

# TWINNING

THE SPACEPUNK RPG

DEMO PACK



BY MURRAY CURTIS & TOM GOODALL

# The Welcome

*A terminus is defined as a final point in space or time; an end or an extremity. There's finality to that. A point where it all ends. Definitively.*

*Dramatically. With the same fervent panache it existed by.*

*And let's face it, if you're here, then you're already on the extremity, teetering. A welcomed witness. All you gotta do is fall, and let it all fall down around you. Let me be perfectly clear: the plummet down from their matrix is not a passive decision. You will spend every second of the way down dragging the head of the beast behind you. Caught in gnashing teeth that were made to crack bone.*

*It raises an interesting question, doesn't it? Just what is life? It's casual. It's causal. It's non-binding, that's what it is. When was the last time you asked yourself, 'what's the value of a life?'. A hundred credits? A hundred and fifty thousand hours of labour? One revolutionary idea?*

*Let me pose you another question: does life need a value?*

*See, the powers that be, they'll tell you, you are valuable, and they'll assign a value to you. You're only worth what they decide you are. That's the truth of being disenfranchised. That's the truth of being one in a quadrillion. That's the truth of being valued as cheaper than the materials you wear on your skin. But honesty is not synergistic with the pre-established power structure. It's not economical. It's not logistically viable to give you what you're worth. Now that's a truth.*

*Credits Control Everything.*

*Because you are a resource.*

*You are mineable.*

*You're a consumer profile defined forever by a momentary engagement.*

*A traceable face with a purchasable history.*

*A data point.*

*You. Are. Dead. Already.*

*Because we are all born dead the first time.*

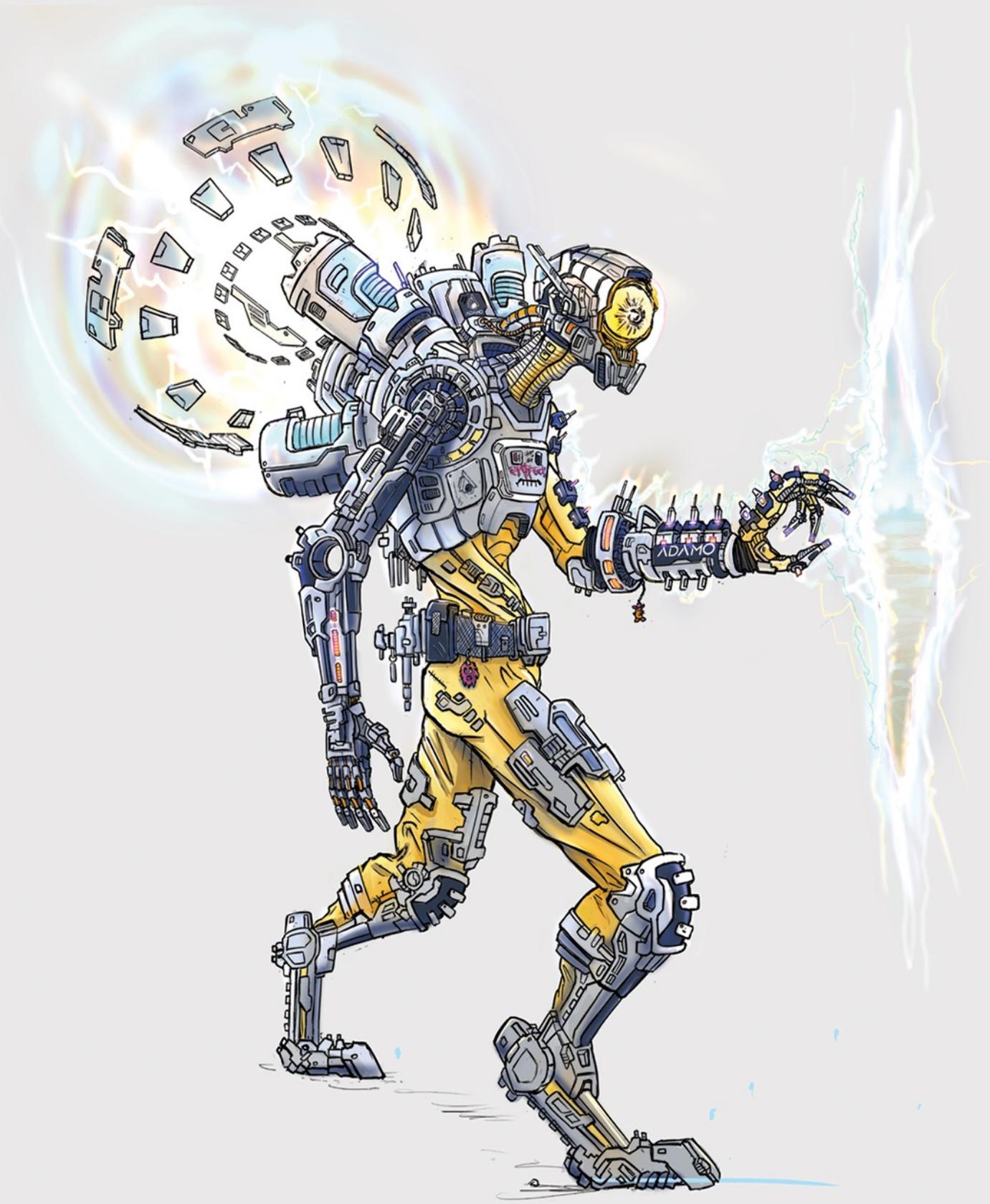
*Might as well punch in your expiry.*

*Every story is different. Some of us swan dive from glory to break our necks on the hard truths of our own short-comings. Others see it through to the bittersweet end of a silent oath-of-reclamation they made in their three-by-two piece-of-shit apartment. And if you're one of the real unlucky types, you might find yourself floating through the sweet-nothing wondering how the hell you went from being a nine-to-fiver to suffocating fourteen lightyears away from the closest population.*

*The offer is simple: ride the whole way down at your maximum, and take your second death in style. Stare into the abyss and choose to roll the dice anyway on an all-in gamble. Choose the radical ownership of the self. Death, or Glory.*

*Welcome to the end. Welcome to Terminalism.*

- Rack



# Get The Money

*'There is only one universal truth: Credits Control Everything'* - Rack Sora, founder of NeoTerminalism

*So. Here you are. Like the rest of those who came before you, something brought you here. Something someone said, or did, or has always done that just didn't sit right with you. And now you're corrupting your mind reading a forbidden text, itching to go Terminal, and I ain't one to stand in your way.*

*This macabre comedy, the freakshow we call a galactic society, is ruled by a handful of mega-corporations that have only one fashionable thorn in their grotesquely decadent sides - us. Terminalism. A radical and bombastic philosophy born to subvert the status quo. It demands you recognise yourself for what you are: an individual. You're not labour, or a statistic, but you were a slave, and Terminalism is the pathway to a horrifying and glorious freedom. Those who have awoken from their deadLife and turned to Terminalism are called Terminals.*

*Cue you, in all your glory.*

## NeoTerminalism

NeoTerminalism walks a careful tightrope between absolutism and destruction.

### The Renaissance of Terminalism

*"A definitive conclusion marks the validity of merits laid past."* - Rack Sora

After the Split and the disappearance of the Yýnarou, the galaxy suffered unprecedented economical and political collapse in the wake of their central infrastructure vanishing. Thus began the Age of Isolation. A thousand years later, corporations crawled from the ashes, reconnecting the galaxy's long dormant fold network. As the new galactic order came into focus, Terminalism saw a rapid increase in social relevance.

Due to the complex and intellectual nature of the original Terminalism philosophy, it was difficult for people of this new era to practically apply it outside of academia. From that need, NeoTerminalism was born. Spearheaded by Rack Sora, NeoTerminalism distils the philosophies of Terminalism into seven tenets that could be taught to anyone in minutes, regardless of their situation, level of education, or background. Nowadays Terminalism and Terminals almost exclusively refer to NeoTerminalism.

### The Seven Tenets

*"Yeahnah, I'mma die anyway. Might as well live for that sweet seven."* - Danny Magic, disgraced magician.

1. Get The Money
2. Own Your Self
3. Raise The Dead
4. Expression's The Weapon
5. Bet It All
6. [lost]
7. Die In Style

### What NeoTerminalism Means For You

*"Self-determination is the only crusade that is won the instant it's embarked upon, yet precious few know the privilege they're denied."* - Rack

Going Terminal is about drawing a line in the sand and choosing to cross it. Terminals exist outside the system. A parasite designed to suck the life from the corrupt. All's fair, that cuts off the head of the beast.

This text will tell you what it means to embrace Terminalism, and will give you the tools to live and die by it. The existing power structures cannot be changed from within. It is made to self-sustain, its putrid soulless immune systems designed and refined to continuously and endlessly metastasise. It cannot be corrected, it can only be replaced. It will not go quietly or willingly, and it lumbers with the force of the countless deadLives trapped within it. Terminalism is the way out, and the means by which it will one day finally die.

You no longer have an employer. You have no responsibilities, no obligation, no purpose. These are their cages, but you now hold the key. If you came to this text for answers, you have not yet stepped out of the open cage. If you are without an answer, you'll find it within.

## Terminalism

The original Terminalism is a philosophy that developed as a direct rejection of the mass deindividualism that a galactic society can bring.

### CCE

*"Of all their perverse illusions, the most grotesque and corrosive is that the value of literally everything can be defined by a number."* - Rack Sora

Individuals are unwillingly bound to economic slavery at birth. Credits Control Everything. If this mantra is true then our societal structure has been designed to systematically deindividualise the individual, so that money and escapism are viewed as the only means of empowerment.

Money is like the water of a river. It should always be in a state of flow, to be harvested and utilised as the need arises. If it ever stops to gather, it will stagnate, forming a toxic pool from which only rot will grow.

### Radical Ownership

*"How does one come to claim themselves? Is a truth something that you discover, or something you determine?"* - Kree raeda

When something is systemic, it cements individuals into a unidirectional flow of power, responsibility, and creativity. Every individual, even at the top, is subject to the system's incestuous nature. It is imperative that every individual takes ownership of the self regardless of their fiscal station. Ownership forces confrontation, and confrontation with the self is the sole pathway to ownership over one's actions, thoughts, and purpose.

## Iconoclastic Liberation

*"Optimism is the greatest form of rebellion."* - Old Earth Prophet

Economic slavery is immovable, not because the ideologies and cultural philosophies that underpin it are grounded, well reasoned, and definitively argued, but because they are systemic. To uproot it, one must question why. Why is the system the way it is? Why do we perpetuate suffering? Why do we, as individuals, allow control over our bodies, thoughts, and ultimately our worth?

Liberation is not simple, and the approach must be iconoclastic. It is the responsibility of the individual to decentralise subjects of worship, bodies of power, and deep-set beliefs or ideologies, including Terminalism. When the sun is set, Terminalism must die by its own sword, laid in a shallow grave amongst its enemies.

It is critical that the individual participate in proactive privatised anarchy. Rejection of systemic deindividualisation is not enough. One must feel the collective rejection of privatisation down to the very bones of their society. It is only with the utter deconstruction of its foundational system that a society can begin to rebuild its new economic model of sustainability and equanimity.

### The Responsibility Of The Next

*"The good is in the struggle. The only future worth holding is the one I laboured for."* - Killswitch, saviour of CandyLands Three

We are a forward focused philosophy that strives for an idyllic future of interpersonal cohabitation, freed from the agony of deindividualism and depersonalisation. It is about inheriting the ability to make conscious choices from those who came before you for the sake of those who will inherit it after you. One must hold tight to the steadfast notion of an optimistic future in the face of oppression, regardless of whether you end up seeing that future for yourself.

# Own Your Self

*'The only way to pierce their veil is to hit it at terminal velocity.'* - Shisk, Co-creator of Terminalism.

In Terminus you will take on the role of a Terminal, someone who has been disenfranchised to the brink of destruction and is ready to fight back - even if it means going out in one hell of a blaze of glory. It all comes down to one singular, unifying desire: raze the system, and do it stylin'.

Within the group of those who are playing there are two key roles: *Players* and the *Galaxy Orchestrator*.

The *Galaxy Orchestrator*, or G.O, is the one who sets the world, describes it, and brings it to life through narration. They are the guide who teases out the narrative the players establish, throws out challenges, and helps mediate the consequences of the players' actions.

## The Understanding

*The Understanding* is the central, underpinning philosophy that seeks to unify players and the GO together into a cohesive and flexible agreement to determine the difficulty, logic, and narrative of any given situation. There is no time in the game where a player will not use *The Understanding*, as it often serves as the contextual middle-ground for interpreting both a situation and the ruleset.

### The Pillars of The Understanding

The Understanding is broken into three distinct, interconnected pillars: The Responsibility of Narrative, The Examination of Plausibility and The Determination of Consequence.

Rather than exclusively bestowing these prerogatives to the person running the session, Terminus is a collective storytelling experience. Though the GO will often initiate and facilitate the table-wide discussions to help reach a consensus, the power of *The Understanding* belongs equally to everyone at the table.

The *Responsibility for Narrative* is the onus to create interesting moments of narrative tension and resolution in the collective story being told. The Responsibility For Narrative should draw out everyone's organic impulses as natural storytellers, for their individual characters or the story as a whole, so that everyone drives the group towards a satisfying narrative.

The *Examination of Plausibility* is the group's assessment of the probability of an action, event, or moment occurring within the context of a situation. It is rarely binary, but rather a scale of how plausible or difficult something is or should be. It should not measure against a realistic logic, but the logic and tone of the story your group is telling. It offers freedom and flexibility where the final arbiter is not an arbitrary rule, but the shared instinctive consensus of the group.

The *Determination of Consequence* is the group's agreement of the logical or narrative consequences of any given event or moment. It draws from the previous two pillars, combining the table's instincts for the logic of their world and the most satisfying direction of their narrative, to determine what should occur based on the context of the precipitating circumstances.

Every rule in the game is subject to *The Understanding*. The consensus of the GO and players within any given moment can, if necessary based on narrative or plausibility, bend or reshape any definitive rule. Assume that every rule in this rulebook ends with the phrase 'subject to *The Understanding*'. Since *The Understanding* is built into everything, some rules or mechanics may seem very broad or there may be rules you'd normally see that are missing or truncated. All rules provided are deliberately and precisely phrased. The ruleset doesn't always provide concrete answers. It aims to provide you with a range of tools to be used in conjunction with *The Understanding* to arrive at a conclusion that best works for you group.

# The Terminal Velocity Dice System

In a roleplaying game like Terminus, the success or failure of significant actions is determined by rolling dice. Whether it be jumping between rooftops, performing surgery, breaking a code, wooing a lover, throwing a punch, or recalling a childhood trauma - you'll likely need to roll the dice. This allows the story to evolve organically as not even the GO knows whether any action will succeed or fail, what the consequences might be, and what direction the story will take next.

The Golden Rule is: if the action has a strong potential to fail, the failing of the action would divert the narrative or produce immediate consequences, or the situation has stakes for one of the player's characters then player must roll a dice on behalf of their character.

In the Terminal Velocity Dice System, Players' dice evolve to reflect their character's growing capability, allowing them to roll higher and higher numbers and achieve greater and greater feats.

In this demo version, there is no character progression but your pre-built characters have varied dice sizes so you can experience the results of this system firsthand.

## Expertise Checks

When a creature wants to perform an action that cause a dice roll to occur, this dice roll is known as an Expertise Check, and it determines what occurs next. If they are successful in the Check,

they perform the action as they intended. If they fail the Check, the action occurs in a way they did not intend, often determined by the GO or the Players themselves.

## The Three Aptitudes

When making a Check, a Player must roll one of their three Aptitude Dice. Each of these dice correspond to one of their character's three Aptitudes: Body, Mind, or Specialty.

The *Body Aptitude* is the representation of a creature's physical attributes. It is used to resolve all physical actions and represents the entire scope of a creature's physical capabilities.

The *Mind Aptitude* is the summary of a creature's mental attributes. It is used to resolve all mental actions and represents the entire scope of a creature's mental capabilities.

The *Specialty Aptitude* is the summary of a creature's learned knowledge. It is used to resolve all physical and mental actions that require an uncommon skill or knowledge that must be learned to be achievable, such as understanding a foreign language, performing a medical procedure, or writing a computer program.

## The Twenty-One Expertise

An *Expertise* is a particular skill or attribute within one of the three Aptitudes.

Across the three Aptitudes, there are a total of twenty-one Expertise that can be used to perform the action of an Expertise Check.

BODY	MIND	SPECIALTY
<p><b>BRAWN</b> represents a creature's raw strength. Affects any task that requires muscular power, force or vigour.</p>	<p><b>FOCUS</b> represents a creature's ability to centre their attention on a given subject. Affects any task that requires concentration or sustained mental activity.</p>	<p><b>CULTURE</b> represents a creature's knowledge of different cultures, groups, or collectives. Affects any task that involves cultural understanding, customs, diplomacy, or history.</p>
<p><b>COORDINATION</b> represents a creature's ability to use their gross motor skills. Affects any task that involves using different parts of the body together smoothly and efficiently.</p>	<p><b>INFLUENCE</b> represents a creature's ability to affect another creature's thoughts or feelings. Affects any task where a creature is attempting to impact, change, or control another creature's internal or external behaviour.</p>	<p><b>ENGINEERING</b> represents a creature's capacity for understanding and interacting with hardware and mechanics. Affects any task that involves creating, changing, destroying, repairing, or modifying mechanical objects.</p>
<p><b>FLEXIBILITY</b> represents a creature's ability to bend and change their shape. Affects any task that involves supple movements or the contortion of limbs and joints.</p>	<p><b>INTUITION</b> represents a creature's ability to understand something instinctively. Affects any task that involves interpreting behaviour and emotions, trust, or processing subconscious information.</p>	<p><b>MEDICINE</b> represents a creature's capacity for effectively utilising medicine and related fields of study. Affects any task that involves identifying, applying, or performing medical knowledge, practises, or procedures.</p>
<p><b>IMMUNITY</b> represents a creature's ability to resist infection and toxins, and how resilient their body is. Affects any task that involves dealing with foreign matter in the body, or regulating natural bodily functions.</p>	<p><b>LOGIC</b> Represents a creature's ability to reason and apply the various different kinds of logic. Affects any task that involves consciously drawing deductions from available information.</p>	<p><b>ODDITIES</b> represents a creature's learned tendency for tapping into the inexplicable forces of the cosmos. Affects any task that involves dealing with, accessing, shaping, or controlling extra-rational curiosities.</p>
<p><b>PRECISION</b> represents a creature's ability to perform an exact action. Affects any task that requires stable fine motor skills, acute accuracy, care, repetition, and reliability.</p>	<p><b>MEMORY</b> represents how sharp and effective a creature's memory is. Affects any task that involves the quality or depth of their retention or recollection of information.</p>	<p><b>PILOTING</b> represents a creature's aptitude for operating all types of vehicles or machines. Affects any task that involves the expert control of any pilotable object.</p>
<p><b>REFLEXES</b> represents a creature's rapid response to unexpected stimuli. Affects any task that is reactionary, instinctual, subconscious, or automatic.</p>	<p><b>METTLE</b> represents a creature's ability to control and regulate their emotions. Affects any task that involves mental resilience, dealing with overwhelming stimuli, or coping with difficulties.</p>	<p><b>SCIENCE</b> represents a creature's understanding of the natural sciences. Affects any task that involves the command of scientific knowledge, theories, or applications.</p>
<p><b>STAMINA</b> represents a creature's level of fitness, endurance, and vitality. Affects any task that requires a creature to sustain a physical action, gruelling activity, or prolonged effort.</p>	<p><b>PERCEPTION</b> represents the quality of a creature's senses and their mastery over them. Affects any task that involves the detection or recognition of an external stimuli.</p>	<p><b>SOFTWARE</b> represents a creature's capacity for understanding and interacting with software and code. Affects any task that involves creating, changing, destroying, repairing, or modifying digital systems.</p>

## Making an Expertise Check

All Expertise Checks involve five parts:

1. Choosing the Expertise.
2. Determining the DC.
3. Rolling the Aptitude Dice.
4. Adding the Expertise Modifier.
5. Determining the result.

When a creature wishes to perform an action requiring an Expertise Check, they must select an Expertise and then describe how they want to use it to perform the action. The group, led by the GO, then determines the difficulty of the action in this context. The Player then rolls the relevant Aptitude Dice and adds the Modifier from their chosen Expertise. The result of the Check determines the success or failure of the action, and the nature of any developments of the narrative.

### Rollable Range

A *Rollable Range* is the maximum possible value a creature can achieve on an Expertise Check based on the size of their Aptitude Dice and the Modifier of their Expertise.

### Modifiers

A *Modifier* is a number that is either added to or subtracted from the value of a roll to change the final result.

Modifiers are most commonly attached to Expertise, and represent a creature's ability in that area. A positive modifier indicates a greater level of skill or natural ability, whereas a negative modifier indicates a deficiency or lack of skill.

### Limitation on the Speciality Dice

The Mind and Body Dice represents the spectrum of a creature's abilities with those respective parts and all Expertise in these Aptitudes can be used, even without a modifier.

The Specialty Dice however represents the spectrum of a creature's studied craft within specific fields and can only be used on Expertise that have positive modifiers.

## Dice Challenge

The *Dice Challenge*, or *DC*, is a pre-established value that a creature rolls against when attempting an Expertise Check and will determine the success or failure of the Check.

It represents the difficulty of the action within the specific context of the situation. It should take into account all factors, including the complexity of the task, the creature attempting it, and the specific unique circumstances under which they're attempting it.

A DC is usually suggested by the GO, then agreed upon by everyone at the table. The final DC is always announced by the GO prior to the Player rolling their Aptitude Dice.

Until a Player rolls their Aptitude Dice, nothing has occurred in the narrative and they can change any choices they have made, including their selected Expertise, their intended action, or the choice to act at all. Once the Aptitude Dice is rolled, the action occurs in the narrative as the result determines.

### Success and Failure

If the result of the creature's Expertise Check is equal to or higher than the DC, the action succeeds. Otherwise, it fails.

Success on an Expertise Check means that the action occurs as intended.

Failure on an Expertise Check means the action does not occur as intended and does not achieve the desired outcome, but it rarely means that nothing happens. It can be as simple as performing the action in a suboptimal way or as complex as adding in new elements or complications to shoot the moment off in a new direction.

Either way an Expertise Check either propels the narrative along its current path, or diverts it to a new one.

## The Scale Of Difficulty

The *Scale of Difficulty* is the universal metric for judging the difficulty of an action.

The table below shows the tiers of difficulty, each with a range of DCs based on the difficulty of a given action. With experience, determining a DC becomes rapid and instinctual as the group develops their shared understanding of The Understanding.

DIFFICULTY	DC RANGE
This action is simple.	1-3
This action is <i>easy</i> .	4-6
This action is <i>tough</i> .	7-9
This action is <i>challenging</i> .	10-12
This action is <i>difficult</i> .	13-15
This action is <i>hard</i> .	16-19
This action is <i>no picnic</i> .	20-23
This action is an <i>awe-inspiring feat of insanity</i> .	24-27
This action is a <i>death defying stunt of stupidity and luck</i> .	28-34
This action represents the <i>pinnacle of what is possible</i> .	35-44
This action is <i>impossible</i> . Perform only to fulfil Tenet Seven.	45+

## Contested Expertise Checks

A *Contested Expertise Check* is where one creature is attempting to perform an action in direct competition with another, and so the two competing creatures choose a relevant Expertise each and roll their Aptitude Dice against each other rather than against a DC.

If the instigating creature has a higher result, the intended action is considered successful. If the defending creature has an equal or higher result than the instigating creature, the intended action is considered a failure. Defenders win tie breakers.

## Inflicting Contextual Modifiers

The GO can inflict positive or negative Modifiers on any creature in a Contested Expertise Check based on the context of the situation. Players can make a case to the GO to apply a Modifier in specific contextual situations.

For example, if a creature attempts to grapple an enemy after they have just slipped, then measuring their unmodified capabilities against each other would not accurately reflect the context of this attempted action. The GO might assign a Modifier of -1 to the fallen creature, increasing the difficulty of resisting the grapple.

### Unwilling

A conscious creature is *unwilling* if it is being targeted by an action it does not want. These actions require a Contested Expertise Check. Targets are considered unwilling by default unless they allow the action to occur uncontested.

### Contesting Multiple Targets

Some situations will require a creature to make a Contested Expertise Check against multiple creatures in a single action. When competing against multiple targets, all creatures involved will roll in the Contested Expertise Check and the attempt may succeed against all, some, or none of the targets. The instigating creature's result is compared against each individual target's result to determine their individual successes or failures.

## Criticals

A Critical represents the epitome of success or failure on an Expertise Check. They occur when a Player rolls the maximum or minimum value of their Aptitude Dice.

A *Critical Success* means something distinctly positive or opportune occurs in addition to, or as part of, the action that shifts the character's situation for the better. It is achieved by a Player rolling the maximum value of their Aptitude Dice.

A *Critical Failure* means something distinctly negative or dangerous occurs in addition to, or as

part of, the action that shifts the character's situation for the worse. It is achieved by a Player rolling the minimum value of their Aptitude Dice.

It is important to note that a Player can roll a Critical Success on a failed Expertise Check and a Critical Failure on a successful Expertise Check. The action succeeds or fails as normal, but will also include the effect of the Critical.

### The Impact Of A Critical

The outcome of a Critical should always be based on the Expertise used and the size of the Aptitude Dice. The larger the dice, the more impactful the outcome of the Critical.

Dice Size	Effect of The Critical
d6	A subtle shift in the narrative to create a small advantage or disadvantage.
d8	A decisive shift in the narrative to create a clear advantage or disadvantage
d10	A significant shift in the narrative to create an impressive advantage or disadvantage.
d12	A pivotal shift in the narrative to create a remarkable advantage or disadvantage.
d16	A momentous shift in the narrative to create an outrageous advantage or disadvantage.
d20	A disgustingly powerful shift in the narrative to create a monstrous advantage or disadvantage.

### Who Determines the Critical Effect

Once a Critical has been rolled, its effect immediately shifts the narrative. In the case of a Critical Success, the Player that rolled it determines the effect. In the case of a Critical Failure, the opposing force (aka the G.O) or the other players determine the effect.

Criticals always affect the creature who rolled the dice and cannot force an effect on the other parties involved in the action.

## Combination Executions

A *Combination Execution* is a special Expertise Check where two dice are rolled instead of one, and the results are combined to create a higher outcome. Combination Executions encourage moments of extreme brilliance, monumental ambition, or desperate success in a situation that would otherwise be unachievable.

Combination Executions have the power to dramatically shift the odds in a creature's favour, allowing them to attempt an Expertise Check that is well outside of their normal Rollable Range.

### Solo

Creatures can spend a Prosperity Point (see *Starting Stats, Raise The Dead*) when attempting any Expertise Check to perform a Combination Execution. The creature chooses two relevant Expertise from different Aptitudes and rolls both dice. They then combine the results, and add the higher of the two Modifiers, to determine the result of the Check.

### Assisted

An *Assist* is a Combination Execution that is performed by two creatures instead of one, and does not require a Prosperity Point. The attempted action is performed in tandem by two creatures. The assisting creature must be able to help in a tangible and meaningful way based on the intended action.

Both creatures choose a single Expertise and a single Aptitude Dice each and roll them simultaneously, combining the results and adding the instigating creature's Modifier. When performing an Assist, Players can select from the same Aptitude and can even select the same Expertise if they wish.

### Criticals With Combination Executions

If the two dice rolled in a Combination Execution both roll their maximums, this achieves an *Ultra Critical Success*. An Ultra Critical Success causes something phenomenally positive to occur that

fundamentally changes the narrative for the better. It transcends what the character thought possible.

If the two dice rolled in a Combination Execution both roll their minimums, this achieves an *Ultra Critical Failure*. An Ultra Critical Failure causes something phenomenally negative to occur that fundamentally changes the narrative for the worse. This change will be life threatening, devastating to the character's plans, or irreparably damaging.

## Terminus in Action

See the example below, where all these mechanisms come together to support the storytelling instincts of the group.

A GO and other Players help a Player decide how they want to attempt a particular action and what Expertise they'll use to do it. The Player Johnny is controlling the character Aionax, a one-eyed alien cyborg. Aionax has infiltrated a seemingly abandoned underground compound hidden on a small moon at the fringes of charted space. First the GO sets the scene for Johnny.

*The character Aionax, controlled by the player Johnny, has infiltrated a seemingly abandoned underground compound hidden on a small moon at the fringes of charted space. First the GO sets the scene for Johnny.*

**GO:** The door slides open, squealing on its tracks. It's been a long time since someone cared for this place outside of the basic maintenance required to run it. Inside is a small room, maybe four by four metres at most, and along the wall is the console you've been searching for. It's dormant, and doesn't look like it has any power.

*Johnny responds to the scenario with dialogue from his character. He's talking over remote comms to another Player's character Zeor, controlled by the player Sonal. Currently she is in the cockpit of their ship, which is hovering high above the compound, in geostationary lock with the surface.*

**Johnny talking as Aionax:** 'Shit. Console's dead. Any ideas?'

*Sonal has an idea but she needs to check with the GO to see if something is possible. So she asks the GO the following:*

**Sonal:** Can I check the electrical systems with our ship's scanners to see if I can pinpoint a workable power source?

**GO:** It's definitely possible. You'll need to make an Expertise Check to pull off the scan. Especially considering how deep into the compound Aionax is.

*The GO has identified the need for an Expertise Check to achieve the intended action, but they have not prescribed which Expertise or any other requirements. The choice of how to approach the problem is the Player's.*

**Sonal:** I'm not really sure which Expertise you'd use for a scanner like this.

**GO:** I'd say maybe Engineering if you had it. Piloting would also make sense.

*Another Player, Burt, playing a character named Efrod, jumps in to discuss the plausibility of the attempted action. The character Efrod is currently passed out in the ship's medical bay, but the player Burt is still contributing to the group's story.*

**Burt:** Isn't Piloting for driving vehicles and drones? I know it's the ship's scanner, but isn't this more like using a piece of equipment on the ship rather than the ship itself?

**GO:** True, but Zeor is in the cockpit at the moment and the Piloting Check would be holding the ship steady at the optimal angle to let the automatic systems perform a scan. It is not gonna be as in-depth as an Engineer deliberately focussing the scanners but it will get the job done.

*Context will determine the plausibility of any given action within a specific scenario. Therefore the choice of Expertise, and how a Player intends to use it, will determine the difficulty of their specific action within the context of the scenario, thus determining the DC of the Check.*

**Sonal:** Would Software work?

**GO:** How would you want to use Software for this?

*As long as a Player can reasonably justify how they would use an Expertise, then they can use it, regardless of whether it is the best or easiest approach – it does not need to be sensible, just a possible idea to attempt – that is their character's choice. If they can't justify how they would use it to the group's satisfaction, then it is illogical and cannot be used.*

**Sonal:** I can reprogram the software that operates the scanners so that it only identifies sources of power generation?

**GO:** Makes sense to me. Team?

**Burt:** Yep.

**Johnny:** Aye.

**GO:** Alright. This is a decent ship so its scanners would be capable of identifying power sources. This kind of reprogramming is probably pretty basic for someone who knows what they're doing. Maybe DC7?

**Sonal:** But Aionax is pretty deep in the compound, right? Should it be higher?

**Burt:** Yeah, he's fifty metres underground, with a whole complex above him.

**GO:** My thinking is the scan is easy but you probably won't get very much detail if you succeed. Maybe just a general area rather than a pinpoint location, or you might only find a more surface-level power source that's not the closest.

**Sonal:** What if, as part of the reprogramming, I amplify the scanners by pulling power from other ship systems like ventilation and gravity sims. I've got my suit on so I'll be fine, and the extra power can help the scanners search deeper.

**GO:** That'll get you a more accurate scan for sure, but it's a more advanced bit of software work. Plus you'll have to do this in zero gravity since you're syphoning its power. Maybe DC12?

**Sonal:** Oof. Uh. I strap myself in to prepare for the gravity change.

**GO:** Ha, smart. DC10?

**Sonal & The Group:** Yep, sounds good.

**GO:** Go for it.

**Sonal talking as Zeor:** (via comms to Aionax) 'Hold tight, I'm doing a sweep. Don't blow anything up for a few seconds.'

*Sonal rolls her Specialty Dice, a d10, and rolls an eight. Her Software Modifier is +2, so she adds two to the roll, giving her a final result of 10, thus reaching the DC. The action is a success.*

**GO:** From the scan it appears that there is actually power flowing to the console that Aionax has found, but it is not activating and so no power is flowing from it to other systems either. It's getting blocked at the console somehow.

*Sonal then speaks in character, communicating to Johnny's character Aionax to relay her discovery.*

**Sonal talking as Zeor:** 'Heh. The whole level's power is getting blocked at that console. It does have power, or at least it should. Check for any hardware faults we can repair.'

**Johnny talking as Aionax:** 'What? How am I supposed to... ugh. Fine. Whatever's wrong, it better be obvious.'

Johnny then asks the GO a question about the console.

**Johnny:** I want to move into the room with the console so I can look for anything that's unplugged or a big On/Off switch or something.

**GO:** Ok. You just walking straight over?

**Johnny:** Yep, swaggering on up.

**GO:** Perfect, in that case: as you step through the threshold of the doorway, a localised alarm sounds as you break a proximity laser with your feet.

**Johnny as Aionax:** 'Balls.'

*It's important to note that a GO never takes control of a player's character but instead describes the consequences of their actions in relation to the world.*

## Raise The Dead

*'We're all born dead the first time. Going Terminal though... It's the first breath, the first heartbeat, the first time you actually exist.'* - Rack Sora, Creator of NeoTerminalism.

*Crossing the line between civilian and Terminal is a one-way ticket. When you reject the status quo, you make enemies for life. You become a bug in their matrix, one that is hunted until extinguished. The deadLife cogs in the machine will see you as they've been taught to see you – the same way you used to think: radical, terrorist, dangerous, deviant, degenerate. Your very existence is an insult. Your way of thinking, an impossibility. You're taking a stand, and that is antithetical to profit. You're an instigator, an iconoclast who's turned their critical eye to the cancerous machination of a credit-printing machine fuelled by blood and jammed on autopilot. Your stance will incite an inception of eventual inspiration. Just by existing, you might be the first imperceptible straw on the camel's back, the latest*

*in a long line of disturbing temptations, or the one to finally push them over the edge, pull back the veil, and free a deadLife into their own resurrection. You're a philosophical kiss of death that lays greed to rest. The public is a ferocious beast, one they believe needs chaining. But too long has food rotted on their tables for the privilege of choice. The spoils must be for the masses.*

In the full game, this chapter would walk through the steps of character creation. Players can choose from seven completely original species ranging from the fractured god-hunters who practice cultural transhumanism, through to single-cell organisms whose bio-fluid pool grew its own superconscious, to a reimagined humanity for the ages. Players can also choose between eight wholly unique Designations, effectively their "class", each with four distinct Programs (abilities) that ramp up into insanity. Depending on your Designation by the end you can send messages backwards in time to yourself, jump through parallel universes, take a railgun to the chest and walk

In this demo version, pre-built characters have been provided for you. Find the character sheets alongside this demo pack, which will have all the necessary information on your Designation and Programs that you'll need.

While the mechanical aspects of your character are preset, defining the character themselves is entirely up to you. Who do you want them to be, what is their history, why are they on this mission, and what is their relationship to their squadmates?

## Starter Kit

*"First time I fired a gun was the first time I needed a gun. This lunatic appears from nowhere, kisses me on the forehead and says 'maybe see you on the other side Annie Everywhere' before he was swallowed by the jaws of the cosmos."* – Annie Everywhere, The #6 Bastard  
Each character starts with some gear and resources to send them on their journey.

*Prosperity Points* (PP) are a scarce resource that allows a creature to wildly transcend their limitations. Each character has a *Prosperity Point* limit of 3PP. These points are always refreshed at the start of every session.

*Action Points*, or AP, determine how many different actions your character may take in a round during a Combat Encounter.

*Slots* will determine how much equipment you can carry on your person, not including equipment you are wearing.

A *CredTap* is an all-in-one digital wallet containing your credits, identification, and any other relevant documentation.

A *SkullCast Ring* is a cybernetic used for in-person and remote communication. Often paired with the Rings of your squadmates, it allows you to communicate with them auditorily across short distances. That distance may be 500km in space, 100km on the surface of a planet, or as little as a few rooms away in a reinforced underground facility. SkullCast Rings come with Universal Translation software, translating the galaxy's known languages.

## Expression's The Weapon

*"Just ask any Gearhead. If you got the creds to buy teeth, it's all open waters."* – Rikzak, blazer of the Cedar Corridor

In the full game, Players will be able to fully design the shape and functionality of their equipment. Players will have complete creative freedom to assemble their Armour, Weapons, Auxiliaries, Item, Agents, and Drones as they see fit, utilising the flexible tools available to craft entirely unique designs and functions.

## Damage

*Damage Rating* (DR) is the universal system that quantifies the level of injury or destruction something can cause.

The severity of possible damage is separated into tiers of Damage Rating, starting from DR1 and capping at DR11. Creatures can wield Weapons up to DR6, while DR7-11 is generally only achievable only by Vehicles.

## Penetration Ratings

*Protection Rating* (PR) is the universal system that quantifies a material's ability to mitigate damage. All physical matter can be damaged and has a Protection Rating.

The quality of possible protection for physical matter is separated into tiers of Protection Rating, starting from PR0 and capping at PR5. However, once at PR5, it is possible to add energy shielding to increase the material's effective Protection Rating above PR5, up to an ultimate cap of PR10, thought is only possible by vehicles due to the size of shield generators.

An object or creature wearing armour can only be damaged if the incoming Damage Rating is higher than the object or armour's Protection Rating. If the PR is higher than or equal to the DR, the object or armour mitigates all the damage.

The table below gives examples of materials and Weapons, and their corresponding Penetration Ratings.

### Optional Rule: Integrity

Groups that want a deeper level of strategy can play with an additional rule called Integrity, where all materials also have a quantifiable durability that can be chipped away over time with damage until it is rendered ineffective.

If playing with Integrity, all materials will have a number of *Integrity Points* (IP) that is effectively the health of the object.

When a material receives damage, and the incoming DR is higher than the material's PR, that unblocked damage is deducted from the material's IP. For example, if a DR4 Weapon is used on a creature with PR3 Armour with 3IP, that 1 unblocked damage will reduce the Armour's IP to 2IP. Since the Armour absorbed the excess damage, no damage reaches the creature. If that same PR3 Armour were then attacked with a DR6 Weapon, that 3 unblocked damage would reduce the Armour's IP from 2IP to 0IP, and 1 unblocked damage would hit the creature.

When an object's IP equals 0 it becomes *Compromised*. Compromised objects can no longer block any damage, are rendered ineffective, and might even be immediately destroyed depending on the nature of the damage.

Integrity Points will often range from 1-5IP for Armour, but can reach as high as 30IP for top-level Vehicles.

## Carrying Equipment

*Slots* are the numerical indication of how much you are able to comfortably strap, secure or hang from your person. Each character has a base of six slots. The only way to increase the number of slots you have is through Armour and Item Modifications in the full game.

## Modifications

Some pieces of Equipment carried by your characters will have modifications on them. These will change the way it operates or can be used. Check your character sheets for the various modifications that have been given to them.

## OmniRig

*"Power ain't priceless. I can walk into any PolyClinic on any street corner and buy the power to rend a building to dust for one year's wage."* – Annie Everywhere, The #6 Bastard

*OmniRigs* are invasive, integrated, bio-linked machine-implants, at the cutting edge of technology, capable of world-altering feats.

A *User* is someone with an OmniRig installed, and they are the User of that OmniRig.

A *Designation* is a character's class, which describes the illicit software build for their OmniRig that determines their suite of Programs.

Where your OmniRig sits, how it physically integrates with you, and how your being interacts with it, is by your design. While certain Designations have seemingly obvious or definitive elements, don't be afraid to define a more unique and unconventional relationship between your character and their OmniRig.

OmniRigs are extremely durable, but not indestructible. All OmniRigs are protected with a Penetration Rating of PR5.

## Core Aptitude

Every User has a unique relationship to their OmniRig, such as how and why it was installed, how they control it, and the nature of how their OmniRig operates. OmniRigs will draw from the energy and resources of the User. Upon installation, a User must nominate one of their three Aptitudes that will become their Core Aptitude. This defines the manner in which the OmniRig will be installed, structured, and programmed, determining the biological engine that feeds the OmniRig and how the User operates it.

In this demo version, your character already has a Core Aptitude selected. See your character sheet.

## Programs

*"I wouldn't be afraid of when I juice this thing, mama. Be afraid when I choose not to."* – Massive to Quay Runner during their standoff at RendingRock

*Programs* are powerful reusable abilities that transcend the natural limitations of a creature. They are separated into four tiers based on their power level, legal status, threat to society, and physical toll to the User. These Programs can be

altered with two different Upgrades, which can be purchased in any order.

*Upgrades* are additional customisations you can install in your OmniRig that augment a Program. This modifies certain specifics of a base program's code, broadening its potential. With an Upgrade installed, the User can decide whether to run a Program with or without either Upgrade on every use. When used, Upgrades are considered to alter the base Program unless otherwise specified.

In this demo, your character has been given the first tier Program of their Designation, and you can choose one of their two Upgrades to have installed.

## **Running Programs**

Whenever a creature runs a Program, they must make a relevant Expertise Check from their Core Aptitude. This Expertise is based on the context of their situation and how the creature is attempting to use the Program. In the event of a failure, the Program either misses, doesn't run, backfires, misfires, or the execution of the Program does not happen as intended.

They can run a Program from a non-Core Aptitude Expertise, but this will cost an additional 2UP as you force the OmniRig to operate in a way it has not been optimised to do.

Whenever a Program mentions it affects things such as an object, a creature, or yourself, it is always referring to the sum of the target's parts and any interconnected parts or Equipment the target might have.

## **Uncycled Points**

Each use of a Program puts a massive amount of strain on the body. Each time a User runs a Program, they must spend the relevant amount of Uncycled Points. *Uncycled Points* (UP) represents a User's ability to withstand the OmniRig's relentless onslaught to the body. They determine how many Programs your character can run between Rests (see *Resting, Bet It All*).

All characters who take an OmniRig start with a base of 12UP. All characters in the demo have 12UP. In the full game this amount can be upgraded to 24UP.

An unchecked abuse of UP can result in serious injury to the User (see *Overcycling, Bet It All*). Uncycled Points are refreshed by Resting (see *Resting, Bet It All*).

## **The Range of Programs**

The standard reliable range of all Programs is 20m unless the Program specifies that it requires touch to run. If the target is not clearly visible to the User, this will significantly increase the difficulty of accurately running the Program.

## **The Shape of a Program's Effect**

Some Programs will affect a limited area of space. Whenever a Program mentions a given area, that area is a sphere with a diameter equal to the size given by the Program. The effect either fills the sphere or, if the Program is defining the possible size of a target, it affects any object or creature equal to or smaller than that allowed size.

## **The Limitations of Programs**

Programs can theoretically be run beyond any listed limitation. When done so, they become dramatically more difficult to successfully and safely run the further they're pushed beyond their limits.

## **The Openness of Programs**

The Programs have been designed in such a way that they rely heavily upon interpretation, asking the Players to discover, extract, and define their true power and potential. Their phrasing and scope will offer you unimaginable opportunities that you're encouraged to seize. If any Program or Upgrade seems narrow or pointless, looking at it from another perspective or in synergy with other capabilities will reveal its hidden potential.

## **The Churn**

The Churn is the name for a physiological response that occurs in most living creatures who

are in close proximity to a Program being run. Most species describe it as an intense but extremely short-lived physiological discomfort. Widely debated amongst the scientific community, no one has been able to provide a grounded theory on what exactly The Churn is and how its effect travels.

The intensity of the Churn is directly proportional to the power of the Program, the scale of its use, and the scope of its impact. Extremely careful and deliberate executions of a Program may allow it to run with a minimal Churn impact.

## Armour

*“Of course this shit’s heavy. You want to waste a single atom on anything other than stopping yourself from getting discount shotgun surgery from a stranger, then just skip the middleman and buy a shelf at the morgue instead, you fuckin’ amateur.”* – Mouth, after moving to HotRock and becoming a preacher there.

*Armour* is any thing that a creature or object can be clad in that provides protection.

Thanks to the invention of hotlocks, armour can be taken off and put on in a matter of seconds.

### Armour Penetration Rating

Most common clothing has a PR0, whereas Armour Frames start at PR1 and range through to PR5.

### Armour Integrity Points

An Armour’s IP represents the amount of damage it is capable of preventing before the armour breaks and exposed the creature underneath to incoming damage..

Integrity Points can be restored to an Armour Frame by repairing the damage, either by paying for it or attempting it yourself.

## Weapons

*Weapons* are any reusable thing that is designed to cause damage.

## Weapon Damage Rating

All Weapon Frames start with a Damage Rating of DR1, and can be upgraded to DR6. All character weapons have been given a DR. This can be upgraded in the full game.

### Range

Ranged Weapons that are unmodified are generally only accurate up to a distance equal to 20 times its Damage Rating. This can be changed with modifications in the full game.

Damage Rating	Effective Range
DR1	20m
DR2	40m
DR3	60m
DR4	80m
DR5	100m
DR6	120m

## Ammunition

A weapon is always considered to have the required ammo or fuel to operate it unless the narrative or the players agree otherwise.

## Attacking with Limbs

Any part of your body, most commonly limbs, can be used as a Weapon.

Body Dice Size	Base Damage Rating
d4	DR0
d6	DR1
d8	
d10	
d12	DR2
d16	
d20	

## Additional Equipment

Players will find that the pre-built characters come with a few extra pieces of Equipment in the form of Items, Auxiliaries and Agents.

Items are reusable objects or tools, such as Basic Tools for different Specialty Expertise. These are simple tools you may need to perform some actions with the Specialty.

Auxiliaries are consumable non-medical objects that provide support or damage. You will have several different kinds of single-use grenades.

Agents are consumable medical compounds, treatments, and articles. You will have single-use injectors.

## Area of Effect

An *Area of Effect* is an effect of a piece of Equipment, event, or Program that spreads over a usually circular area. The distance mentioned in the equipment's description refers to the diameter of the area's effect.

# Bet It All

*“Ya gotta play every hand like it's your last. Freak that clutch, pana.”* – Dispatch, The #14 Bastard

This section covers the Trauma system that defines how creatures can be damaged and/or killed. In the full game, it also includes all the rules for determining various physical, mental, and specialty aspects of the character. In this demo version, all these aspects and values have been pre-set into the character sheets or are not present in this abridged version of the game.

## Sections of the Body

The *Sections Of The Body* represent a creature's actual unique physical form in its most basic divisions. You are playing a Human character, but Terminus has other Species with other anatomical makeups. Your pre-built Human characters have 4 sections: Head, Torso, Arms, and Legs.

# Traumas

Trauma is the level of harm to a specific section of the body based on the cumulative injuries it has suffered. There are five degrees: Minor, Moderate, Major, Extreme, and Lethal.

*Minor Trauma* indicates superficial injuries that will limit highly strenuous actions.

*Moderate Trauma* indicates serious injuries that constrain the use of that section.

*Major Trauma* indicates drastic injuries that cripple key functions in that section.

*Extreme Trauma* indicates severe injuries that render that section of the body, or key parts of that section, essentially useless.

*Lethal Trauma* indicates grievous injuries that will result in death if not immediately treated (see Dying).

## Entering Into a State of Trauma

When a creature sustains unblocked damage to their body, the injuries sustained will cause them to enter a state of Trauma. The severity of the Trauma is determined by the Damage Rating of the attack, minus the effects of any material or Armour that would reduce that value.

For example, if a DR4 Weapon hits a creature with PR2 Armour, the unblocked damage is 2.

The specific injuries sustained will have narrative consequences for the creature.

Unblocked Damage	Degree of Trauma
1	Minor
2	Moderate
3	Major
4	Extreme
5	Lethal

## Effects of Pre-Existing Traumas

When unblocked damage is received to a section of the body that is already in a state of Trauma, the state of Trauma is upgraded.

If the new state of Trauma is equal to or less than the existing state of Trauma, the existing Trauma is upgraded by one degree.

If the new state of Trauma is greater than the existing state of Trauma, the existing Trauma is upgraded to the degree of the new state of Trauma.

For example, if a creature with a Torso in Moderate Trauma is attacked with a DR5 Weapon, and their Armour is PR4, that means they receive 1 unblocked damage, equating to Minor Trauma. Since Minor is a lesser degree than Moderate, the state of Moderate Trauma upgrades by one degree to Major Trauma. If, instead, the creature had PR1 armour, then the DR5 Weapon would do 4 unblocked damage, which is Extreme Trauma, a higher degree than the existing Moderate, resulting in the existing Moderate Trauma upgrading to Extreme.

The escalation of Trauma is not necessarily the worsening of existing injuries, and may be the result of accumulating new injuries to the same section. For example you are in a fight and an enemy slashes you across the chest with a rusty antique knife. It's not serious and only surface level, placing your Torso in a state of Minor Trauma. Later in the fight you are shot in the gut. Your organs are mostly fine but the injury is bad, escalating your Torso into a higher state of Trauma. That state consists of both the chest injury and the gut injury, collectively resulting in your Torso having Major Trauma.

## List of Potential Traumas

Below is a list of injuries and afflictions that can underlie a state of Trauma. Players and GOs are free to create their own injuries and afflictions to suit the nature of damage inflicted.

DEGREE	TRAUMA
Minor	<b>Bruise</b> A specific part of you is bruised.
Minor	<b>Cut</b> You have a very small open wound.
Minor	<b>Cramp</b> A part of you is cramping.
Minor	<b>Scrapped</b> Your skin is shredded, but largely intact. Minor bleeding may occur.
Minor	<b>Tweak</b> You tweak one of your muscles or tendons.
Minor	<b>Welt</b> You were momentarily singed by an incendiary or chemical burn.
Minor	<b>Dizzy</b> You feel slightly unsteady.

DEGREE	TRAUMA
Moderate	<b>Burn</b> A decent part of you is covered in serious first degree burns.
Moderate	<b>Flesh Wound</b> You suffer a decent wound that will bleed substantially.
Moderate	<b>Nausea</b> You feel physically ill as your body reacts to its affliction.
Moderate	<b>Sprain</b> One of your tendons or muscles has been sprained or strained.
Moderate	<b>Swelling</b> An impact has caused a part of your body to swell up.
Moderate	<b>Headache</b> You feel a subtle pain in your Neural Centre.
Major	<b>Fever</b> You have an intense fever.

DEGREE	TRAUMA
Major	<b>Gash</b> You suffer a serious cut.
Major	<b>Hairline Fracture</b> You suffer a small partial crack in one or several bones.
Major	<b>Non-Critical Organ Injury</b> A non-critical organ is injured or damaged in some way.
Major	<b>Ripped Tendon</b> A muscle or tendon rips but remains attached.
Major	<b>Second Degree Burns</b> You suffer second degree burns which penetrate through multiple layers of skin.
Major	<b>Projectile / Expulsion</b> Your body needs to eject something from somewhere.
Extreme	<b>Compound Fracture</b> A bone or several are shattered or broken in multiple places.
Extreme	<b>Critical Organ Injury</b> A critical organ, such as your heart, brain or lungs, is injured. This needs immediate attention.

DEGREE	TRAUMA
Extreme	<b>Delirium</b> You are in a wild state of delirium as sickness wracks your body.
Extreme	<b>Digit Removal</b> A digit or extremity is removed or destroyed.
Extreme	<b>Laceration</b> You suffer a very deep cut or cuts that shear through muscles and/or tendons.
Extreme	<b>Severe Migraine</b> Your Neural Centre is searing with a deep prohibitive throbbing pain and light sensitivity.
Extreme	<b>Non-Critical Organ Destruction</b> A non-critical organ is destroyed or damaged severely.
Extreme	<b>Third Degree Burns</b> You suffer a serious third degree burn that penetrates through all layers of skin or protection.
Extreme	<b>Torn Tendon</b> One or several muscles or tendons tear free from their anchor point.

DEGREE	TRAUMA
Lethal	<b>Critical Organ Failure</b> A critical organ is critically damaged, disrupted, or lacking oxygen. You must restart the organ or repair the damage, or get it the resources it needs.
Lethal	<b>Limb Removal or Destruction</b> One of your limbs has been removed or utterly destroyed. You must staunch the blood flow or deal with the injury. If you do not, you will bleed to death or die from shock.
Lethal	<b>Haemorrhaging</b> An important vein, artery, or organ has bleeding heavily. You must staunch the bleeding or repair the injury, or you will bleed to death.
Lethal	<b>Shock</b> Due to the amount, degree, or location of your injuries your body is going into shock. The injuries need to be managed and your body stabilised, or it will shut down.

### Overcycling

A creature with an OmniRig is capable of Overcycling. Overcycling is when a creature draws excess power from their OmniRig, pushing it beyond its limits, allowing them to run Programs that push them into negative UP.

If a creature takes an action that costs UP, and results in a negative UP value, they receive internal damage equal to half the negative UP value.

For example, if a creature has 3UP remaining and they use a third-tier Program costing 5UP, that will leave them on -2UP, effectively 1 unblocked damage, which will give them a Minor Trauma. If

they then used a tier-one Program costing 3UP, that would bring their UP down to -5UP, effectively 2.5 unblocked damage, rounded up to 3 using normal rounding rule, escalating their Minor Trauma to a Major Trauma.

Overcycling Traumas are applied to Neural Centres or Centre Masses, depending on where and how the OmniRig is installed.

## Dying

Death is a process – some are just better at it than others. After entering a state of Lethal Trauma, a creature begins Dying. Once a creature starts Dying, the only way to stop it is to have no sections of the body in a state of Lethal Trauma.

## Will To Live

Lethal Trauma plays havoc on the body and the mind. For most, it is difficult to stay conscious throughout. After a creature starts Dying, it can stay conscious for a number of seconds up to  $10x$ , where  $x$  is equal to  $\frac{1}{4}$  of its Mind Dice. Once the time reaches zero, the creature will lose consciousness.

## Deathclock

After a creature starts Dying, they will stay alive for a number of seconds up to  $10x$ , where  $x$  is equal to  $\frac{1}{4}$  of their Body Dice. Once the time reaches zero, the Lethal Trauma will kill the creature. Death is final, there is a very small and unlikely window to revive a dead creature.

## Overkill

If a creature is Dying and receives further unblocked damage to any section of the body, their remaining Deathclock and Will To Live timers will be reduced by  $5x$  seconds, where  $x$  is equal to the value of unblocked damage.

## Neural Lethality

If the Neural Centre is in a state of Lethal Trauma, the creature's Will To Live and Deathclock values are halved.

# Tenet Six

*“It's not that you were cruising for a bruising. It's just that an asset in the black ain't as valuable as one in the red.”* – Killswitch, indentured contractor under The Impact Act

When fighting breaks out, or a fast-paced situation gets out of hand, the regular rules for life fall well short of what you need. In this section, you will learn all the rules for combat. The terms you will need to know are:

A *Combat Encounter* is the length of any given fight.

A *Turn* is the brief period where an individual creature's resources replenish and they can freely initiate Actions.

A *Round* of combat is the time it takes to cycle through all creatures' Turns once, and is roughly ten seconds long.

An *Event* is any non-Action occurrence.

An *Action* is anything that you do on your Turn.

A *Reaction* is an Action taken in direct response to an Event or Action, including other Reactions.

## Using A Combat Grid

Terminus uses a hexagonal grid map to allow for unidirectional action.

Each hex on the grid is a uniform distance. The distance a hex represents is determined at the start of the Combat Encounter, and can be freely adjusted if the scale of the combat changes.

Combat in this demos pre-built scenarios will take place primarily in 1m hexes, which means each hex is 1m wide.

## Action Points

Every Action has its own AP cost. There is no limit to the number of Actions a creature can perform in a Round, providing it can pay the AP cost. Actions Points are refreshed at the start of a

creature's Turn, causing any unspent Action Points to be lost.

## **OmniRig Protection Guarantee**

The strain of running multiple Programs in a Combat Encounter is mitigated by a safety protocol known as the OmniRig Protection Guarantee. The OPG hypercycles the OmniRig in order to help the User protect themselves and the OmniRig from external threats.

During Combat, Programs cost AP instead of UP. Each Program's AP cost is equal to its regular UP cost. There's no limit to the number of Programs the OmniRig can run as long as the AP cost can be paid. AP cannot be Overcycled.

The OPG instantly consumes all remaining UP on activation so, when leaving Combat, a User's UP is always 0UP.

In the full game, the size of your Speciality Dice determines how long you can remain in combat without suffering consequences. For simplicity, this element is not in the demo.

## **The Gambit**

No fight is ever clean. And no Terminal comes out the other-side unchanged. But what most don't see is the beauty in their executions, and the flawless creativity it takes to make a brutal fight sing.

*The Gambit* refers to the manner in which a fight kicks off, including determining the order of Turns in a Round and the number of AP each creature starts with.

There are three ways to establish a Gambit: *Scramble*, *Escalation*, and *Ambush*.

### **Scramble**

A Scramble occurs when no party involved was expecting a fight to break out at this moment.

The Turn Order is established by all involved creatures rolling either Reflexes or Intuition. The Turn Order is established from highest to lowest.

Each creature's starting AP is determined by rolling a dice whose size is closest to their AP maximum. If their AP maximum is between dice sizes, use the closest smaller size. Rolling the dice's maximum value always gives the creature their full AP amount.

### **Escalation**

An Escalation occurs when all parties involved were expecting to fight.

The Turn Order is established by the context of each individual, their preparedness to act, and the situation that led up to the fight.

All creatures start with full AP.

### **Ambush**

An Ambush occurs when one party initiates a fight where another party is unaware or unprepared.

The Turn Order is first ordered by party, with the prepared party or parties going first, and the unprepared going last. If there is only one ambushing party, they determine their individual Turn order. If there are multiple ambushing parties, the Turn order between them is determined by context, as in Escalation. Ambushed parties' Turn order is always determined by context.

Creatures of ambushing parties start with full AP. Creatures of ambushed parties start with 0AP.

## **Six It**

*"My dad told me he was there when... hold on, what year are we in? Ok, so two centuries ago, he was there when Rack first said 'six it' so apparently he knows what it means. I was just happy to have a conversation with him where every third word wasn't 'princess', 'sorry' or 'guns'."* – Annie Everywhere, The #6 Bastard

*Almost every Action in Combat can be categorised into one of the following Action types, all of which have their own AP cost.*

# Movements

Most types of movement that a creature can perform in Combat are based on their Movement Speed.

While in combat, there are three types of movement a creature can perform: Sprint, Dash, and Shuffle.

A *Sprint* allows a creature to move up to their Movement Speed in metres. Sprinting costs 3AP.

A *Dash* allows a creature to move up to half their Movement Speed in metres. Dashing costs 2AP.

A *Shuffle* allows a creature to move up to one quarter their Movement Speed in metres. Shuffling costs 1AP.

If a creature is crawling or has been knocked prone, they can usually only Shuffle.

Deliberately going prone, or standing up from prone or another position, is considered a Shuffle.

Once a creature has taken a Movement Action, they can perform other Actions during their movement. The creature may pause their movement to perform the additional Actions, or may perform them while still in motion.

# Attacks

An *Attack* is any Action where a creature intends to directly cause damage.

In this demo, all Attacks cost 3AP.

In the full game, there are heavier classifications of Weapons available that can cost more AP to use.

## Rolling to Hit

After making an Attack, the attacking creature must make a *Hit Check* to determine whether the attack hits or misses. Like all Expertise Checks, the attacker must select an Expertise and describe how they want to use it to execute the Attack.

When made against an unwilling creature, a Hit Check is a Contested Expertise Check where both the attacker and defender select individual Expertise and explain how they want to use them to execute the attack or avoid the damage. The result of the Hit Check determines whether the attack hits, or if it misses or fails to affect the target.

## Aiming at Sections of the Body

Aiming at certain Sections of the Body may be more difficult than others, and imposes a negative modifier on the attacker's Hit Check based on the Section they are aiming at.

TARGET SECTION	MODIFIER
Centre Mass	0
Limbs	-1
Extremities or items on their person	-2
Head or minute componets	-3

## Cover

Cover is an effective way to avoid being targeted by enemies' attacks. Any part of a creature that is behind cover, and therefore not visible to their attacker, cannot be easily targeted. If the PR of a Weapon is equal to or greater than the PR of the cover, the attacker can instead attempt to attack the target through the cover.

## High Velocity

If an attack misses or continues past its intended target, the Weapon or projectile still remains on its trajectory and may threaten other creatures in its path. A subsequent creature in the path of an attack will need to also roll as a defender against the attacker's original Hit Check result.

## Lobbing

Lobbing is an alternative means of throwing used for projectiles that do not need to directly hit their target to affect them – the most common of which are Area of Effect Auxiliaries. This Check is performed as a DC Check, since you are aiming at a location and not a creature.

If you miss your target when Lobbing an attack, the thrown projectile bounces a number of metres equal to  $\frac{1}{4}$  of the distance thrown, in a random cardinal direction, before any of its Modifications or functions are triggered. The random direction is determined by sectioning the surrounding 360° into eight cardinal directions and rolling a d8. The projectile bounces in the direction indicated by the roll.

## Creature Interactions

A *Creature Interaction* is any Action where a creature interacts with another creature without the intention of directly causing damage. A Creature Interaction costs 2AP.

Due to their versatile nature, Creature Interactions can often be a more effective way of dealing with enemies than attacking.

Examples include grabbing, throwing, tripping, dragging, and stitching back up other creatures, as well as disarming them, unbuckling their armour, inject them with an Agent, and other Actions of a similar nature.

## Object Interactions

An *Object Interaction* is any Action where a creature interacts with an object or the environment. Object Interactions cost 1AP.

Much like a Creature Interaction, there are many ways to use Object Interactions to turn the tide of battle to your advantage.

Examples include throwing an adhesive device to the ceiling, unholstering a Weapon, pressing to activate a Modification, injecting yourself with an Agent, repairing an object, flicking a switch, cutting a wire, and other Actions of a similar nature.

## The Intentionality of Actions

An Action can fall into any category depending on what the creature is trying to achieve. For example, if you kick a rock to lodge in an automatic door to prevent it from closing – that's an Object Interaction. If you kick a rock to trip

another creature over – that's a Creature Interaction. If you're kicking the rock to hit them in the side of the head to damage them – that's an Attack.

## The Cost of Using Equipment

When using a piece of Equipment, the type of Action you take is based on your intended use of it. If the intended use is most similar to an Attack, Creature Interaction, or Object Interaction, then the Action is considered an Action of that type.

The cost of performing the Action is that of the intended type of Action.

## Communication

Combat is brutal and fast. In the thick of the action, there is always an opportunity to communicate, albeit a limited one.

Communication that takes less than one second costs 0AP. For any communication that lasts longer than one second, it costs 1AP per additional second of Communication.

Communication is fundamental to strategic warfare. Since communication costs AP to perform, one must be strategic in their use of it. Information at the right time could be the difference between life and death, if you have the AP to do it.

## Reactions

Reactions are one of the most powerful tools a Terminal has at their disposal, and one that brings the whole gang together.

A Reaction is any Action taken in response to another Action, Reaction, or Event at any time during a Combat Encounter.

Reactions are always resolved before the completion of the Action that they're responding to. A creature can begin their Reaction at any point during the Action they're responding to. If the resolution of the Reaction would impede, prevent, or change the nature of the original

Action, then it will. If the original Action is prevented, then the committed AP is lost.

A Reaction must be declared before any rolls occur.

Multiple Reactions can be made against the same Action, Reaction, or Event. These Reactions are resolved in the chronological order that they will occur in the Encounter.

### **The Reactionary Stack**

When a creature Reacts to a Reaction, it creates a Reactionary Stack. When all Reactions are declared, a Reactionary Stack is resolved starting with the last added Reaction of that Stack and works its way back up resolving each subsequent Action.

Multiple Reactionary Stacks can be made in response to the same Action, Reaction or Event. If there are multiple Reactionary Stacks, then each Stack is resolved individually in the chronological order they would occur.

### **Stitching Reactions**

A creature cannot React to its own Action or Reaction. If a creature wishes to perform multiple consecutive Actions as part of a Reaction, they will need to apply extra effort to achieve it. Every time you stitch a new Action into your Reaction, that Action costs an additional 1AP. All stitched Actions must be declared in full at the start of the Reaction.

### **Assisting**

A creature wanting to Assist another in Combat can only do so by Reacting to the Action they wish to Assist.

### **Reacting to Danger Close**

When taking a Movement Reaction to avoid any threat within arm's reach, you must first succeed on a Contested Expertise Check to escape the immediate danger. If you fail this Contested Check, your opponent can resolve their Action any time before your Reaction resolves.

## **Scraping Through**

Death is not always the full stop that terminates Combat. There are a myriad of ways to get out without dying or killing:

### **Tactical Retreat**

It is always a valid option to run when outclassed, outnumbered or outmanoeuvred – especially if you are a skilled escape artist. The thrill of a life-and-death chase can be as exciting and complex as any life-or-death stand.

### **Surrender**

Stop. Drop. And play dead. Sometimes to surrender is to survive. There is always the option to escape or be busted out later.

### **Negotiation**

Nothing says you have to honour the deal. Money, intel and resources talk. Let them do the heavy lifting for you.

### **The Upper Hand**

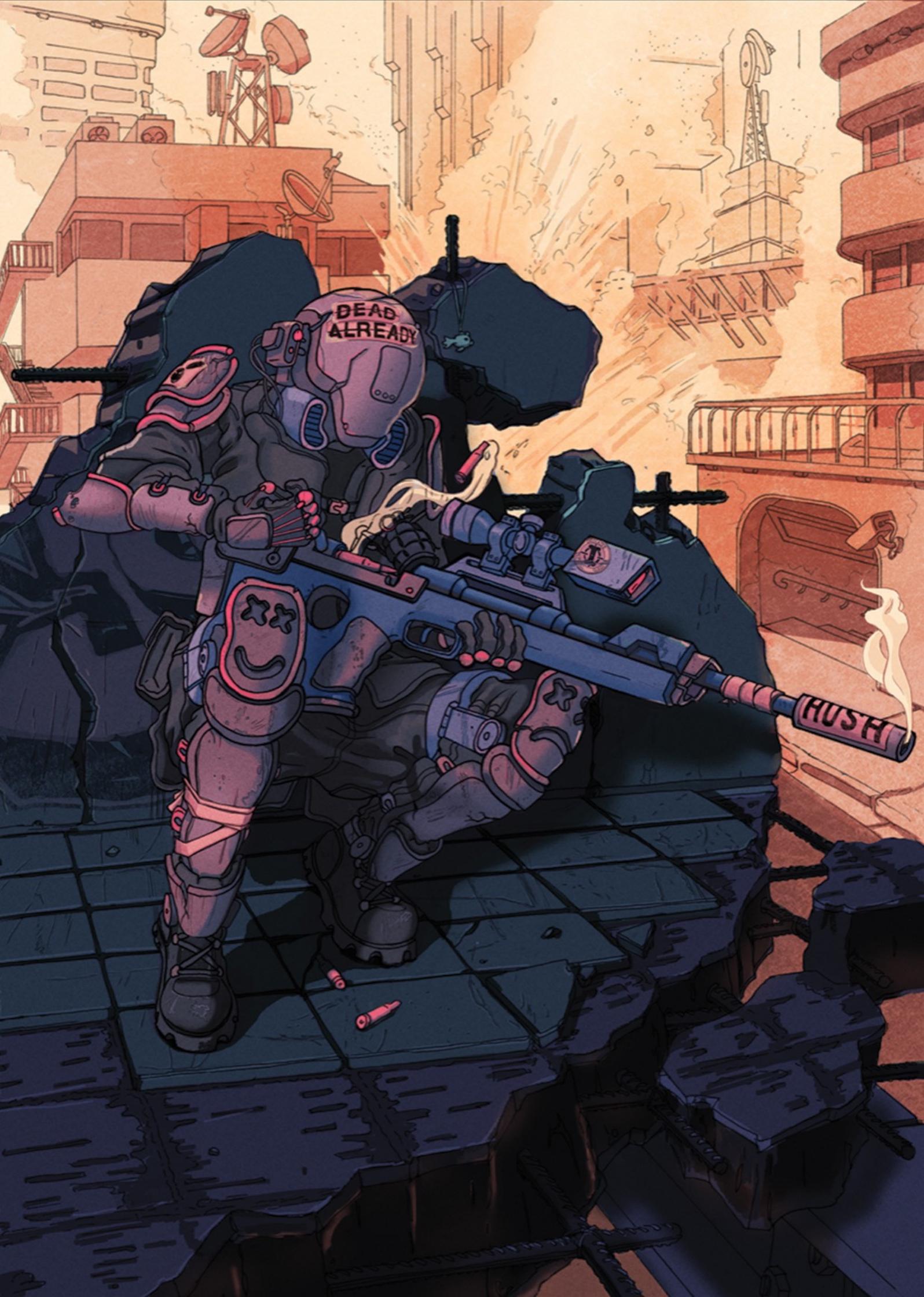
A display of overwhelming power goes a long way. Why not force your enemies into doing one of the above?

## **Die In Style**

*'Ya gotta play every hand like it's your last. Freak that clutch, pana.'* - Dispatch, The #14 Bastard

These snippets of rules from Terminus are all you'll need to grasp the game's basics and play the demo scenario included here.

And this isn't even half of it. If you're itching for more, visit [terminusrpg.com](http://terminusrpg.com) to follow the game's progress and find out when the full game will be available for you.



DEAD  
ALREADY

HUSH

# Nowhere To Run

## Raze Hell

This short campaign is designed to give you a taste of what Terminus has to offer. Within this module is the setting, the story, and GO Tools needed to run the session. Only the GO should read beyond Ordeal Zero, as the rest contains important story information that Players should not know ahead of time.

You will have to think on your feet, or die standing. Nothing is set in stone, this is merely a guide to the greater story your table will tell. Improvise the hell out of it, go off rails, get lost, raise hell, and carve your name into the foundations of this universe. It's no longer our story to tell. It's all yours.

## Setting

Be you fresh off the chopping block of your deadLife or a seasoned veteran of Terminalism, it's always the same: Credits Control Everything. And you're once again zeroed out, riding a drytap two days from dying a starved creddat in some safeant hotel on the fringe functional society. It's time to pull, just need one tidy score to be sitting flush.

The contract is a simple one: a suicide run into a middle-tier cold bank belonging to one of the most terrifying companies out there: Kaiiau. See, most people think a middle tier bank ain't worth shit, but that's Kaiiau's cunning. They go by unnoticed, uninterrupted. Which is precisely why NanoLogic decided to store a whole boat of their creds and top tier gear here, where no one with ambition would ever both robbing - the most middle-of-the-road bank Kaiiau has in their fleet: The Foadae.

One way in, one way out. One hell of a cunning pull.

## Kaiiau

Every resource, every civil system, all outsourced to one of the handful of private mega-corps.

Kaiiau ("The Thought") are the central finance corporation, responsible for balancing the galactic economy, market trends, and the curated development of economic academia.

## The Dhau

Kaiiau is owned and operated by the oligarchic government of the Dhau (pronounced "Dow"), one of the playable species in the full game.

Dhau are a tall, faceless, cunning, and considered to be one of the most daunting species in the galaxy, purely for their negotiating prowess and preparedness. Perched upon their neck's are faceless light absorbing spherical orbs that shine with a sort of haunting cosmic iridescence. These orbs are capable of three hundred and sixty degree vision, and can be very photosensitive. Dhau are rarely caught off-guard and always seem to be thinking multiple steps ahead.

The Dhau were not always the cold and calculated species they are today. It is believed that they were once the most open, emotional, expressive beings in the galaxy until a heartbreaking species-wide crisis changed them forever. While some Dhau will feel a deep-seated spark of this old wonder, a sensation they call Hui (meaning "the relic spark"), it is always staunchly denied by Dhau still living in Dhau society. The Hui is a particular weakness of the Dhau that can be leveraged if they've experienced it before. Beware though, if their denial is still strong, there is no greater cultural insult and you will incur the Dhau's unbridled wrath.

One of the oldest and definitely the wealthiest species in the galaxy, the Dhau control the most significant portion of the Milky Way.

## NanoLogic

NanoLogic, the bastards you are pretending to be, are the company at the cutting edge of nanotechnology. Hell, they invented it, and continue to maintain a stranglehold on the nanotech market. They're always pushing the boundaries of what they're capable of achieving.

## The Raze Field

In true Dhau fashion, their asset has a disproportional degree of protection that leans into the critical weakness of the Dhau themselves: a dogged preparedness that leaves them completely blind to the unexpected.

The Raze Field is a manufactured and programmable asteroid field that encircles the Foadae, the composition of which is designed to create an extremely difficult field to manually navigate.

Asteroid fields are lethal enough by nature but the programmable nature of the Raze Field takes it one step further by allowing Foadae Security to fundamentally change the positions of the asteroids at will by utilising thousands of colossal magnets, each the size of a small town. Security likes to rotate the physical composition of the field bi-monthly, making appointments an absolute necessity so you have the latest chart of how to navigate it safely.

## The Foadae

In the wake of Ion's Griest Campaign, and The Church Of The Exploding Divine's repeated attempts to nuke the Common Reserve, 'cold banks' have risen in popularity over the past century. Cold banks are a unique kind of bank that stores credits in monstrous air-gapped digital vaults, each built specifically for individual clients to prevent cross-contamination and foul play. Cold banks excel at protecting their clients from online vulnerabilities but suffer from physical attacks.

You might think that because The Foadae is one of Kaiiau's middle-tier cold banks that this will be

easy. That'll be the last dumb thought you ever have. Kaiiau's middle-tier isn't easy, we just think it is because their higher-tiers would be absolutely impossible to crack with the resources and... uh... personnel available to us. With the Foadae, at least we have a chance.

The structure itself is roughly the size of a city business district. The bank is sectioned off into a hundred of smaller, interconnected wings - to offer a more personal experience. Each of the wings has docking space for up to twenty ships, with an internal capacity of up to ten vaults. From the outside it looks sleek, ergonomic, and modest. The inside, however, is an egregious display of wealth and power, where a single desk could buy a luxurious apartment, and then some.

Few have faced down Kaiiau and fewer have survived, thanks to their incomprehensible reserves of wealth and their galactic influence.

To add to the list of nasty problems, the Foadae is fitted with four Lieox cannons built onto sliding rails around its shell, allowing them to cover any angle they need. Each cannon is equipped with a targeting algorithm designed for one-shot-kill security protocols. The cannons themselves are capable of punching a hole so big in a moon that they could crack it within a day. Coupled with some of the best long-range scanners on the market, the Foadae can locate a threat at the fringes of the Raze Field and punch a hole straight through the asteroids to the target. Nowhere to run, nowhere to hide.

Thankfully the bank itself rests upon its impeccable laurels and, once inside, security is surprisingly light. Make no mistake though, the guards pose a serious threat. If you dare to engage them you better choose your moment, and your escape plan, wisely. And if you think the bank staff are any less cunning or ruthless, you've got another thing coming.

## The Security

If anything, the security here is an open brag from Kaiau to their clients on the degree of their wealth, and therefore the service they should expect to receive. Expect cameras in every room, locks on every door, blast doors to seal off every entrance or hallway in the event of an emergency or rapid depressurisation; and individual ventilation and gravity simulators for square inch of the place.

What makes it worse is the staff. The Concierge, your wing's internal handler, has remote access to every single system the Foadae has to offer in that part of the bank, and is willing to bring the full force of their resources down on intruders should the need arise. Stacking worse on worse, every staff member is contractually obliged to treat you as a threat, no matter how many times you have visited before, as there is no telling how you could have been compromised since. Rumour even has it that the biolocks on some vaults will ping the client to confirm the legitimacy of the visit by their subordinates.

The security also have an uncanny reliability of a 90 second rapid response deployment time, regardless of where you are in on bank. And if they feel particularly threatened, then the Foadae will ice every single ship in their docks and pay the victims off after the dust settles.

## The Digital Security

It is possible to crack the security but is it not going to be easy. Not to mention the minefield of interlaced security measures that trip at the slightest hint of failure. And even if you do hack in, they have hunterkiller software that will hunt you down and eject you out if they find you.

## The Vault Layout

Every private vault has their own specified layout, and there's no way to know how NanoLogic has designed their the one we are going into, until you get in. Maybe you'll strike gold on the first try, or maybe you'll have to crack open every micro vault in there.

# Ordeal Zero: HotStock And Two Smoking Apparels

Suicide run is no exaggeration. But just think, on the flip side of this contract you'll be a credsa, flush to the teeth. You either get rich or you die stylin'. One or Seven, daresa. No in-between.

There is no hiding that you're kitted out with a Core Cybernetic, which is why I've loaded it with a suppressant code. It'll hide your Core Cybernetic's less legal Programs and make it appear like an unaltered, safe product right out of the box as the manufacturer intended.

NanoLogic has a their own wing on the Foadae, which in turn has ten vaults in it. We are going to the R&D's second vault, the one loaded with their R&D department's slush fund. The kinda creds to make your knees weak and your buttock pucker with excitement. Being a cold bank, execs personally visit the Foadae each time they need to dip their hand into their department's respective cookie jar.

You're allegedly professionals, so I'm not going to tell you how to do your job. Come up with whatever cover story you want, whatever you think will end up with you walking out the front door with your pockets as full as possible. I'd recommend posing as a NanoLogic executive and their entourage because, well, that's what I've prepped for. But, hey, you're the experts.

If we're gonna do this then we're gonna need five key things, and they don't come easy: a *ship*, some *threads*, a *biokit*, a *coinkat*, and an *appointment pack*. Thankfully some Cedar Corridor contacts of mine have the goods, but we gotta make some hard choices because our creds

ain't gonna spread far enough to cover the lot properly. We can afford to get one of them premo, top of the line. We can get two of them to be good, but not great. The other two we're gonna have to take what we can get and, look, they're going to be absolute garbage. And you gotta decide, as a team, where do you want to pay for quality?

Each of these decisions will have implications. There are no right choices. Cutting corners always comes back to bite you. Where you skip top-notch assets, you better have a top-notch plan to deal with whatever complications come your way.

### **The Ship**

If we want to get even remotely close to the Foadae, we will need a ship that reads legit. I suggest one that says NanoLogic on the sides and has NanoLogic serials to boot, assuming that's your cover. The quality of this ship will determine the quality and presence of any system such as autopilot, comms or stealth systems, its capacity for rapid or difficult manoeuvres, the number of quality of spacesuits that it comes equipped with, and how legit it reads for your cover story.

### **The Threads**

Once you're there, if you even get there, you wanna move around like you own the place. And nothing quite says 'I own you' like some premsa threads. If you want to look like corpos, we're talking a pair of personally embossed, wood trimmed, hand tailored suits with matching entourage gear: from interns and lawyers through to security. The kind of shit that makes execs want to lick each other, or whatever it is they do over ostentatious displays of wealth. The quality of the suits will directly impact how the Foadae staff interact with you, and will form the basis of their opinion of who you are. Anything less than premsa will be met with suspicion and disdain.

### **The Biokit**

Once inside, the best way past their checkpoints is with a premsa biokit that uses nanotech to change your features and pass you off as an authorised entrant. You'll need to pass four bioblocks several

different times: *facial scan, fingerprint scan, DNA sample* and an *iris scan*. Anything shy of a perfect match on each check will be met with additional verifications that will escalate fast. The quality of the biokit might affect how accurate each replica is to the profile of the exec you are pretending to be, how quickly the biokit will degrade once exposed to atmosphere, and how visibly noticeable the biokit is once it's applied to you.

### **The CoinKat**

Time to pick up a killa coinkat, a nifty little device you can slide into the vault console that will lift and store a massive amount of credits, while simultaneously flooding the console with fake credits to make it look like your withdrawal look less insane. The quality of the coinkat might affect how detectable the process is, whether the lift and deposit happen simultaneously, or how legit the physical device actually looks.

### **The Appointment Suite**

The Foadae doesn't do walk-ins. Once you've requested a visit, they send out an Appointment Suite that tells you your scheduled time, the navigation guide for the Raze Field and provides you with the security pass you will need on all the doors. The quality will determine whether you are welcomed or met with resistance, whether there is room for you to dock your ship, how much help you get through the Raze Field, and whether doors will open for you or not.

## **Management's Cut**

Kindly remember to come back to pay me my cut, because the client ain't asking for a cent, so if you're going to ruin any job, don't let it be the one that could be a big payday for all of us. I ain't one to question the motives of a generous or idiotic benefactor. One or Seven, y'hear?

#### **Bon Voyage**

Players, this is the end - for you at least. Don't even think about reading beyond this box. Once you've decided where you're spending and where you're skimping, it's time for your story to begin.

GO, the rest of this module is all the info you'll need to unfold this story.

# How To Use This Guide

So you're the mighty Galaxy Orchestrator this time, huh? Don't be daunted. This module will give you all the tools and information you need to facilitate your group's story.

This campaign is broken into Ordeals, which are mini-sections that allow you to progress through the major beats of the story in bite-sized pieces.

*Ordeals* all contain the same components: *Objective, Locations, Events, Developments, Complications* and *Bailout Options*.

The *Objective* is the overall ambition of that ordeal. This short statement captures the ultimate goal the Players need to achieve, however that ends up happening, to progress the narrative. It will also include a summary of the surrounding context that helps to qualify the objective.

*Locations* are necessary descriptions to set the scene for you to use in the story. The specifics of a locale's layout or details are all suggestions, and you can reimagine them however feels right to you and your group's story.

*Events* are significant plots points or moments that will occur in some form regardless of the Players' choices. They are defined broadly so that you can tailor them to fit whatever narrative direction the Players take. If an Event can occur, it will occur, and should only be skipped if the group's narrative directly prevents or invalidates it. Even in that case, you're encouraged to consider organic ways to include the spirit of an Event in a group's story as they can often have significant ramifications later in the story.

*Developments* are optional narrative beats and twists that you can integrate into your campaign to extend an Ordeal, slow the pace, throw up obstacles, or simply embellish the story.

*Complications* are possible narrative consequences that you can implement based on the decisions and outcomes of previous Events, Developments, or other narrative choices. These are suggestions that you can reshape to fit the specific narrative details of your group's story. You can and should be fluidly integrating *Complications* of your own whenever you can.

*Bailout Options* are universal narrative links that allow a story to always return to the rails. In *Terminus*, if your group has gone off the rails then you are doing it right. Ideal campaigns allow the Players to go wherever their impulses take them rather than demanding that Players make specific narrative decisions to keep them on track. As such, *Terminus* gives you these story devices to weave your squad's unpredictable choices into the necessary central narrative points.

Also included within this module are two kinds of breakout boxes. The first are green boxes, which contain general tips, tools, and advice. The second are pink boxes, which contain useful campaign context, characters profiles, or event information. It is highly encouraged that you improvise, extrapolate, and reimagine from the examples.

Rely on the provided information as much as you need, but never feel bound to it. The highest priority is that your group's experience is a satisfying one for everyone involved. If a Player character wants to make a choice, restricting that choice to fit the campaign should be a last resort.

Be familiar with the details of the campaign so that you're ready for whatever your Players do, but don't be intimidated. You can plan out fun story details and twists you want to include, but don't feel you need to plan the entire story. The Player's characters, their backstories, their relationships with each other, and their helpful and unhelpful choices, will be the heart of the story and will take the wheel most of the time. Facilitate the tale as best you can, remember that the *Understanding* will spread decision making across the table. Finally, just have fun with it. Now go Get The Money.

# Ordeal One: The Asteroid Jungle

**Objective:** Get inside the Foadae.

## Your move, mighty Galaxy Orchestrator

Objective's contain the facts and flavour you can use to set up this chapter of the story for your group. It will work best if you read ahead, and then tell the Players the situation they're in using your own words. Don't go on too long, just enough to paint them a picture - and throw in some details, you never know what they might use.

You're here. You're coming in hot and this path is brutal. Before you is the incomparable scale of the Raze Field. You will need to navigate both the asteroid field and the Foadae traffic comms before you arrive at the docks, or improvise hard as super-accelerated shells try to rip through your ship.

## Locations

### The Raze Field

The Foadae has intimate and immediate control over the Raze Field, and the Docking Marshals have authorisation to use the full defensive capabilities of the Foadae should they deem it necessary. Your team will, at *no point*, be safe from slamming into an asteroid or getting obliterated by a railgun if they put a foot wrong.

### Immediate Action!

If the quality of the ship or appointment suite are not great, then hit the team with an Expertise Check immediately to avoid incoming asteroids. How you choose to shape the narrative will have a direct impact on the plausibility of Expertise choices by the Players. For example: you could have them approach a swarm of smaller rocks, have a rock come towards them from an unexpected angle, or have an intimidatingly large rock rear up before them. Such details will inform what approach and Expertise they might choose to deal with the situation. When they choose an approach, and succeed or fail, the specific consequences of that approach will tell you where the story's going next.

### The Foadae

The Foadae is a spherical structure the size of a city business district. It is covered in thousands of floodlights to allow security to have vision of the exterior. That being said a structure this massive is bound to have dark patches or broken lights.

The exterior has maintenance airlocks that staff use when they need to access the bank's exterior for repairs or surveillance. These airlocks are small and tight, just large enough to fit two suited individuals.

The Foadae is constructed from premium materials and metals that give it a high degree of resilience. Most of the structure is made of PR2 materials except for the vault doors, which are made from PR3 materials.

### Docks

Visiting ships will dock on massive rings that encircle the bank. These are wide and spacious flat open platforms, capable of fitting ships much larger than yours. The Docking team will instruct ships which bay to dock in. Upon landing, four giant magnetic quantum clamps will secure the ship in place. These clamps will cause substantial damage if not released before taking off. Once the ship is secured, the Docking team will extend an aerobridge from the bank to the ship.

The aerobridge is a sight to behold. Elegantly designed to have no visible gaps or reflection once extended, it appears almost completely invisible from the inside.

Once you crossed the aerobridge from your ship, you arrive at the Foadae's main doors. Sleek and ornate, these doors are the weakest part of the structure, designed for aesthetic over function. The layers of security before and after are deemed sufficient. Upon seeing verified patrons approach the door, the Docking Marshals will open the doors for the guests to enter.

# Events

## The Rake

A *rake* is a broad attempted probe that's not as specific as a hack but more intense than a scan. It sweeps over the target and collects whatever info is easily available without penetrating too deep.

At some point while navigating the Raze Field, the Players' ship will alert them that it detects a rake in progress of its systems.

The source will:

- Rake the Players' ship for any available intel.
- Send a data miner to the ship's system to find out more, if the rake finds anything strange.

If the Players successfully trace the rake, they will discover that it has come from another NanoLogic ship that is just about to arrive at the Foadae ahead of them.

### The Forward Team

The ship that's ahead of your Players enroute to the Foadae contains a small group of secretly rogue NanoLogic agents. They have arrived under the pretence of auditing the storage collection of R&D 2 but are intending to take an extremely lucrative prototype Cybernetic from the vault and sell it to a black market. Two fake NanoLogic teams who both think the other is real, what could possibly go wrong?

### Examples of Forward Team Members

Greet Halifax: A curious and welcoming human who quickly becomes aggressive when on the defence.

Dierae Shorae Kirae Xiorae Taorae...Dae: A shy and ruthless Dhau with a vendetta against Kaiiau.

Line Pugh: A sly human who recently suffered a great loss that they haven't told their colleagues about.

### The Forward Team Numbers

Your Players may end up in Combat with the Forward Team later in the story, so determining how many there are is important. The Forward Team should generally consist of a number of rogue NanoLogic agents equal to the number of Players for a balanced experience.

Alternatively, if you want to make the potential combat encounter more or less difficult, the Forward Team could have one more or one less members than the number of Players. A fight may not break out at all, but you want to have set the stage just in case.

## The Docking Marshal Call

While navigating the Raze Field, the ship will be contacted by a Docking Marshal who will:

- Initiate a video call to confirm details.
- Ask for your ship's serial numbers, and the appointment suite code.
- Perform a scan of your ship to determine its legitimacy, security, and flight history.

### The Docking Marshal

The Docking Marshal is being supervised by a superior today as part of an annual performance evaluation. They will not risk any mistake, be it a security breach or obliterating a legitimate client. They will be thorough.

### Simultaneous Challenges

If a moment feels too easy or bland, or if you feel some Players are sitting idle because there's not enough to do, you can have challenges overlap in truly unfortunate ways. The rake could occur right when the Docking Marshall starts getting suspicious and right before the ship's scanners spot an asteroid incoming. Not all characters need to be involved at all times, but this tool is available to you if you sense people are feeling disengaged from the scene. Read the room: does the moment feel like it needs to be kicked up a gear or three?

## Developments

While navigating the Raze Field:

- Several asteroids around the ship start behaving erratically due a malfunctioning magnet.
- The Players come across another ship. It may be dead, sending out a distress beacon, or hostile.
- The Foadae open fire on another ship that is dangerously close to you.

When talking to the Docking Marshal:

- The Docking Marshal's Universal Translator needs a firmware update.

When docking on the Foadae:

- The Forward Team's NanoLogic ship is parked right next to the Players' docking location.
- The aerobridge malfunctions and fails to extend the full distance. The Foadae can send a team but it might take over an hour.

Anytime during the Ordeal:

- Space dust may blast through the field, messing with any technology it contacts.

## Complications

The Rake:

- If the Forward Team thinks the Players are legitimate NanoLogic employees, they may video call them to apologise and explain why they raked the ship in the first place.
- If the Forward Team feel they have been exposed then they may try to steer clear of the “real NanoLogic” Players, or try to preemptively fool the Foadae into believing that it’s the Players who are the imposters.
- If the Forward Team discover the Players are also frauds, they may sell the Players out to the Foadae to gain legitimacy themselves, blackmail the Players, or do nothing for the time being so they can play that card later.

The Docking Marshal Call:

- The Docking Marshal will often operate on a three strike model. After three strikes they will likely treat the Players as a hostile threat. Once hostile, they are extremely difficult to negotiate with and will attempt to stop you from reaching the Foadae.
  - If they need to use the Lioex cannons they will roll a d12+3.

The quality of your ship can affect:

- The existence or effectiveness of an autopilot, comms, scanners, or stealth system.
- The security of personnel intel and system access when targeted by rakes. Players can always boost this security if they know how.
- The number of spacesuits on board, and how old they are.
- The chance that the ship’s engine stalls, or worse, on a Critical Failure.
- The amount of fuel on board, and whether it is enough to reach the Foadae, or escape later.

The quality of your threads can affect:

- The level of respect or suspicion you are greeted with by all you meet.
- How well fitting they are.

- How recently they were cleaned.
- Whether your armour is actually the PR that you were told it was, and not one less.

The quality of your appointment suite can affect:

- Whether you are contacted warmly by the Docking Team upon entering Foadae Space or whether you are treated as trespassing immediately, potentially incurring asteroid targeting or cannon fire.
- Whether you can use the navigation data provided to help you avoid asteroids.
- Whether you arrive in a timely manner, or whether you miss your appointment all together.
- Whether you have been scheduled to arrive on the same day as a legitimate Nanologic team who entered in front of the Forward Team, thereby making you the third Nanologic team to arrive at the Foadae today.

### GO Tool: Intensifying

Intensifying is a where a GO takes a single moment, action, or Expertise Check and turns it into a multi-phase task that requires numerous Expertise Checks against the various parts or components that the scenario presents.

For example: a suited player trying to jump from a breached ship to the Foadae is a dangerous and intense moment that could be highlighted by intensifying it. Rather than doing a single check to achieve the spacewalk, you could break the moment into a series of Expertise Checks that focus on lining up the jump, stabilising emotions, adjusting course if needed, and sticking the landing without breaking something.

## Bail Out Options

If all goes to hell, your bail out options are:

- **HELLO? YES. THIS IS NANOLOGIC.**  
The players can pretend to be a part of the Forward Team.
- **STEALTH MODE.**  
The players can find an alternate way into the Foadae and continue the mission while attempting to avoid detection.
- **IT’S MY FIRST DAY.**  
Steal the attire of Foadae staff, perhaps maintenance workers, security guards, junior concierge, or whoever you come across that you can incapacitate without causing a scene.

# Ordeal Two: Con In 60 Seconds

**Objective:** Get inside the private vault of NanoLogic.

Be it smooth or straight up suicidal, you're in the Foadae now with nowhere to go but forward. Players need to get into the vault by any means necessary. Given the size of the guns that the guards have, the easiest way forward is using the biolocks to pretend you actually belong here. But not everything will go according to plan. Plan hard, improvise harder.

Once a seed of suspicion is planted in the mind of a Foadae worker they will often be relentless in their pursuit of answers, but will also want to avoid potentially offending a genuine patron. It is a delicate tightrope they all walk.

## Locations

### The Security Checkpoint

Upon entering the Foadae through the main doors, visitors will find themselves at a security checkpoint. There is a newray scanner in the centre, a scanner operator, and two armed guards on either side. This room also contains a security locker for dangerous items and weapons, and a small clothing store for those who do not meet the Foadae's dress code.

Newray is a special kind of penetrative radiation that allows the observer to view through objects and creatures to the layer of their choice. Most newray devices will create a perfect 3D replication of the layer in observation.

The Foadae is a weapon-free zone. The very rare exception is the security detail of high-end clients. Players will always have a chance to retrieve their gear, or similar gear, inside of the armoury of the NanoLogic Vault.

### The Lobby

The Lobby is truly a sight to behold. It's wide, open, and dripping with the most expensive materials, but it's the wood that screams wealth. Rock and metal are easy to come by and even easier to harvest, but wood needs very specific planets to grow and there's only so many out there. Wearing a simple wooden ring on your finger would be an ostentatious display of wealth, and these guys have everything trimmed in wood. The skirting, the benches, the panels, the doorframes... and even a hand carved wooden statue. There's a large unmanned reception desk that sees all clients. This desk is comprised entirely of wood, and would sell for the cost of a moderate apartment in a decent building. On top of the desk is a protective mat that guards the table and a digital registry. The digital registry uses one of the four biolocks to confirm the guest's identity and another to register the guest's presence against their appointment codes.

The Lobby has many clients coming in and out, and always has more guards in it than Players. It also has one wall that is space-facing. Destroying it will expose the Lobby to the vacuum of space.

Next to reception is a seemingly innocuous door that leads deeper into the bank towards the vaults. The door is loaded with a 4DR anti-personnel security system that will attempt to destroy any unauthorised trespassers. Next to the door is a console that will take one of the two unused biolocks to deactivate the security protocol.

### The Foadae Interior

From the lobby there are several exits to different parts of the wing, as well as one large tunnel that leads to a rail system designed to connect the various wings of the bank together. Parts of this wing include personnel entrances, offices, storage areas, data transfer hubs, maintenance passages, client meeting rooms, utilities, amenities, and Raze Field observation decks. Most of these areas are well signed.

The vault passageway, however, is an intentionally uniform, unmarked labyrinth of

intersecting and diverging pathways that leads to the individual clients' vaults. Such a path is very difficult to navigate without a guide.

Maintenance spaces, if accessible, will lead to most places within the bank but not into any private vault. Those remain inaccessible to all staff except for a specific highly-authorized crew, who are usually called in to fix specific issues and enter via the front door.

Ventilation shafts in the public and employee areas are wide and easily accessible, as long as no one notices you going in. The private vault's ventilation is intentionally smaller than any sentient creature and is highly pressurised.

Each private vault door is formidable. Comprised of an incredibly durable metallic alloy, they are explosive resilient and capable of withstanding very high temperatures. The players will need some serious tools to cut through the PR3 material. Next to the door is a wall-mounted console that requires the final unused biolock to open the vault door.

#### Time To Invent!

All GOs have to think on their feet, just like the players. One of the joys of a TTRPG is creation. This guide provides you with basic location details but you can create your own specifics within the space. Don't be afraid to create different rooms, locations, layouts, or content. For example: after bypassing the final biolock on the vault door, you might have your players emerge into a tight corridor with a second vault door that requires a surprise additional check for them to solve, which will trigger a laser trap if failed. It's your story, for your group. If you've got an idea you want to implement, do it.

## Events

### Check Yourself or Wreck Yourself

Regardless of how one gets into the Foadae, they will eventually encounter a pair of Junior Concierges.

If the Players entered the Foadae through the proper channels then they will meet the Junior Concierges as soon as the doors open at the other end of the Aerobridge. If the Players entered through improper channels then they will

eventually meet the pair either in the Lobby, or one of the various corridors as the Juniors make their way to or from a meeting.

While uncomfortably pleasant, they will have an immediate opinion about the party. Do not take their generosity lightly, they will take any opportunity to test the legitimacy of the Players.

If met through the proper channels, The Junior Concierges will:

- Check that all the details of the visit are correct against the scheduled appointment.
- Make the Players check all dangerous items with security.
- Lead the party to the security checkpoint. Upon clearing the checkpoint they will then take the Players through the lobby and pass them off to the Concierge.

If met through improper channels, the Junior Concierges will:

- Begin an immediate interrogation.
- Start off as extremely suspicious.

#### A Pair of Bastards

The two Junior Concierges: *Heat Montague* (a human) and *Fue* (a Dhau with an embarrassingly long full name) are extremely competitive. Both are vying to become the replacement of a Concierge in a different wing and will do just about anything to anyone, including each other, to get it. They will capitalise on any opportunity to stand out and impress their superiors with their adherence. They will let no protocol go by broken and no standard unmet, as long as it's them who's enforcing it and not the other.

### A Damn Fine Concierge

Most likely after meeting the Junior Concierges, the Players will meet the Concierge, an intimidating figure to say the least.

If the team entered through the proper channels, they will meet the Concierge in the Lobby when the Junior Concierges hand them over. If the team entered through improper channels, the team will likely meet the Concierge while they are showing a different client to a vault, responding to a security anomaly, or urgently commuting from one area of the Foadae to another.

While the Concierge will make themselves appear as though they are here to serve and help, they're true job is to monitor the guests and report their conduct back to the client. It is part of the service the Foadae provides, as well as the protection and conservation of all client property. They will use everything at their disposal to uphold and execute their mission, often relying on the Foadae's various systems, such as ventilation control, temperature sensors and controls, gravity simulation controls, auto-turret controls, alarm and security system controls, door controls, and any other system you deem the bank should have, to protect their assets.

If met through the proper channels, The Concierge will:

- Lead the Players to the digital registry so that they can begin verification.
- Ask them questions about the nature of their individual jobs and the purpose of their visit.
- Attempt to determine their legitimacy.
- Be suspicious of the fact that two NanoLogic teams needed to visit separately, and might ask if the Players want the Forward Team notified of their arrival.
- Once all security checks are passed, personally escort the Players through the labyrinth to the NanoLogic private vault.

The Concierge is no fool. They got this job for a reason. They would sooner lock down the bank and lose a couple of guests to an 'unfortunate accident' than let the Foadae's immaculate security record be compromised.

The Concierge will not enter private vaults as they often contain sensitive material.

### *A Damn Fine Concierge*

The Dhau Concierge, Minrae Fairae Toerae Fei, is a three time winner of the Intergalactic Service Committee's 'Best Service' award, an honour only held by one other, and you better believe they wear the pins on their suit.

Minrae's brilliance is they rarely speak, instead opting for silent, polite, and unyielding physical gestures. Within this silence is an intimidating aura, drenched in blood. There presumably aren't many who have witnessed Minrae at full force. Certainly no one has lived to tell of it.

Minrae has a small wrist-mounted interface that is linked into bank's internal systems. From this, they can control their entire wing of the bank. It is biolocked to them and will destroy itself if it fails to detect their vital signals.

## Developments

While inside the bank:

- The bank is either super busy or dead quiet. This will affect how busy or available the Concierge is, and where and whether they wait for the Players once they are inside of the private vault.
- An employee decides today is the day they do something drastic.
- A client or employee's NanoLogic Nanotech Nexus malfunctions and a witness calls out for a NanoLogic expert, such as your Players, to come help.
- Another client fails the biolocks due to a clerical error.
- A reporter from the media company Illumin8 has infiltrated the bank on a case to expose the corrupt relationship between Kaiau and their clients after hearing rumours of the Foadae investing in illegal NanoLogic experiments.

The Junior Concierges:

- Bring up old wounds between them and start an inconsolable argument that begins to draw some serious attention.
- Perform a good cop bad cop routine where one appears to genuinely believe the Players and one does not. It can escalate into extremes if not dealt with.

The Concierge:

- Puts a different suspicious client down with quiet but lethal force in front of the Players.

- Is called away on important business elsewhere in the bank, only to return at the worst possible time.

### Helping The Team Out

If the team is struggling and needs a little assistance, you can create background events that will influence the current narrative in a satisfying and logical way. For example: if the team is about to be exposed but you feel it's not the right time, you can make one of the guards a disgruntled employee. They might be wilfully ignorant as a form of silent rebellion, or might actively work against the Foadae by choosing to act outside of protocol. Or, in this Milky Way, everyone has their price. Coincidences in favour of the Players can feel inherently forced and unearned, so should only be a last resort. Remember, going off the rails is where true creativity comes alive.

## Complications

The Junior Concierges:

- Will attach a KillKey to any Core Cybernetic that poses any kind of threat, rendering it useless while attached, see *Appendix*.
- Expect the Players to be dressed immaculately. If they do not meet the dress code, the Junior Concierges will want them to buy new clothes.
- Will follow proper protocol at all times. If the Players fail to do so as well, the Junior Concierges will become suspicious.
- If the Junior Concierges ever become suspicious they will:
  - Tip off the Concierge.
  - Tip off or deploy security.
  - In extreme scenarios, initiate a lockdown.

The Concierge:

- Will often work on a three strike model. After three strikes they will attempt to stop the Players by any means necessary.
  - Once they've made this determination they may not immediately let on. They may instead usher the Players to a different location away from the other patrons to interrogate and obliterate them.
  - If the situation escalates, they may deploy security personnel, countermeasures such as gravity sims, lasers and ventilation, and initiate a bank-wide lockdown.
  - If there's a serious risk of Foadae property being stolen, there's a chance

The Concierge may initiate the Isolation Protocol and destroy every ship in port.

- They may attempt to extract some of the Players' DNA to confirm their identities, see *Appendix*.
- They may send the Players' fake identities directly to the client for confirmation if made suspicious.

Lacking any appropriate authorisation can:

- Be met with extreme suspicion or trigger immediate security countermeasures, which can be very difficult to de-escalate.

Following Ordeal One:

- Any issues with the quality of the ship or your conduct with The Docking Marshal will be passed onto the Concierge.

The quality of the threads can affect:

- The level of respect the staff have.
- How easily suspicion is aroused.

The quality of the biokit can affect:

- How long the biokit lasts before degrading.
- How well fitting or comfortable it is.
- Whether it reads as inorganic or not of your species.
- Whether it reads as someone it shouldn't.

The quality of the appointment suite can affect:

- Whether the Junior Concierges or the Concierge are present to greet you, expecting your visit, or aware of your existence.
- Whether doors will automatically open for you or whether you have to force each door open.

### Leverage The Narrative

Leverage the established narrative to create complications for the team as they attempt to problem solve current issues. This is one of the most important ideas in *Terminus*: choices and actions always have consequences on the narrative, be it positive or negative.

For example: the quality of the biokit could present many opportunities for a narrative complication. Does it start falling off the wearer partway through? Did they remember put it on in the first place? Does the adhesive cause the wearer to burst out in strange welts?

## Bail Out Options

If all goes to hell, your bail out options are:

- **HELLO? YES. THIS IS STILL NANOLOGIC.**  
If their current cover is blown, the players can now pretend to be a part of the Forward Team.
- **I'LL HAVE WHAT SHE'S HAVING.**  
The players can subdue another client with a private vault and try again with a new disguise.
- **IT'S STILL MY FIRST DAY.**  
Steal the attire of Foadae staff, perhaps maintenance workers, security guards, junior concierge, or whoever you come across that you can incapacitate without causing a scene.
- **GOODNIGHT SWEET PRINCE.**  
The Players can ill-advisedly kill or render The Concierge unconscious and attempt to rewire their control unit before it destroys itself. Best of luck with this one.

## Ordeal Three: The Flank Job

**Objective:** Exit the Vault with some kind of payday secured.

It's time to get flush. There's a whole swag of creds just waiting to be taken. Just be warned though, it's no case of jacking the coinkat in and walking away. Unless that thing's top-shelf, it's gonna take some swift software skills to avoid tripping the security on the console while you load the repository with fake credits.

And there's the other thing. Now you could just walk back out of the vault or, maybe, just maybe, there's time for one last score. After all, the shit that they store in here doesn't have to just be a meal check. Could be retirement money.

## Locations

### The Vault (R&D 2)

Vaults on the Foadae are effectively an entire floor devoted to the owner, and usually comprise several smaller storage vaults. Upon opening a main vault, a long hallway extends down with storage vault doors either side. Each of these smaller storage vaults are large enough to fit an apartment inside.

The vaults are completely sound proof and, once the vault door closes, it is impossible to hear what happens on the other side, even if there's gunfire and explosions.

NanoLogic owns a whole wing here, but our only concern is R&D2 as that is all we have the resources for. The other vaults belong to various different departments under NanoLogic.

R&D2 has three different storage vaults: *cold credit storage*, *prototype storage*, and *the foldbay*. The individual vaults are not necessarily clearly signed to those who don't know the contents, though there may be hints. It's possible that whichever NanoLogic executive oversaw this process, as a final layer of security, may not have named certain vaults accurately or at all to avoid arousing curiosity from lower-level employees who don't need to know all that goes on here.

Cold Credit Storage is a simple room that contains one console: the air-gapped repository. The computer has a slim, streamlined interface and a slot for a transfer key. This will be where you deploy your coinkat. This terminal also contains sensitive documentation. Beware though, nothing in this room is reinforced. A single bullet will rip through the systems and destroy them.

Prototype Storage is a chamber that hosts a new unnamed piece of nanotech hardware - a highly pressurised portable chemical laboratory capable of replicating and mixing liquid compounds - that

can connect to a Nanotech Nexus (a type of OmniRig).

The Foldbay is a state of the art fold chamber for importing and exporting goods. It is also used by higher-up NanoLogic execs as their quick entrance and exit to the vault, bypassing the boorish security measures that they send their underlings through just to keep up appearances of a regular middle-tier vault.

## Events

### We've Got Company Company

Inside the Vault, the Players will come into contact with the Forward Team, either as the Players are entering, while they're inside, or on their way out.

The goal of the Forward Team is to enter the Prototype Storage Vault, steal the prototype hardware, and take it to be sold on the black market. The Players may encounter the Forward Team at any point during the execution of this plan. It is possible that, when the Players enter, the Forward Team will be inside the Prototype Storage vault and be totally unknown to the Players at first.

If the Forward Team has intel about the Players, they will likely take advantage of the situation. They may avoid, confront, ambush, interrogate, blackmail, or fear the Players.

#### Bringing Out The Big Guns

If you haven't already entered into combat in this story yet then this is an opportune scenario due the high tension of the situation and the crossed narrative goals of the two squads.

If you have already had a combat encounter, or simply don't want one, then this situation can just as easily be deescalated or negotiated out of.

### Creds to MYKW and YBPWE

Digital security on the repository is water tight. Upon insertion of the coinkat, the security will immediately trigger and attempt to verify the authenticity of the key. One false flag and the

vault door will seal shut trapping the Players in the vault before also deploying a DR4 laser grid. These lasers are shaped to the specifics of the room and will not damage important things within them, assuming they haven't been moved.

Despite the questionable legality of it, the laser grid is designed to kill and will continue to press against any organics until they are cut apart. The laser grid will not deactivate until it no longer detects life signs or it has been deactivated.

## Developments

While inside any of the storage vaults:

- One of the bank's systems is malfunctioning and activates erratically, causing chaos.
- NanoLogic send an executive and their detail through the foldbay for an unexpected test of the prototype.
- The Concierge may gently buzz the Players via the intercom and ask if they are alright, especially during a difficult or inconvenient time.
- Laser grids may activate in any of the storage vaults.
- Turns out you need to lock the main vault door behind you when you come in. The Illumin8 journalist sneaks in and observes the Players.
- The head of the Forward Team hooks the prototype up to their Nanotech Nexus and wields its power against the Players:
  - Changes their stats and abilities to that of the Executive Team.
  - They can attempt to inject a Player within melee range with a NeuroToxin, see *Appendix*.
  - They can attempt to extract bodily fluid from a Player within melee range, potentially gaining access to any medical or chemical agents in their system.

While inside the Prototype Storage:

- The Prototype Storage contains several injectors marked as Distort, Flatline and Vice:
  - *Distort* will slow down the user's perception of time for several seconds.

- *Flatline* will cause the user's bio signals to crash and for them to appear dead on any scans.
- *Vice* will dramatically heighten a specific sense for ten seconds.

## Complications

### We've Got Company Company

- If the Forward Team are confident the Players aren't what they seem, then they may:
  - Decide they want in on the repository action. While in Cold Storage the Forward Team may attempt to hold the credits hostage under threat of destruction for a slice of the score.
  - Attempt a mutual agreement of helping each other get what they want, by keeping up the dual ruse.
  - Sell the Players out to The Concierge.
- If the Forward Team still believe the Players ruse, then they may:
  - Shoot first and ask questions later, especially in the Prototype Storage vault.
  - Attempt to lie their way out of the situation.
  - Hold the Player's hostage.
- The Forward Team may:
  - Attempt to steal the credits first with their own coinkat if the Players are distracted by something else.
  - Accidentally trigger the security.
  - Hold the legitimate NanoLogic team hostage if present.

### The Vaults:

- If security is triggered within the private vaults, all private vaults will be sealed, including the main entrance, and will not unseal until The Concierge enters their private key.

### The Foldbay:

- If Players attempt to use the Foldbay to escape the bank, it may be preset to send all outgoing material to NanoLogic's regional HQ. Good luck with that.

### The quality of the threads may affect:

- The Forward Team's opinion of the Players and whether they continue to believe the Players' ruse or see right through them.
- The likelihood of the Forward Team taking advantage of you.
- How jealous or sassy one particularly vain member of the Forward Team is.

### The quality of the coinkat may affect:

- The coinkat's innate ability to trick the security verifications on the repository without additional software manipulation by a Player.
- The coinkat's ability to accurately draw the prescribed number of credits.
- The quality of the fake credits the coinkat is capable of depositing, and how seamless the swap is.
- Whether the coinkat is riddled with malware that, depending on its purpose, is probably going to complicate matters.

### The quality of the appointment suite may affect:

- Whether there's scheduled routine maintenance on this vault today. This will trigger various security and utility systems one after the next
- Whether the bioblocks attempt to contact the real superior of the Players' stolen personas, to confirm their visit to the Foadae.

## Bail Out Options

### If all goes to hell, your bail out options are:

- **PLEASE MAKE UP MY ROOM.**  
If your Players get in serious trouble with the Forward Team, they can page the Concierge to enter the Vault and insist that he and his guards remove this other imposter NanoLogic team.
- **KNOCK KNOCK, DO YOU HAVE MOMENT TO TALK ABOUT NANOLOGIC?**  
Take the foldbay somewhere else if you have the technical knowhow. Whether it be NanoLogic HQ, or elsewhere in the Foadae, or your squad leader's mother's house, or a jungle planet where the last shuttle of tourists is leaving in 5 minutes and there's not enough free seats, there's no escaping Ordeal Four. Where ever you do end up, the next challenge is going to be getting out alive.

- **SHOWMANSHIP, END ON A HIGH.**  
If you feel your campaign is already a fully satisfying tale and is ready to end, the Players can use the Foldbay to escape and end the campaign here. Just make sure they plug in new coordinates.

# Ordeal Four: Hell or High Slaughter

**Objective:** Escape.

Your welcome is well and truly overstayed. It's time to escape, with whatever you have. Get to your ship, a ship, or out of the Foadae, by any means necessary.

## Tutorial Over!

This is it. No more green boxes from here on out. Time to make the game yours. After this point there are only suggestions for how to resolve the story. The rest is up to you. One or Seven. Hit this ending at terminal velocity.

## Locations

### The Way Back

Whether you're going back the way you came or blazing a new trail, any Locations of previous Ordeals may come into play.

### The Foadae's Exterior

It's the unending void of space. Infinite death, in all directions.

All around the surface of the Foadae are maintenance catwalks, gangways, and climbing handles. Eventually this will connect with one of the space docks.

Near any airlocks, there will usually be standard issue spacesuits for the maintenance crew stored somewhere nearby. All Foadae maintenance suits have MagLocks on the feet. Only issue is that they are also linked to the Foadae's primary system, and that is all controlled by the

Concierge. You could probably decouple them from that system if you have someone with the knowhow.

## Events

### VIP: Violently Influential Patron

Upon exiting the vault, there is no doubt now that your Players are the most important people on the Foadae in a long time and the staff are going all out. Expect the Concierge and the two Juniors to be waiting to give you what you deserve.

If the Players' cover has been blown, that attention is pure hostility. Every available person and countermeasure will be deployed to stop them from escaping the bank.

If the Players have aroused significant suspicion, every staff member has now been notified of the potential inconsistencies and will all be on high alert. Additional verifications, probing questions, tighter security, and suspicious gazes from everyone they pass are unavoidable. The truth will out.

If the Players have successfully kept the ruse up, then this devoted attention may be positive. The Foadae staff, having perhaps checked the status of your false persona, now believe you are one of the most important clients that's ever personally visited the bank and they feel absolutely terrible for not rolling out the red carpet sooner. They will want to make your visit as luxurious and indulgent as possible. But with prestige comes extra attention. Players will be expected to perfectly play the role they've mistakenly fallen into despite having no idea what's going on, expectations will be high, and there's a very long way to fall.

## Developments

Anywhere:

- NanoLogic, having been tipped off any number of ways to something amiss in their vault and send a Reinforcement Team to ensure all is well.

Inside the Bank:

- An unexpected bank lockdown occurs anyway, perhaps due to an unrelated security risk, a maintenance problem with a critical system, or a routine fire drill that the Concierge has never failed.
- New security protocol now requires all guests to use a biolock to sign out again when leaving.

The Foadae Exterior:

- During any emergency situation or lock down, the space dock will lock all ships in place if they haven't already been blasted to pieces by the Foadae's failsafe protocols.
- The NanoLogic Reinforcement Team might arrive while the Players are traversing the Foadae Exterior. The Reinforcement Team will make tethered space jumps from their ship to the Foadae to engage with the Players. Beware the EMP grenades as it will rob those affected of their oxygen supply.
- A maintenance bracket or pathway is loose and may break when used it.
- The Reinforcement Team or Foadae staff may attempt to destroy the Aerobridge or ship as Players move across to it.

## Complications

During the escape from the Foadae, Complications from any previous Ordeal may once again become relevant.

The quality of the ship will affect:

- Whether or not the Forward Team, if leaving before you, decide to take your ship instead, especially if it is better than theirs.

The Forward Team:

- If allied and on the same ship, will contribute a +3 to all Piloting Checks the Players make on their escape and a +1 to all Engineering Checks.
- If allied and on a different ship, may lend a hand to help your escape.
- May sell out the Players to the Concierge if they have made a deal with the Players that no longer seems valuable.

- May attempt to repair their reputation with NanoLogic by pursuing, capturing, or obliterating the Players' ship.

## Options For Continuing The Story

The story ends for some, and for others it carries on into new, unending nightmares. If your group feels there's another chapter to your story, you don't need to stop here.

### **SOLD OUT FROM THE START.**

As your Players make good on their escape, seemingly leaving this whole mess behind them, the comms start ringing. The client who put up this contract in the first place, an exec from an undisclosed corporation, is impressed. They want you for a new and more dangerous job, for a considerably lower amount of money. If necessary, they will blackmail the Players with all the information they have about the heist and sell them out to not only Justice but NanoLogic and Kaiiau as well. You don't need all those enemies.

### **REBEL WITHOUT A PAUSE.**

The foldbay did its thing, and you ended up... god knows where. Survive, and try to find a way home.

### **SUPERSUCKS.**

So they caught you, huh. Ah well, can't win 'em all. Time to get carted off to supermax. You might want to stage a breakout while in transit, start a riot once you get there, or hey, rise to become emperor of the prison.

### **THEY SEEM REALLY UPSET.**

Congratulations, you made it out of the Foadae. Strangely, NanoLogic and Kaiiau did not immediately forget what just happened and they've sent a 'private security detail', that happens to be armed to the teeth, right on your tail to reclaim what's theirs plus a few heads to mount on their office wall.

# Appendix

## The Concierge

3PP | 16UP | 8AP | 6m

### Concierge Aptitude Dice

Body	Mind	Specialty
d10+1	d12+3	d10+2

### Concierge Armour

	Rating	Mods
Head	2IP+PR3	Seal, Concealable
Torso	2IP+PR3	Seal, Concealable
Arms	2IP+PR3	Interface, Seal, Concealable
Legs	2IP+PR3	Seal, Concealable

### Programs and Abilities

**Remd:** For 4UP The Concierge can use their nanobots to cause 4D to a target.

**Devour:** For 1PP the Concierge can attempt infect a target with their nanobots, which will then eat whatever they're inside of at a rate of DR4 every few seconds until it has been consumed.

### Armour

**Interface:** The Concierge can use their interface to operate any of the bank's systems. It is biolocked to The Concierge and will self destruct if The Concierge dies.

**Seal:** For 1AP The Concierge can have its nanobots create a seal around their Armour with enough atmosphere to breathe for an hour.

**Concealable:** This armour piece has been made inconspicuous. It is either difficult to notice in specific environments or difficult to discern that it is armour without intimate inspection.

### Items

**DNA Extractor:** This is a small device that contains an extremely accurate DNA profiler, and an extractor.

## The Junior Concierges

2PP | 14UP | 7AP | 6m

### Junior Concierge Aptitude Dice

Body	Mind	Specialty
d8+1	d10+2	d8+3

### Junior Concierge Armour

	Rating	Mods
Head	2IP+PR2	Newray Glasses, Concealable
Torso	2IP+PR2	Concealable
Arms	2IP+PR2	Concealable
Legs	2IP+PR2	Concealable

### Items

**Newray Glasses:** The Junior Concierges have newray glasses that allow them to see through anything to the layer they desire, within 10m.

**KillKey:** a small magnetised unit that kills the localised power of whatever it is attached to. Will shutdown Core Cybernetics extremely effectively. They have enough to place one on each Player.

# Foadae Lobby Guards

2PP | 16UP | 8AP | 6m

## Foadae Guards Aptitude Dice

Body	Mind	Specailty
d8+1	d8+1	d8+0

## Foadae Guards Armour

	Rating	Mods
Head	2IP+PR2	-
Torso	2IP+PR2	-
Arms	2IP+PR2	-
Legs	2IP+PR2	Maglocks

## Foadae Guards Weapons

	Rating	Mods
Corpo Rifle	DR3	

### Programs and Abilities

**Inspire:** For 3UP the Foadae Guard can give an ally one of their Prosperity Points.

### Items

**Suspension Grenade:** 3m spherical Area of Effect. Turns the affected area into microgravity for 10 seconds. If electrified, the area becomes spatially locked instead, meaning anything inside cannot move or be moved.

**Magcuff:** Stock standard magnetised handcuffs.

# The Forward Team

1PP | 12UP | 6AP | 5m

## Forward Team Aptitude Dice

Body	Mind	Specailty
d8+3	d10+1	d8+1

## Forward Team Armour

	Rating	Mods
Head	1IP+PR2	-
Torso	2IP+PR2	-
Arms	3IP+PR2	-
Legs	3IP+PR1	-

## Forward Team Weapons

	Rating	Mods
Basic Cedar Rifle	DR2	
Plasma Cutters	DR4	

### Programs and Abilities

**Coordinated:** The Forward Team members can use each others AP as though it was their own.

**Grievous Bodily Charm:** For 1UP the Forward Team can load a target with nanobots. For xUP they can take an action with a loaded target's body, where x equals the cost of the action.

### Items

**Smoke'n'Choke Grenade:** 3m spherical Area of Effect. Covers the affected area in a thick, difficult to breath smoke that lines the inside of your airways with gunk.

# Nanologic Executive Team Members

1PP | 12UP | 6AP | 5m

## NanoLogic Reinforcement Aptitude Dice

Body	Mind	Specailty
d10+3	d8+1	d8+1

## NanoLogic Reinforcement Armour

	Rating	Mods
Head	1IP+PR2	Seal
Torso	2IP+PR2	Seal
Arms	3IP+PR1	Seal, Maglocks
Legs	3IP+PR1	Seal, Maglocks

## NanoLogic Reinforcement Weapons

	Rating	Mods
Greaser Shotgun	3D+PR3	

### Programs and Abilities

**Juice:** For 2UP they can use their Juicer, a large DR3 injector, to inject or extract liquids from a target. Comes with 2x Distorts & 1x Neurotoxin.

**Aerosolise:** For 1AP their can turn any liquid in their OmniRig into a gas and disperse in in a 4m AOE around them.

**Distort:** Will slow down the user's perception of time for several seconds.

**Neurotoxin:** Causes an Extreme Trauma to the Neural Centre that takes 40 seconds to activate.

### Items

**Slag Grenade:** 3m spherical Area of Effect. Covers the affected area in molten hot sticky slag, cause DR4. Slag burns bright hot for ten seconds before cooling and hardening.

**EMP Grenade:** 3m spherical Area of Effect. Shuts down all electronics for ten seconds.