



Adventures in Off-Peak City

This is a freeware roleplaying game module inspired by Cosmo D's game Off-Peak. The bulk of it is system-neutral RPG content, but a loose ruleset for play is also included.

The Ostensible Goal

You play as citizens of this city; jazz musicians, circus performers, and private detectives. You all want to leave the city together. It's 6 dollars for each of you; get the money and go!

The Rule of Play

When danger is impending or success is doubtful, the GM may call for a save! To pass a save, roll d20 equal to or under the requisite attribute.

Fighting

If you must attack, save to hit. If you are hit, save vs. wound. Visit a parlor to heal. If wounded twice, you are knocked out. If attacked while knocked out, you are slain!

Characters

Roll d12 or 2d6 for your attributes: Jazz, Vim, and Savoir Faire!
Then, choose Jazz Musician, Circus Performer, or Private Detective.

Jazz Musician

Get any instrument and d4 precious sheets of music. Choose busking or playing concerts.
If you busk, get +2 Jazz and +1 dollar. If you play concerts, get +d6 Jazz and that many dollars.
If you rolled a 1 playing concerts, you were critically panned. 5 out of 6 musicians detest you!

Circus Performer

Get a barbell and a faded but brightly colored onesie. Choose juggling or trapeze.
If you juggle, get +2 Vim and +1 dollar. If you trapeze, get +d6 Vim and that many dollars.
If you rolled a 1 trapezing, you fell from a great height. Vim save vs. death immediately!

Private Detective

Get a camera with one roll of film, a hat and a trenchcoat. Choose petty cases or serious cases.
If petty, get +2 Savoir Faire and +1 dollar. If serious, get +d6 Savoir Faire and that many dollars.
If you rolled a 1 in serious cases, you upset the mob. Contract killers will be coming after you!



GM Procedures

Roll two d8 for a nearby Parlor and Citizen. If the players travel elsewhere, roll d8 for Encounters.
Reward players with d4 dollars when they help people, or do a clever job at whatever it is they try.
If you have time, roll on the tables in advance and fill in around the results with your own stuff.



Encounters

One on every two blocks or so.

1. **d8 City Security Goons**

Frisk you for sheet music, punish crimes.

2. **d6 Rampaging Bulls**

Smash society, charge pedestrians and cars.

3. **Crashing Freight Train**

Massive destruction, all save vs. wound twice.

4. **Haunting Gramophone**

Solicits donations with empty promises.

5. **Wifi Server Meltdown**

2d6 bystanders turn to senseless violence.

6. **Dimensional Ambassador**

Attempts to shake hand fractally, eviscerates.

7. **d6 Planetary Spirits**

Inflict astrological-alchemical influences.

8. **Psychic Ether Mogul**

Sends d10 goons to siphon your attributes.

Side Areas

Usually there if looked for.

1. **Fungal Grove**

Mycelium mutes city sounds, spores sparkle.

2. **Aquarium Zone**

Immense blue tanks of giant fish in the dark.

3. **Server Box Passages**

May save vs. getting lost, facing encounters.

4. **Empty Storefront**

Enclosed, dusty refuge of a stagnant spirit.

5. **Balcony Over the Sea**

Vast and purple. Ladders to other side areas.

6. **Electrical Workshop**

Sparks shriek, reflect on visors in deep smoke.

7. **Spiritual Site**

Long ribbon bells tingle, quiet patrons shuffle.

8. **Door to Nothing**

Tip-toe or fall into the dark void beyond reach.



Citizens

One or two on every block.

1. Lunching Businessmen

Either famished or saturated. Has \$d4-1.

2. Middle Management Types

Just made a big deal, all businesssed up/out.

3. Someone Walking a Farm Animal

Has their reasons. Open to making trades.

4. Smooth-Thrash Bottle Kids

Like to blast easy listening and smash glass.

5. Group of Delayed Astronauts

Taking in the sights before they launch.

6. Buff DJ with Chrome Sportscar

Walked straight out of The Sims: Nightlife.

7. Stylish Elderly Connoisseur

Will pay for nice collections of things.

8. Anxious Outsider

Of variant species. Integrating is tough.

Species

Could be used for anyone, even players.

1. Giant

Ten feet tall. +2 to any attribute.

2. Psychic

Can sense motives, influence people.

3. Stray Cat

Covered in dirt, +2 Savoir Faire, -2 Vim.

4. Plantoid

The mere presence of sunlight feeds you.

5. Farmer

The dirt beckons you to the countryside.

6. Slime

You may affect outcomes using your slime.

7. Ambiguous Twin

Your likeness could be lurking anywhere.

8. Android Learning How to Feel

Circuits can't feel emotion... or can they?



Relationships

Use when NPC asked about personal life.

1. **Taking Jazz Lessons with Other**

Other doesn't think they're ready for concert.

2. **Play Roleplaying Games with Other**

Work schedules have made it less regular.

3. **Stopped Touring with Other**

They get along ok, but their music lost its way.

4. **Saw Other at Jazzy Bones Concert**

They keep forgetting to catch up with other.

5. **Just Doesn't Get Other's Whole Thing**

What's their deal? Like, why do they do that?

6. **Embarrassed Self to Other**

Secretly wants to apologize but hasn't yet.

7. **Disagree About Art with Other**

Clash over use of irony or appropriation.

8. **Simply Can't Stand Other**

Neither will talk about it for some reason.

Parlors

Goods cost a dollar, treasures cost six.

1. **Bob's Woodwinds and Sheet Musics**

Decrepit and mystical, sometimes glitchy.

2. **Crescendo: Cat and Brass Band Cafe**

50% cats yowl and run, 50% chill and jam.

3. **Super Joe's Pizza Symposium**

Wood-oven, only margherita and hawaiian.

4. **The Passionate Noodle**

Former musician composes broth with heart.

5. **Tea and Joints Lounge**

Breakfast and tabletop roleplaying all night.

6. **Sunflower Cafe**

Hot seed milk and crispy seed lemon bars.

7. **The Woodworks**

Cider on tap, carpentry on commission.

8. **Goth Techno Lounge**

Black marble, wealthy vampire types.