents are the risks taking over. You always know beforehand if the hammer's about to fall.

Exploits are opportunities.

You can pick one anytime you roll 7+.

INTERPRETATION: *Skills* aren't literal, but they can be taken that way. After a roll, make the likeliest result happen or use Elements to spark ideas. There's never only one factor present so mix and match (e.g. "Prison yards are like the streets but run by corporations"; "The starports on the dead planet are secure but surrounded by wild predators"). You never *have* to pick from a list. But you **can**. Follow your curiosities. ~

DETAILS

NEUTRAL EVENT

- | | |
|-------------------|---------------------|
| 1 Introduce NPC | 4 Introduce Twist |
| 2 Event far away | 5 End story thread |
| 3 Sudden new goal | 6 Roll for bad luck |

NPC MODIFIER

- | | |
|-----------------|----------------|
| 1 Animated | 11 Idealistic |
| 2 By the book | 12 Jubilant |
| 3 Cautious | 13 Mumbling |
| 4 Coarse | 14 Overwhelmed |
| 5 Disgusted | 15 Pragmatic |
| 6 Disinterested | 16 Reckless |
| 7 Domineering | 17 Reputable |
| 8 Flippant | 18 Shadowy |
| 9 Greedy | 19 Untrusting |
| 10 Hostile | 20 Welcoming |

NPC RESPONSE

- | | |
|---------------|---------------|
| 1 Agree | 7 Ignore |
| 2 Assist | 8 Interrogate |
| 3 Attack | 9 Pontificate |
| 4 Back down | 10 Question |
| 5 Contemplate | 11 Recoil |
| 6 Demand | 12 Storytell |

SYMBOLS, ITEMS, MEMORIES, SPEECHES

- 1 Blood: life, health, collateral damages.
- 2 Boots: escaping, rescue, preparations.
- 3 Bones: pieces of something shattered.
- 4 Butterfly: changes, destruction of the past.
- 5 Coin: stolen treasure, enterprises.
- 6 Darkness: both beginning and end, stealth.
- 7 Dragon: power, retaliation, magicks.
- 8 Earth: the world, stalwartness, grounded.
- 9 Egg: a birth, a wellspring of life, future.
- 10 Eye: soul, beauty, uncovered secrets.
- 11 Fire: flamboyance, a great hunger.
- 12 Fuse: waiting, prelude to a great conflict.
- 13 Hands: crushing grip, camaraderie.
- 14 Ice: grit, dispassion, harsh conditions.
- 15 Leap: impulse, transit, surprise attack.
- 16 Lips: charisma, a sudden betrayal.
- 17 Music: whimsy, passion, debauchery.
- 18 Owl: wisdom, the one always watching.
- 19 Skull: vacuum, corruption, doom.
- 20 Wheel: cycles, past returning, technology.

Inspired by: *Belonging Outside Belonging* and *Mythic GME*

STREETWISE CLUTCH

The clawed hand of the street is always reaching at your pockets. The survivors of the bottom rung forced to fight over what's left.

MODULES: Alt, Codebreakers, Inner System Blues, Legends, Resistors, Project Ikaros.

LOCATIONS: Or grab a module.

- 1 Canyons, housing scraper, its own microcity
- 2 Kett's Cantina, graffitied bar under the rails
- 3 NO EXIT, rave you can never leave, gamblers
- 4 Orléans Ave, garages, crowd ignores violence
- 5 Platform 131, 4 or 45 min til shuttle, want-ads
- 6 West End Park, torpedo-cycle hangar spot

► GRAB WHEN YOU

Land on the bottom floor, feel dwarfed by the megalopolis, hide in plain sight, enter unknown territory, or take the back exit.

► QUERIES

If you wanna set a scene, ask 2-3 and roll each. If you just want some quick info, ask one.

- *Are there any real innocents here?*
- *Is this place safe and defensible?*
- *Do they favor survival over strict ideals?*
- *Are there dangers too close to home?*

► SKILLS

Exploits: Bonuses to enact on any 7+.

- *Place a great deal of trust in you*
- *Reveal a secret microcosm or community*
- *Flip a Descent to your benefit*

Openings: Low-risks for 3-4 (or 1-2 if not dire).

- *Reveal leashed attack dogs*
- *Catch you out in the open*
- *Put a rifle in someone's hands*
- *Make you an offer; costly but not unfair*

Descents: Moments that strike you down. Name one you fear before a roll (when things are dire).

- *Give you an ultimatum*
- *Snatch something out of your hands*
- *Throw you in a pit of vipers*
- *Pin the blame squarely on you*

CORPORATED EMPIRE

Greed runs the galaxy. It births dynasties of filth. It impounds all things under a thick, suffocating boot. Whatever you want: greed got to it first.

MODULES: Alt, Codebreakers, Cosmic Highway, ISB, Legends, Resistors, Venusian Job.

LOCATIONS: Or grab a module.

- 1 Agriculture 46, cottage, hazmat glasshouse
- 2 BLACKBEAR, shadow lounge, planet brokers
- 3 Chalet penthouse, thrones of entitlement
- 4 Comfort shuttle, live newsfeed, champagne
- 5 Floor 142, offices, datashelves, glass balcony
- 6 The Habitat, sky island luxury resort facility

► GRAB WHEN YOU

Gaze from the balcony, spot birds of prey, feel the industrial evolve into gladiatorial, enter a maze of cubicles, or reach the roof landing pad.

► QUERIES

If you wanna set a scene, ask 2-3 and roll each. If you just want some quick info, ask one.

- *Are we just cogs in a system?*
- *Do they flex authority and make demands?*
- *Are weapons forbidden here?*
- *Does the leadership go unquestioned?*

► SKILLS

Exploits: Bonuses to enact on any 7+.

- *Wage private wars with each other*
- *Reveal a secret path through the vents*
- *Flip a Descent to your benefit*

Openings: Low-risks for 3-4 (or 1-2 if not dire).

- *Reveal a deadly mechanical asset*
- *Place security on high-alert*
- *Reveal someone's true identity to all*
- *Hint at a larger, shadowy plot*

Descents: Moments that strike you down. Name one you fear before a roll (when things are dire).

- *Reveal this was all according to plan*
- *Reveal a betrayal caused by greed or fear*
- *Dig its hooks deep into someone's life*
- *Put a target on someone's back*

INDOMITABLE VOID

There's no light in earth or heaven but the cold light of stars. And the first watch of night is given to the red planet Mars.

MODULES: Alt, Codebreakers, Cosmic Highway, Eos, Inner System Blues, Resistors, Xenolith, Xot.

LOCATIONS: Or grab a module.

- 1 Betakron, fuel station, zero-g fights, microstars
- 2 Deck 52, casino warpgate, diner under nebulas
- 3 MESS1, mechabarista, ceiling meal dispensers
- 4 Moonrise colony, comms college, regalith bugs
- 5 SV-206, swamp planet, humanish radiated ruin
- 6 Toxi-cloud ring, circles ice world, jams sensors

► GRAB WHEN YOU

Venture toward the light, launched into months-long transit, walk between padded hulls, journey across the seas or commandeer the escape pod.

► QUERIES

If you wanna set a scene, ask 2-3 and roll each. If you just want some quick info, ask one.

- *Is it decayed and obsolete?*
- *Is it breathable and easy to traverse?*
- *Does it emphasize function over comfort?*
- *Are eyes watching my every move?*

► SKILLS

Exploits: Bonuses to enact on any 7+.

- *Play out an emotional reunion*
- *Make something useful and resource-rich*
- *Flip a Descent to your benefit*

Openings: Low-risks for 3-4 (or 1-2 if not dire).

- *Introduce a spreading malfunction*
- *Reveal a cosmic marvel unique to this place*
- *Require an arduous voyage to get there*
- *Reveal ghosts of past misadventure*

Descents: Moments that strike you down. Name one you fear before a roll (when things are dire).

- *Cite regulations if you don't comply*
- *Threaten existence with a horrifying truth*
- *Block the only way out of this*
- *Annihilate beautifully and poetically*

WARRING BADLANDS

Beyond ecosystems of excess, nature takes back what we ignore. Laws shatter. Everything falls to disrepair. Feuds are settled with fire and blood.

MODULES: Battle Moon, Eos, Exiles, Legends, Tempus Diducit, Xenolith, Xot, Zone.

LOCATIONS: Or grab a module.

- 1 Dark outpost, ghostly AI army, endless greeble
- 2 Flat desert, orange fog, sanded statues, felids
- 3 Rusted landfill, colossal solarmills, muck lake
- 4 Skeletal buildings, flooded lobby, a bonfire
- 5 Vast farmlands, caravan, wars along the road
- 6 Vertical forest, waterfalls, forbidden fruit

► GRAB WHEN YOU

Step out into the dark, traverse what's lost and neglected, enter the undead ruin, refuse to go gentle, trace warring roads, or drop into sewers.

► QUERIES

If you wanna set a scene, ask 2-3 and roll each. If you just want some quick info, ask one.

- *Do they try to ensnare new arrivals?*
- *Is there a divergent culture and set of laws?*
- *Is a scarce resource held in a vicious grip?*
- *Do the wilds slowly transform you?*

► SKILLS

Exploits: Bonuses to enact on any 7+.

- *Map a shortcut through the labyrinth*
- *Broker a deal that benefits both parties*
- *Flip a Descent to your benefit*

Openings: Low-risks for 3-4 (or 1-2 if not dire).

- *Give a reason to venture deeper into the cave*
- *Spread rumors of oasis*
- *Cut off a resource entirely*
- *Repurpose technology into something odd*

Descents: Moments that strike you down. Name one you fear before a roll (when things are dire).

- *Rain hellfire from above*
- *Send reinforcements after you*
- *Engulf something in the bog*
- *Lose something in the ruinous maze*