

RISK DANCERS

A science fiction solo game about adventure, retirement, and renewal



by
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Introduction

In "Risk Dancers" you'll sequentially traverse 17 tables, employing a 66-sided die mechanism (2d6). The first die gives the first digit, the second the second digit, generating 36 possible results from 11 to 66. Your dice rolls map to a table entry, leading you through adventures, intrigues, and final farewells. You will need a pair of regular dice and imagination.

Game instructions

1. Roll: Begin with a roll on each table. If the result fits your unfolding story, use it.

2. Re-roll: Unhappy with the outcome? You may choose one re-roll, but the new result is final.

3. Proceed: Advance to the next table, interpreting the outcome within your adventure. Follow the sequence from table 1 to 17.

4. Imagine: Reflect on or record each roll, choice, and reaction. Consider their broader implications on your journey.

Gameplay

Your journey is divided into three phases:

A. "Allegro": Tables 1-6, describing your last venture.

B. "Repose": Tables 7-10, illustrating the winding down and memories of your life.

C. "Adagio": Tables 11-17, reigniting your purpose, leading you through final exploits and farewells.

Throughout these phases, weave the results and discarded rolls into your narrative. Your creativity will guide your tale, reflecting not only on chosen paths but also on what might have been. The game ends after all 17 tables are traversed, culminating in the resolution of your story.

Table 1: History

11: A duo of former corporate spies, now working freelance.
12: A trio of seasoned smugglers, each with unique skills.
13: A pair of hackers who once worked for rival factions.
14: A mismatched group of thieves united by a shared enemy.
15: A team of ex-military operatives, experts in covert missions.
16: A family of smugglers known for their loyalty and ingenuity.
21: A band of rebels fighting against a corrupt system.
22: A duo of bounty hunters, notorious for their efficiency.
23: A group of old friends, reunited for one last heist.
24: A collective of specialists, each a top gun in their field.
25: A team of retired spies lured back by a personal vendetta.
26: A pair of siblings, running scams across the galaxy.
31: A band of mercenaries, each with their own code of honor.
32: A trio of con artists, adept at manipulation and deceit.
33: A group of former law enforcement, now on the other side.
34: A team of experts, each with a debt to pay.
35: A duo with a shared past, working to clear their names.
36: A crew of fugitives, hiding in plain sight.
41: A collective of revolutionaries, driven by ideology.
42: A trio of investigators turned criminals.
43: A family of outlaws, infamous in the criminal underworld.
44: A band of fortune seekers, always on the hunt for the next big score.
45: A group of childhood friends, bound by shared secrets.
46: A team of rogue scientists, utilizing their expertise for profit.
51: A duo of adventurers, always looking for the next thrill.
52: A collective of renegades, operating under a mysterious patron.
53: A team of survivors, driven by revenge.
54: A pair of former enemies, united by a common goal.
55: A group of lost souls, finding purpose in crime.
56: A team of loyal comrades, operating on the fringe.
61: A band of wanderers, each with a hidden past.
62: A trio of rebels, fueled by a personal vendetta.
63: A group of vigilantes, acting outside the law.
64: A team of specialists, brought together by fate.
65: A pair of risk-takers, never backing down from a challenge.
66: A crew of seasoned professionals, always one step ahead.

Table 2: Opportunity

11: An inside tip about an unguarded shipment of rare artifacts.
12: A high-paying job to infiltrate a rival criminal organization.
13: A chance to steal sensitive information from a corrupt politician.
14: An opportunity to smuggle valuable contraband through a secure border.
15: A job to kidnap a key witness before a high-profile trial.
16: A contract to eliminate a target without raising suspicions.
21: A tip about a hidden stash of precious gems in a guarded location.
22: An offer to transport illegal goods for a powerful crime lord.
23: A proposition to rob a high-stakes underground gambling den.
24: A chance to rescue a friend held captive by a rival group.
25: An opportunity to sabotage a competitor's operations.
26: A job to retrieve stolen property from a fortified location.
31: An offer to gather intelligence on a rising criminal syndicate.
32: A contract to protect an asset from would-be thieves.
33: A proposition to forge alliances between rival criminal factions.
34: A chance to locate and acquire a rare piece of technology.
35: An offer to test a security system for potential weaknesses.
36: A job to dismantle a rival gang's operations piece by piece.
41: A contract to deliver a message by any means necessary.
42: An opportunity to intercept a shipment of black-market weapons.
43: A chance to broker a truce between feuding criminal families.
44: A proposition to steal valuable data from a secure facility.
45: An offer to sabotage a major deal between rival factions.
46: A contract to track down and recover a stolen artifact.
51: A tip about a valuable cargo left unguarded on a derelict ship.
52: An opportunity to blackmail a high-ranking official.
53: A job to disrupt a powerful gang's supply chain.
54: A chance to expose a traitor within a criminal organization.
55: A proposition to assist in a prison break for a valuable ally.
56: An offer to orchestrate a heist during a high-profile event.
61: A contract to extract information from a well-guarded source.
62: An opportunity to eliminate a rising threat to the organization.
63: A proposition to mediate a dispute between criminal factions.
64: A chance to retrieve a family heirloom from a secured location.
65: An offer to acquire a rare item from a guarded private collection.
66: A job to neutralize a threat before it exposes the group.

Table 3: Approach

11: Conduct surveillance on the target location, identifying weak points.
12: Infiltrate the enemy's ranks to gain insider information.
13: Hack into security systems to learn patrol routines and schedules.
14: Bribe a local official to obtain blueprints or confidential data.
15: Recruit a specialist to help decipher encrypted messages.
16: Set up a sting operation to gain trust within the criminal network.
21: Utilize drones to gather information in an innovative way.
22: Employ an informant to reveal hidden secrets of the rival group.
23: Analyze market trends to time a financial heist perfectly.
24: Gather intelligence through social engineering and manipulation.
25: Locate a hidden passage or vulnerable point in the enemy’s defenses.
26: Work undercover to learn the routines and habits of the target.
31: Acquire black-market technology to gain an edge in the mission.
32: Utilize psychometric analysis to predict a target's behavior.
33: Employ chemical analysis to understand the substance being smuggled.
34: Research the personal lives of targets for potential leverage.
35: Develop a diversion that will distract guards at the critical moment.
36: Utilize astronavigation to find a discreet path through restricted space.
41: Set up a fake identity to infiltrate a secure location.
42: Research historical records to uncover hidden truths about the objective.
43: Employ satellite imagery to map out a remote and hidden location.
44: Work with a local gang to create a coordinated distraction.
45: Build a custom device to overcome a specific technological barrier.
46: Extract information from a captured rival through interrogation.
51: Utilize cyber espionage to uncover guarded secrets.
52: Deploy a stealth team to conduct reconnaissance undetected.
53: Analyze political climate to exploit governmental weaknesses.
54: Study legal regulations to find loopholes for smuggling.
55: Forge an alliance with a rival faction for mutual benefit.
56: Recruit an insider willing to betray the enemy organization.
61: Analyze the psychology of the target for manipulation.
62: Employ a network of spies to gather intelligence.
63: Develop a technological countermeasure to a known threat.
64: Utilize remote sensing to analyze a location from a distance.
65: Study cultural norms to blend in during an undercover operation.
66: Organize a multi-stage plan utilizing diversions, bribes, and deception.

Table 4: Action

11: Execute a daring heist, relying on timing and precision.
12: Infiltrate a guarded facility using stealth and guile.
13: Ambush a high-value target during a vulnerable moment.
14: Engage in a high-speed chase to intercept a moving target.
15: Utilize high-tech gadgets to bypass security measures.
16: Employ sabotage to cripple the rival faction's operation.
21: Lead a coordinated strike on multiple targets simultaneously.
22: Engage in hand-to-hand combat to neutralize a threat.
23: Conduct a long-range assassination from a hidden location.
24: Utilize cyber warfare to disable the enemy's communication.
25: Negotiate a high stakes deal under intense pressure.
26: Organize a blockade to trap the enemy in a vulnerable position.
31: Perform a dangerous space maneuver to evade capture.
32: Deploy drones for a surgical strike on a specific target.
33: Engage in psychological warfare to demoralize the enemy.
34: Conduct a deep-sea operation to recover a sunken artifact.
35: Lead a riot or mass protest to create chaos and distraction.
36: Execute a precision extraction of a hostage or valuable asset.
41: Utilize an armored vehicle for a forceful assault.
42: Employ a disguise to get close to a well-protected target.
43: Conduct a forensic investigation to uncover hidden evidence.
44: Utilize parkour and urban navigation for agile movement.
45: Lead a stealth mission through enemy lines to gather intel.
46: Coordinate with allied forces for a massive raid.
51: Utilize a sleeper agent to sabotage from within.
52: Execute a coordinated cyber attack on multiple fronts.
53: Perform a high-altitude insertion into hostile territory.
54: Employ environmental manipulation to control the battlefield.
55: Utilize a network of safe houses for a complex escape route.
56: Engage in space combat using advanced tactics.
61: Lead an operation under extreme weather conditions.
62: Utilize social engineering to manipulate key individuals.
63: Perform a surgical strike using advanced weaponry.
64: Conduct a daring rescue mission in a heavily fortified location.
65: Coordinate a disinformation campaign to mislead the enemy.
66: Utilize an unexpected ally or hidden resource for a tactical advantage.

Table 5: Getaway

11: Execute a planned escape route through hidden tunnels.
12: Employ disguises and blend into a crowded area.
13: Use a pre-arranged extraction team with a fast vehicle.
14: Leave behind a diversion or explosive to cover the retreat.
15: Utilize a network of local informants to avoid capture.
16: Engage in a high-speed chase through narrow city streets.
21: Deploy countermeasures against pursuing spacecraft.
22: Disappear into a wilderness area using survival skills.
23: Bribe local authorities to overlook or delay the pursuit.
24: Use cyberattacks to disable surveillance and tracking systems.
25: Blend into a passing caravan or trade convoy.
26: Lay low in a hidden safe house until the heat is off.
31: Switch transportation methods multiple times to confuse pursuers.
32: Utilize a decoy or false lead to divert attention.
33: Negotiate passage with a rival faction for a price.
34: Employ advanced stealth technology to become invisible.
35: Sail through treacherous waters to evade naval forces.
36: Escape into a dangerous environment, such as a storm or asteroid field.
41: Infiltrate a crowded event and slip away undetected.
42: Utilize a black-market teleportation device for instant escape.
43: Create a false trail using misinformation and decoys.
44: Engage in a running battle while retreating to a secure location.
45: Employ non-lethal traps to slow down or incapacitate pursuers.
46: Escape in disguise aboard a commercial passenger transport.
51: Utilize specialized gear for an underwater or aerial escape.
52: Make a last stand to buy time for others to escape.
53: Employ psychological warfare to spread fear and confusion.
54: Rendezvous with a hidden ally for a surprise extraction.
55: Utilize secret passages known only to a select few.
56: Escape through a series of well-timed and coordinated jumps in space.
61: Engage in a dangerous gambit by faking death or capture.
62: Utilize an unexpected natural disaster as cover for escape.
63: Create a legal or political incident to divert attention.
64: Utilize advanced medical technology for a quick recovery and escape.
65: Employ a series of increasingly elaborate deceptions to evade.
66: Make a bold and audacious escape that becomes legendary.

Table 6: Outcome

11: Complete success with a substantial financial reward.
12: Partial success with some objectives unfulfilled; reduced payment.
13: Betrayal by an ally leading to complications or reduced reward.
14: Complete failure leading to a loss of reputation and resources.
15: A double-cross by the employer with a twist in the plot.
16: Discovery of unexpected information or an additional opportunity.
21: A new powerful ally or connection is gained.
22: The mission's success brings unwanted attention or enemies.
23: A moral or ethical dilemma arises from the outcome.
24: The reward is unique technology or information rather than money.
25: A new and more dangerous opportunity presents itself.
26: The team suffers casualties or loses valuable equipment.
31: The mission's success leads to fame or notoriety within certain circles.
32: The outcome reveals a hidden conspiracy or deeper plot.
33: The group's actions have unexpected political or societal impact.
34: A rival group or competitor interferes with the outcome.
35: The mission's failure leads to a vendetta or ongoing feud.
36: The reward is an asset such as property or a ship.
41: Success, but with a personal cost or sacrifice.
42: The mission's outcome results in unintended collateral damage.
43: A long-lost friend or family member is found or impacted.
44: The group's actions lead to further instability in the region.
45: The outcome ties into a larger quest or long-term goal.
46: The reward is a clue or key to a personal mystery or quest.
51: A hidden agenda within the group is revealed.
52: The mission's success strengthens a friendly organization or cause.
53: A choice made during the mission has lasting consequences.
54: The outcome leads to a change in group dynamics or leadership.
55: A seemingly minor success leads to major future opportunities.
56: The group is pulled deeper into ongoing conflicts or politics.
61: An unexpected twist turns the mission's failure into a success.
62: The reward is intangible, such as honor or recognition.
63: A decision made during the mission haunts the group later.
64: The group's actions inadvertently aid a rival or enemy.
65: The outcome is ambiguous, leaving room for interpretation.
66: A seemingly insignificant detail becomes vital later on.

Table 7: New Beginnings

11: Settle in a bustling city, opening a bar frequented by old allies.
12: Purchase a quiet farm on a remote planet, seeking a peaceful life.
13: Invest in a successful business, becoming a respected entrepreneur.
14: Join a scientific expedition, exploring unknown regions of space.
15: Become an influential member of a local political organization.
16: Teach at a prestigious academy, sharing experience and wisdom.
21: Lead a charitable foundation, making a positive impact.
22: Open a high-end security firm, utilizing skills from previous adventures.
23: Live as a reclusive artist, creating art inspired by past experiences.
24: Become an advocate for a just cause, working tirelessly.
25: Write memoirs, sharing tales of adventure without revealing secrets.
26: Pursue a spiritual path, seeking inner peace and enlightenment.
31: Establish a close-knit community for retired adventurers.
32: Engage in recreational interstellar travel, exploring new cultures.
33: Devote time to family, perhaps reconnecting with lost relatives.
34: Serve as a mentor or coach for new adventurers.
35: Embark on a scholarly pursuit, researching ancient civilizations.
36: Invest in an experimental technology startup.
41: Join a specialized medical team, healing others with unique skills.
42: Become a sought-after consultant for law enforcement agencies.
43: Open a private detective agency, solving local mysteries.
44: Pursue hobbies and passions long neglected.
45: Live anonymously in a bustling metropolis, enjoying simplicity.
46: Found a training facility for aspiring adventurers.
51: Start a family or adopt children, focusing on personal connections.
52: Reconnect with a long-lost love or old friend.
53: Engage in extreme sports or other adrenaline-fueled activities.
54: Act as an advisor to a governmental body.
55: Build and operate a private spaceport.
56: Open a museum showcasing artifacts from previous missions.
61: Become a reclusive inventor, working on groundbreaking technology.
62: Publish novels or produce media inspired by past adventures.
63: Lead a life of luxury and excess, enjoying the fruits of success.
64: Embrace a life of asceticism and contemplation.
65: Foster new talent in the field of espionage or smuggling.
66: Mysteriously disappears, leaving behind rumors and legends.

Table 8: Life Outside the Game

11: Adjust to a mundane life, feeling both comfort and boredom.
12: Struggle with the ghosts of the past, seeking therapy or counseling.
13: Flourish in a new career, becoming a well-known figure.
14: Face legal troubles stemming from past actions, requiring a legal battle.
15: Suffer an unexpected financial loss, facing new challenges.
16: Become a celebrated hero in the community.
21: Experience the joy and pain of new relationships.
22: Get involved in local politics or advocacy groups.
23: Face health challenges, possibly related to past adventures.
24: Embrace a new identity, leaving behind all connections.
25: Become a target of a vendetta by old enemies.
26: Reconnect with family, leading to joyous reunions or conflicts.
31: Engage in charitable work, finding fulfillment.
32: Fall into addiction or other self-destructive behaviors.
33: Discover a new passion, leading to unexpected success.
34: Experience an unexpected betrayal by a close friend.
35: Find peace and contentment in solitude.
36: Become a local celebrity, with all the associated pressures.
41: Act as a guardian or mentor to a young protegee.
42: Start a movement or organization, inspiring others.
43: Get caught up in a local scandal or controversy.
44: Pursue educational goals, achieving academic recognition.
45: Face unexpected challenges in managing newfound wealth.
46: Embrace a spiritual journey, finding inner harmony.
51: Become involved in a love triangle or complex relationship.
52: Engage in a risky investment, leading to success or ruin.
53: Get entangled in a new adventure, albeit on a smaller scale.
54: Rekindle old rivalries, leading to new conflicts.
55: Experience the unexpected loss of a loved one.
56: Face a moral dilemma, challenging personal beliefs.
61: Act as a mediator in a complex dispute or negotiation.
62: Live a dual life, balancing secrecy with social commitments.
63: Suffer from PTSD or other mental health challenges.
64: Experience fame or infamy, with media scrutiny.
65: Receive a mysterious message or call to action.
66: Face a personal crisis that leads to a significant life change.

Table 9: Memories and Regrets

11: Fondly remember a successful heist but regret a lost friendship.
12: Haunted by a decision that led to a team member's death.
13: Reflect on a missed opportunity that could have changed everything.
14: Ponder the impact of the criminal life on personal relationships.
15: Revisit an old hideout, stirring up both joyous and painful memories.
16: Encounter someone from the past, leading to a night of reminiscing.
21: Struggle with guilt over collateral damage during a mission.
22: Find old mission logs, igniting a sense of nostalgia.
23: Seek forgiveness from a wronged party, facing acceptance or rejection.
24: Question the morality of past actions, seeking redemption.
25: Experience a dream or vision of a 'what if' scenario.
26: Discover a memento, triggering a forgotten memory.
31: Meet a retired adversary, leading to an unexpected connection.
32: Reconnect with an old flame, exploring what might have been.
33: Attend a memorial for a fallen comrade, reflecting on loss.
34: Seek counseling for unresolved issues, leading to healing or turmoil.
35: Visit the grave of a loved one, engaging in deep reflection.
36: Watch a holovid about a past adventure, feeling pride or shame.
41: Encounter a piece of art inspired by a past mission.
42: Hear a song that takes you back to a specific time and place.
43: Read a news report that misrepresents a past event.
44: Recognize a technological advancement that originated from a past job.
45: Face legal inquiries about unresolved cases.
46: Discover a novel or film based on one of your adventures.
51: Receive an award or recognition but feel undeserving.
52: Revisit a past mistake, seeking to make amends.
53: Confront a betrayal that still stings.
54: Experience an unexpected flashback during a routine activity.
55: Find an old journal, reading forgotten thoughts and feelings.
56: Encounter a stranger who shares an unknown impact of your actions.
61: Hear rumors about a former teammate, bringing mixed feelings.
62: Find an old weapon or tool, triggering specific memories.
63: Receive an unexpected apology or thanks.
64: Experience a health issue related to a past injury.
65: Face the consequences of a long-forgotten decision.
66: Uncover a secret about a past mission that changes everything.

Table 10: An Unexpected Intrigue

11: Receive an encrypted message from an unknown source.
12: Discover surveillance devices in your home or office.
13: Encounter a stranger who seems to know too much about your past.
14: Find an old piece of technology that suddenly activates.
15: Receive a mysterious package containing a clue or artifact.
16: Discover a secret door or compartment in a familiar place.
21: Become a target of a low-level criminal or rival.
22: Hear whispers of an old enemy resurfacing.
23: Stumble upon a conspiracy connected to a past mission.
24: Encounter a former ally acting suspiciously.
25: Receive a desperate plea for help from an old contact.
26: Discover a hidden cache of money, weapons, or information.
31: Uncover evidence of a new threat connected to your past.
32: Find a mysterious symbol or code appearing in various places.
33: Encounter a clone or doppelganger of a former teammate.
34: Receive an invitation to a covert meeting or event.
35: Stumble upon a hidden base or facility linked to an old case.
36: Encounter law enforcement interested in a cold case.
41: Discover a plot against a former ally or loved one.
42: Receive a warning from an unexpected source.
43: Notice signs of someone tampering with your personal records.
44: Discover that a past mission was not what it seemed.
45: Uncover a mole or spy within a former organization.
46: Face an unexpected test or trial set by an old mentor.
51: Receive a cryptic prophecy or prediction from an enigmatic figure.
52: Find evidence of a loved one involved in something dangerous.
53: Discover a connection between two seemingly unrelated past missions.
54: Unearth a hidden agenda behind a seemingly benign organization.
55: Encounter a technological anomaly linked to a past experiment.
56: Receive unexpected news about a presumed-dead adversary or ally.
61: Find yourself under surveillance by an unknown party.
62: Encounter an unexpected obstacle in a routine activity.
63: Receive a mysterious inheritance from an unknown benefactor.
64: Uncover hidden layers of your own past or identity.
65: Receive a request to retrieve a stolen or lost item from your past.
66: Discover that you are part of a grander scheme or destiny.

Table 11: The Call

11: A former ally reaches out with an urgent request for help.
12: A secret government agency demands your unique skills.
13: An anonymous message hints at a new threat.
14: A past mistake resurfaces, requiring your intervention.
15: A piece of unfinished business becomes critical again.
16: An old adversary returns, threatening peace.
21: A family member is in danger and needs your expertise.
22: A hidden clause in a past agreement forces you back into action.
23: An unexpected inheritance includes a mission.
24: A previous client insists on honoring a forgotten favor.
25: A sudden event in the galactic scene demands your involvement.
26: A friend’s betrayal reveals a hidden conspiracy.
31: An unexpected discovery reveals a hidden truth.
32: A rare opportunity for redemption presents itself.
33: A cry for help arrives from an oppressed system.
34: A mentor's dying wish calls you to a final task.
35: An old comrade returns with a mission only you can accomplish.
36: A mysterious signal from a distant star requires investigation.
41: A new technology emerges that only you can navigate.
42: A series of coordinated attacks points to a deeper plot.
43: An unknown enemy seeks you out, forcing you back into the game.
44: A hidden cache of information reveals a new path.
45: A psychic vision or dream urges you towards a new challenge.
46: An old code or signal reactivates, pulling you back.
51: A long-lost friend suddenly reappears with a plea.
52: An encrypted message from your past self-unveils a new mission.
53: A faction or group from your past seeks your leadership.
54: A successor fails, leaving a situation only you can resolve.
55: A forgotten oath or promise calls you to honor it.
56: An artifact or technology from your past resurfaces.
61: A power vacuum in a former organization requires your guidance.
62: An old lover's plea for assistance pulls you back.
63: A distant colony sends a distress call only you can answer.
64: A prophecy or legend you once ignored takes on new significance.
65: A criminal empire you dismantled seeks to rebuild.
66: A message from a parallel universe or future self-sets a new path.

Table 12: A practiced eye

11: Map out potential points of entry and exit in a fortified location.
12: Gather intelligence on an enemy's routines and behaviors.
13: Obtain blueprints or schematics of a target facility.
14: Build or acquire specialized equipment for the mission.
15: Scout the local terrain and identify advantageous positions.
16: Infiltrate an organization to gain insights.
21: Analyze historical data for patterns or connections.
22: Develop a cover identity or story for your operations.
23: Consult with an expert or specialist in a required field.
24: Conduct surveillance on a target or area.
25: Establish safe houses or fallback positions.
26: Forge alliances or contracts with useful factions.
31: Train or refresh skills necessary for the operation.
32: Recruit or assemble a specialized team for the task.
33: Hack or access secure databases for information.
34: Prepare contingency plans for potential failures or threats.
35: Acquire necessary legal or illegal documents and permits.
36: Create or adapt a vehicle or craft for the mission.
41: Negotiate with potential enemies or obstacles.
42: Conduct a dry run or simulation of the plan.
43: Test or probe defenses to evaluate their strength.
44: Arrange transportation or travel to and from the target.
45: Evaluate potential moral or ethical challenges.
46: Procure necessary supplies and resources.
51: Establish communication protocols and networks.
52: Assess local laws, regulations, or customs.
53: Determine financial requirements and secure funding.
54: Engage local contacts or sources for assistance.
55: Set timelines, schedules, and coordinate with allies.
56: Evaluate and address potential physical or health risks.
61: Assess and plan for potential political ramifications.
62: Determine environmental or ecological considerations.
63: Consult ancient or specialized texts or sources.
64: Arrange diversions or distractions as part of the plan.
65: Develop codes, ciphers, or encrypted communication.
66: Craft a master strategy, tying all elements together.

Table 13: Old Allies, New Connections

11: Reconnect with a skilled pilot who owes you a favor.
12: Seek the guidance of a wise mentor from your past.
13: Recruit a former comrade, now a reclusive specialist.
14: Partner with an old rival for a common goal.
15: Engage a family member with unique skills or insights.
16: Collaborate with a criminal contact for essential resources.
21: Align with a once-opposed faction for mutual benefit.
22: Work with an undercover agent embedded in the enemy's ranks.
23: Enlist the support of a powerful political figure.
24: Rekindle a relationship with a talented hacker or technician.
25: Contact a mysterious benefactor who aided you before.
26: Form an uneasy alliance with an old foe.
31: Secure the loyalty of a group once saved by your actions.
32: Call on the expertise of a reformed criminal mastermind.
33: Connect with an influential media personality for publicity.
34: Team up with a sibling or close family connection.
35: Leverage a relationship with a wealthy industrialist or investor.
36: Engage a network of informants spread across the galaxy.
41: Utilize connections within a religious or spiritual organization.
42: Activate a sleeper agent or deep cover ally.
43: Call in a favor from a medical or scientific expert.
44: Recruit a retired intelligence officer with vast knowledge.
45: Work with a former lover, now in a position of power.
46: Partner with a famous artist or celebrity for disguise.
51: Collaborate with a renegade AI or sentient machine.
52: Reunite with a loyal friend, now leading a resistance group.
53: Draw upon the resources of a secret society or order.
54: Engage a skilled mercenary with a personal stake in the mission.
55: Utilize a network of streetwise informers and spies.
56: Team up with a visionary inventor or engineer.
61: Collaborate with a fellow veteran from past wars.
62: Work with a guild or trade union with inside information.
63: Leverage a debt owed by a judicial or legal authority.
64: Call upon a connection within an academic or research institution.
65: Partner with an extraterrestrial being or race.
66: Unite all previous allies for a grand coalition.

Table 14: Risk

11: Infiltrate a heavily guarded facility to retrieve vital information.
12: Sabotage a newly developed weapon before it's used.
13: Assassinate or capture a key figure without being detected.
14: Plant false information to mislead an enemy organization.
15: Steal critical technology from a rival faction.
16: Rescue hostages held in an unknown location.
21: Pose as an insider to gain access to secure areas.
22: Protect a defector who has essential intelligence.
23: Conduct surveillance on a suspicious meeting or event.
24: Locate and neutralize hidden explosives or hazards.
25: Extract an agent who has been compromised.
26: Disrupt an underground black-market operation.
31: Destroy a secret facility producing illegal substances.
32: Retrieve alien artifacts from a restricted zone.
33: Perform a cyber-attack on an enemy's communication network.
34: Intercept and decipher a series of encrypted messages.
35: Evade capture while carrying out covert reconnaissance.
36: Disguise and blend into an enemy gathering to gather intel.
41: Sabotage an enemy ship or convoy without being detected.
42: Replace or tamper with critical data in an enemy database.
43: Secure a site for a secret meeting or negotiation.
44: Infiltrate an enemy base to disable security systems.
45: Investigate and expose a spy within your own ranks.
46: Perform a high-risk robbery under heavy surveillance.
51: Navigate a minefield or hazardous environment covertly.
52: Deliver a sensitive package through hostile territory.
53: Create a diversion to allow allies to escape or attack.
54: Extract valuable resources from a contested area.
55: Secure evidence of a high-ranking official's corruption.
56: Conduct a covert evacuation of civilians from a war zone.
61: Penetrate an enemy stronghold to free imprisoned allies.
62: Sabotage the launch of a new battleship or space vessel.
63: Manipulate media or propaganda to control public opinion.
64: Assassinate multiple targets in a synchronized operation.
65: Disguise a ship or vehicle to infiltrate enemy lines.
66: Coordinate multiple covert missions for a combined effect.

Table 15: Unforeseen Consequences

11: Pursued by an unanticipated enemy force, requiring evasion.
12: A betrayal by an ally leaves the team stranded.
13: An explosion or catastrophe blocks the planned escape route.
14: Unexpected reinforcements arrive for the enemy.
15: A critical piece of equipment or vehicle malfunctions.
16: The mission's objective was a trap or deception.
21: Local authorities become involved, complicating the escape.
22: An ally is captured, requiring an impromptu rescue.
23: Environmental hazards, such as a storm, hinder escape.
24: An unforeseen moral dilemma arises, demanding a choice.
25: The information or object retrieved was false or corrupted.
26: A sudden illness or injury affects a key team member.
31: An unexpected public event blocks the escape path.
32: The target of the mission was not as it seemed.
33: A hidden enemy or stowaway reveals themselves.
34: A time-sensitive element accelerates the need for escape.
35: An unintended civilian casualty has significant ramifications.
36: A hidden surveillance system has recorded the team's actions.
41: A last-minute change in enemy tactics requires adaptation.
42: The escape vehicle or craft is sabotaged or stolen.
43: An unexpected political shift alters the mission's context.
44: The mission success sparks unintended consequences.
45: An ally's secret agenda is revealed, altering the plan.
46: A backup plan fails, leaving the team improvising.
51: A new, unknown enemy faction intervenes during escape.
52: An unexpected bounty or price is placed on the team's head.
53: A team member's hidden past or secret is exposed.
54: The mission triggers a larger, unforeseen conflict or war.
55: A seemingly minor decision has far-reaching effects.
56: The escape is compromised by a mole or insider.
61: A civilian or non-combatant becomes an unexpected asset.
62: The mission's success or failure becomes public knowledge.
63: An unexpected twist reveals a deeper conspiracy.
64: A past mistake or oversight comes back to haunt the team.
65: The team must make a sacrifice for the greater good.
66: The mission's true purpose is revealed, changing everything.

Table 16: The Last Job

11: Successful completion with minimal casualties or loss.
12: A bittersweet success with a heavy personal toll.
13: Failure with opportunities for redemption or learning.
14: A hollow victory, with the realization of being manipulated.
15: A moral victory, having upheld principles over success.
16: Unexpected failure, leading to questions and self-doubt.
21: Victory with the revelation of a new, greater threat.
22: Failure, but with new allies or friendships forged.
23: Success, but with irreversible changes to the team.
24: A twist ending that redefines the entire mission.
25: A symbolic victory that inspires others to action.
26: A pyrrhic victory with significant losses and damage.
31: A clear victory, strengthening the team's reputation.
32: A personal triumph for a team member, overshadowing failure.
33: The mission's success/failure is part of a grander design.
34: A controversial outcome leading to public debate or outcry.
35: A realization that the real mission is just beginning.
36: Success or failure leading to retirement or disbandment.
41: A hidden success, with the true outcome kept secret.
42: A moral failure, leading to guilt or a quest for redemption.
43: Success with unintended consequences or fallout.
44: The mission's outcome becomes a turning point in a larger war.
45: The mission's success or failure is a personal triumph or tragedy.
46: A diplomatic resolution, avoiding conflict or violence.
51: The outcome leads to a significant political or societal change.
52: A personal loss overshadows the mission's success or failure.
53: The team's actions inspire a movement or cultural shift.
54: A negotiated settlement or compromise concludes the mission.
55: A profound realization changes the team's future direction.
56: A surprise twist leaves the mission's true outcome ambiguous.
61: The team's actions become a legend or tale told by others.
62: A team member's sacrifice defines the mission's outcome.
63: The mission's resolution opens new opportunities or adventures.
64: A spiritual or philosophical resolution to the mission.
65: A poetic or artistic conclusion, open to interpretation.
66: An epic success or failure, setting the stage for future tales.

Table 17: Farewell to the Game
11: Retire to a peaceful life, content with past achievements.
12: Leave the game for a new cause or greater purpose.
13: Disappear without a trace, leaving a mystery behind.
14: Become a mentor or teacher, passing on wisdom.
15: Take up a political or leadership role, influencing change.
16: Dedicate oneself to a personal or family life.
21: Start a new adventure or journey of self-discovery.
22: Become an author or artist, depicting past experiences.
23: Sacrifice oneself for the greater good or noble cause.
24: Embark on a spiritual or religious pilgrimage or path.
25: Join a humanitarian or charitable organization.
26: Descend into obscurity, with actions remembered by few.
31: Become an inventor or scientist, exploring new frontiers.
32: Remain active, but in a less dangerous or covert role.
33: Join or start a business, using skills in a new way.
34: Travel the galaxy, seeking new experiences and cultures.
35: Settle a personal vendetta or unresolved conflict.
36: Build or found a community, leading others.
41: Pursue a romantic or personal relationship, leaving the past.
42: Continue in a consulting or advisory role, sharing expertise.
43: Devote oneself to a hobby or passion project.
44: Pass on leadership or legacy to a new generation.
45: Reflect on the past, writing memoirs or personal reflections.
46: Become an advocate for peace or social justice.
51: Spend time with family or friends, appreciating simple joys.
52: Dedicate oneself to studying or mastering a new skill.
53: Embark on a quest for knowledge or enlightenment
54: Live as a recluse, seeking solitude or meditation.
55: Continue to operate in the shadows, never truly retiring.
56: Become a public figure or celebrity, leveraging fame.
61: Return to a home planet or place of origin.
62: Live on the edge, never settling or retiring.
63: Leave a lasting impact or legacy for future generations.
64: Disband the team, each member following a different path.
65: Transform into a symbol or icon, transcending individuality.
66: End with a profound statement or action, defining an era.

Example of play 1

Table 1 (Roll: 13) [Rejected] - A pair of hackers who once worked for rival factions.
(Roll: 24) [Kept] - A mismatched group of thieves united by a shared enemy.

My character brings together a motley crew including rival hackers, but rivalry causes problems. She ditches the hackers and recruits some thieves who share a common enemy.

Table 2 (Roll: 64) [Kept] - A chance to locate and acquire a rare piece of technology.

The thieves tell my character about a valuable new tech up for grabs, which could be useful for their cause.

Table 3 (Roll: 21) [Rejected] - Utilize drones to gather real-time information on enemy movements.
(Roll: 34) [Kept] - Gather intelligence through social engineering and manipulation.

Drones prove ineffective for intel gathering. Instead, my character has some of her charismatic crew members manipulate their way into accessing enemy plans.

Table 4 (Roll: 35) [Kept] - Utilize high-tech gadgets to bypass security measures.

The team uses their latest tech to help break into a secure enemy facility.

Table 5 (Roll: 46) [Rejected] - Escape into a dangerous environment, such as a storm or asteroid field.
(Roll: 12) [Kept] - Engage in a high-speed chase through narrow city streets.

The planned escape through an asteroid belt fails. The team must improvise a reckless escape on hoverbikes through crowded city streets.

Table 6 (Roll: 55) [Kept] - A seemingly minor success leads to major future opportunities.

Despite almost getting caught, just escaping with their lives feels like a win, but it soon brings greater influence.

Table 7 (Roll: 62) [Rejected] - Live on the edge, never settling or retiring.
(Roll: 16) - Teach at a prestigious academy, sharing experience and wisdom.

Years later, though tempted to live recklessly, my character instead becomes a professor, teaching others from her experience.

Table 8 (Roll: 33) [Kept] - Discover a new passion, leading to unexpected success.

She develops a passion for archaeology, making groundbreaking discoveries.

Table 9 (Roll: 26) [Rejected] - Discover a memento, triggering a forgotten memory.
(Roll: 53) [Kept] - Confront a betrayal that still stings.

Finding an old artifact reminds my character of a former crew member's betrayal, still painful after all these years.

Table 10 (Roll: 14) [Kept] - Find an old piece of technology that suddenly activates.

An old gadget unexpectedly activates with a strange message, suggesting more to the betrayal story...

Table 11 (Roll: 64) [Rejected] - A prophecy or legend you once ignored takes on new significance.
(Roll: 34) [Kept] - A mentor's dying wish calls you to a final task.

A former mentor's last request compels her to reconsider an old legend she once dismissed, now seeing its significance.

Table 12 (Roll: 52) [Kept] - Assess local laws, regulations, or customs.

To pursue the legend's clues, she carefully researches the rules of various societies she'll need to navigate.

Table 13 (Roll: 43) [Rejected] - Draw upon the resources of a secret society or order.
(Roll: 65) [Kept] - Partner with an extraterrestrial being or race.

Seeking help from a secretive group backfires. Instead, she collaborates with an alien race wanting the legend's secrets.

Table 14 (Roll: 23) [Kept] - Protect a defector who has essential intelligence.

An insider defects from the secret group, providing her vital intel in exchange for protection.

Table 15 (Roll: 54) [Rejected] - The mission's success sparks unintended consequences.
(Roll: 32) [Kept] - The target of the mission was not as it seemed.

Succeeding at their goal unexpectedly imperils lives. She realizes too late the legend was misleading.

Table 16 (Roll: 12) [Kept] - Failure, but with new allies or friendships forged.

Unable to alter the consequences, my character finds meaning in new bonds forged with those who stood beside her.

Table 17 (Roll: 45) [Rejected] - Reflect on the past, writing memoirs or personal reflections.
(Roll: 62) [Kept] - Publish novels or produce media inspired by past adventures.

Rather than reminisce privately, she decides to publish her experiences by writing thrilling stories for the public.

Example of play 2

Table 1 (Roll: 22) [Rejected] - A trio of seasoned smugglers, each with unique skills.
(Roll: 65) [Kept] - A pair of risk-takers, never backing down from a challenge.

My character brings together two daring thrill-seekers who love taking risks and challenges.

Table 2 (Roll: 15) [Rejected] - An inside tip about an unguarded shipment of rare artifacts.
(Roll: 53) [Kept] - A job to disrupt a powerful gang's supply chain.

Instead of stealing artifacts, they get wind of a chance to sabotage a shipment belonging to a notorious crime syndicate.

Table 3 (Roll: 41) [Rejected] - Utilize an armored vehicle for a forceful assault.
(Roll: 63) [Kept] - Gather intelligence through social engineering and manipulation.

A direct assault seems too risky. The pair infiltrate as fake inspectors to learn the schedule for hijacking the cargo.

Table 4 (Roll: 26) [Rejected] - Organize a blockade to trap the enemy in a vulnerable position.
(Roll: 33) [Kept] - Ambush a high-value target during a vulnerable moment.

Rather than a big blockade, they decide it's wiser to ambush and take out the gang leader overseeing the shipment.

Table 5 (Roll: 64) [Kept] - Utilize a network of safe houses for a complex escape route.

After the ambush, they rely on a series of safe houses to evade the gang's vengeance.

Table 6 (Roll: 44) [Rejected] - The reward is a clue or key to a personal mystery or quest.
(Roll: 55) [Kept] - The mission's failure leads to a vendetta or ongoing feud.

The mission succeeds, but leaving the leader alive brings the wrath of the gang down on my character and her partner.

Table 7 (Roll: 34) [Kept] - Travel the galaxy, seeking new experiences and cultures.

Many years later, she leaves her feud behind, opting to travel space and experience new cultures instead.

Table 8 (Roll: 45) [Rejected] - Face unexpected challenges in managing newfound wealth.
(Roll: 63) [Kept] - Lead a life of luxury and excess, enjoying the fruits of success.

Rather than struggle with wealth, she chooses to live an indulgent lifestyle from the spoils of her adventures.

Table 9 (Roll: 54) [Kept] - Experience an unexpected flashback during a routine activity.

Now older, a normal day suddenly triggers a vivid flashback to her close call with the gang.

Table 10 (Roll: 16) [Rejected] - Discover a secret compartment in a familiar place.
(Roll: 65) [Kept] - Receive a request to retrieve a stolen or lost item from your past.

She's asked to use her skills to retrieve an item taken from a former safe house of hers long ago.

Table 11 (Roll: 41) [Rejected] - Discover a plot against a former ally or loved one.
(Roll: 14) [Kept] - A former ally reaches out with an urgent request for help.

An old partner contacts her begging for help, saying their life is in danger from an unknown threat.

Table 12 (Roll: 23) [Rejected] - Develop a cover identity or story for your operations.
(Roll: 43) [Kept] - Arrange transportation or travel to and from the target.

Needing to move stealthily, she spends time setting up discreet transit to check out her former partner's situation.

Table 13 (Roll: 52) [Kept] - Reunite with a loyal friend, now leading a resistance group.

She reconnects with a trusted friend from her past who now heads an underground resistance group.

Table 14 (Roll: 12) [Rejected] - Protect a defector who has essential intelligence.
(Roll: 64) [Kept] - Conduct a daring rescue mission in a heavily fortified location.

Her partner was captured for defection. She plans a bold rescue from the secure facility.

Table 15 (Roll: 21) [Rejected] - A last-minute change in enemy tactics requires adaptation.
(Roll: 43) [Kept] - An unexpected political shift alters the mission's context.

A sudden regime change complicates the landscape, requiring her to adjust her approach.

Table 16 (Roll: 35) [Kept] - The mission's success or failure is a personal triumph or tragedy.

Despite challenges, she perseveres, seeing the mission's success or failure as a personal test.

Table 17 (Roll: 52) [Rejected] - Start a family or adopt children, focusing on personal connections.
(Roll: 64) [Kept] - Embark on a scholarly pursuit, researching ancient civilizations.

At the end, rather than starting a family, she pursues research into forgotten civilizations.

Example of play 3

Table 1 (Roll: 31) [Rejected] - A band of mercenaries, each with their own code of honor.
(Roll: 43) [Kept] - A family of outlaws, infamous in the criminal underworld.

My character comes from a family of notorious outlaws known throughout the seedy underworld.

Table 2 (Roll: 23) [Rejected] - An offer to transport illegal goods for a powerful crime lord.
(Roll: 64) [Kept] - A chance to locate and acquire a rare piece of technology.

An opportunity arises for them to obtain a valuable piece of lost tech, which could fetch a high price.

Table 3 (Roll: 15) [Rejected] - Recruit a specialist to help decipher encrypted messages.
(Roll: 62) [Kept] - Employ an informant to reveal hidden secrets of the rival group.

They recruit an insider to share secrets about the gang currently holding the tech.

Table 4 (Roll: 21) [Rejected] - Lead a coordinated strike on multiple targets simultaneously.
(Roll: 13) [Kept] - Ambush a high-value target during a vulnerable moment.

Rather than a complex plan, they decide ambushing the gang leader directly is the best approach.

Table 5 (Roll: 35) [Kept] - Utilize a network of local informants to avoid capture.

After acquiring the tech, their web of informants helps them escape safely.

Table 6 (Roll: 51) [Rejected] - Betrayal by an ally leading to complications or reduced reward.
(Roll: 12) [Kept] - Partial success with some objectives unfulfilled; reduced payment.

The mission is semi-successful, but an ally's betrayal means they only get part of the expected reward.

Table 7 (Roll: 25) [Kept] - Write memoirs, sharing tales of adventure without revealing secrets.

Years later, my character writes memoirs of her exploits, keeping confidential details private.

Table 8 (Roll: 63) [Rejected] - Become involved in local politics or advocacy groups.
(Roll: 42) [Kept] - Fall into addiction or other self-destructive behaviors.

In later life, with too much time and money, she falls into alcoholism and substance abuse.

Table 9 (Roll: 11) [Rejected] - Fondly remember a successful heist, but regret a lost friendship.
(Roll: 32) [Kept] - Reconnect with an old flame, exploring what might have been.

She tries reconnecting with an old lover from her past, reminiscing on their time together.

Table 10 (Roll: 65) [Kept] - Receive a mysterious inheritance from an unknown benefactor.

She learns of a strange inheritance left to her by an anonymous former associate.

Table 11 (Roll: 23) [Rejected] - An old code or signal reactivates, pulling you back.
(Roll: 61) [Kept] - A power vacuum in a former organization requires your guidance.

The head of her old criminal family dies, and various factions look to her to control the resulting chaos.

Table 12 (Roll: 34) [Kept] - Train or refresh skills necessary for the operation.

To reclaim leadership, she sharpens her combat and strategic skills that have rusted over time.

Table 13 (Roll: 55) [Rejected] - Utilize a network of streetwise informers and spies.
(Roll: 12) [Kept] - Infiltrate the enemy's ranks to gain insider information.

Rather than informants, she inserts a loyal follower into the rival faction vying for control.

Table 14 (Roll: 63) [Kept] - Perform a surgical strike using advanced weaponry.

Her insider feeds the location to ambush and eliminate the rival faction's leaders in one decisive blow.

Table 15 (Roll: 32) [Rejected] - The target of the mission was not as it seemed.
(Roll: 54) [Kept] - The mission triggers a larger, unforeseen conflict or war.

The strike plunges the criminal underworld into greater turmoil than expected.

Table 16 (Roll: 25) [Kept] - A symbolic victory that inspires others to action.

Her decisive actions become a rallying point for others to resist the rival faction's remnants.

Table 17 (Roll: 14) [Rejected] - Become a mentor or teacher, passing on wisdom.
(Roll: 63) [Kept] - Leave a lasting impact or legacy for future generations.

She builds a family with her old lover, leaving a legacy beyond her own exploits.

Designer's notes

This set of tables can be used alone as a solo rpg per the rules. It may also be used by a GM in a space game who wishes to generate a quick scenario, plot beats for a campaign, or generate a character's background.

I like rolling dice and reading results from tables as I thumb RPG books playing through a story in my head. This is a game for that kind of play style. You may of course do as you please, but I suggest rolling dice and just going through the tables in order. Scanning and dreaming. Note what you do not choose can be as important as what you do choose narratively. Don't feel obliged to write a journal or tell a coherent story or even remember the entries just enjoy the ride and the low stakes.

The vibe for this game is risk dancers, scoundrels, agents, contacts, criminals, and adventurers. It mirrors the classic gangster / secret agent formula of a last job, seeming retirement then getting dragged back into returning to their shadowy life.

Love you all,

Rod Humble
California, August 2023