TERMINUS
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 behemoth 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 are a tool, to be used as necessary.

And you are only ever as valuable as the creds on your Tap.

You. Are. Dead. Already.

Because we are all born dead the first time.

Might as well punch in your expiry.

Now, 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 Sora, founder of NeoTerminalism
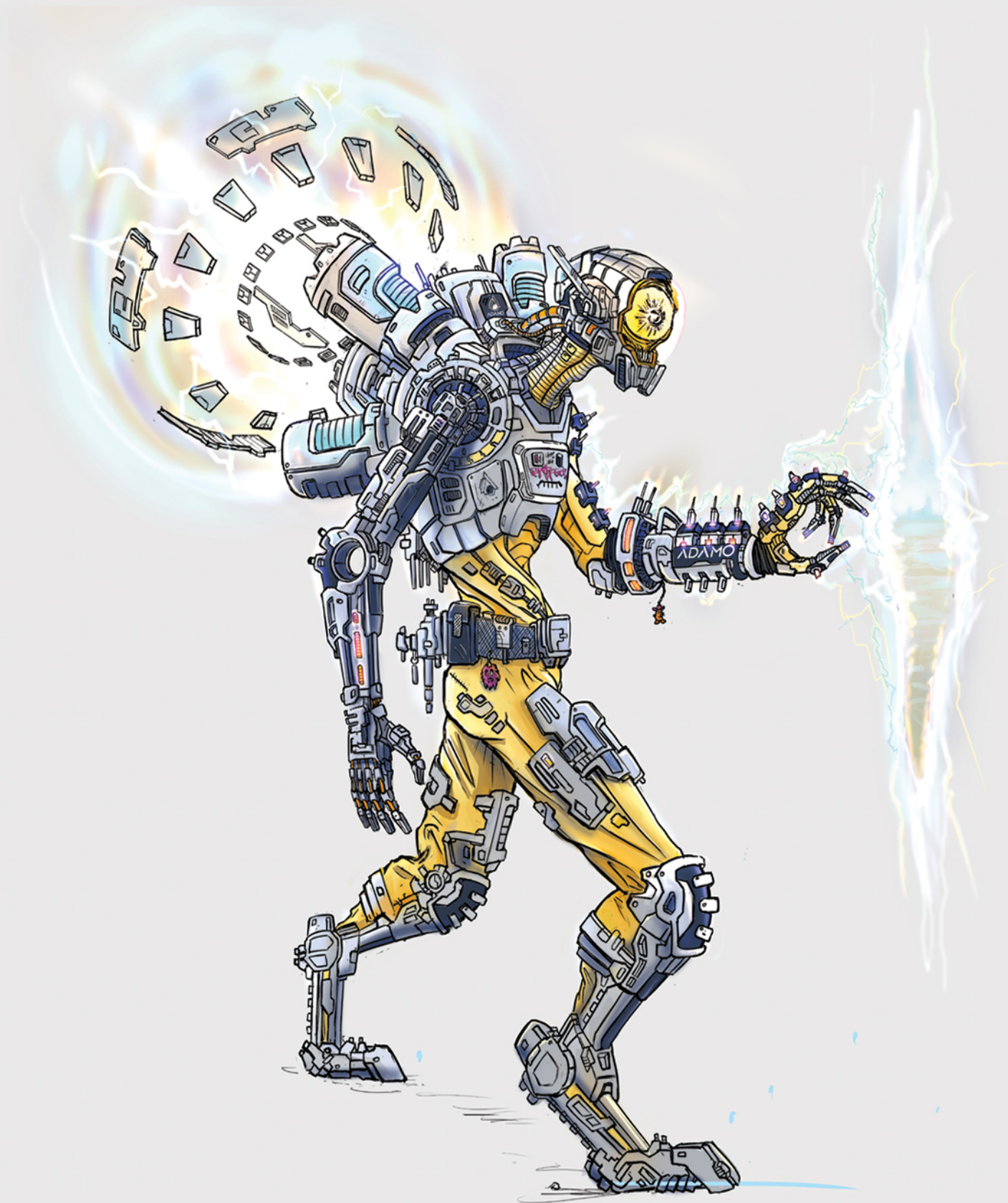
Get The Money

'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 absolution 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 Ýnarou, 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
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 deadLifes 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 be 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 middleground 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. The game gives you exactly what you need, and nothing more. If you ever have uncertainty about how a particular rule or mechanic should be applied, seek out the section of the rulebook that discusses that concept as all rules provided are deliberately and precisely phrased. If the game does not provide a concrete answer, it has given your group the tools to reason the situation out based on The Understanding.

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.

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.

The Three Aptitudes

When attempting an action that has the potential to fail, the player will roll one of three dice. Each of these dice correspond to one of their character's three Aptitudes:

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 *Speciality 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 Spectrum Of Plausibility

The capability of a d6 in Body or Mind is that of an average person. The capability of a d20 Body is that of a record-breaking athlete. The capability of a d20 Mind is that of a certified genius.

The capability of a d6 in Specialty is that of someone with entry-level knowledge in a specific field. The capability of a d20 in Specialty is that of a revolutionary polymath at the cutting-edge of galactic knowledge.

Expertise

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

When performing an action that has the potential to fail or will have an immediate consequence, the creature must perform a Check to see if they're successful, for which they must choose what Expertise they will use. Once they have decided by what specific means they'll attempt to execute this action, that will inform what Expertise they should select. The Expertise is always chosen by the Player controlling the creature attempting the action.

The selection of an Expertise will become the foundation for the plausibility of the action within those circumstances. Where one approach is agreed to make the action easier, another approach might make the same action more difficult.

Additionally, the specifics of success or failure should be intrinsically tied to the specifics of the selected Expertise and its application in these specific circumstances.

The Twenty-Four Expertise

There are twenty-four Expertise across the three Aptitudes. Each Aptitude has eight unique Expertise that can be used to perform actions. The tables below give an in-depth description of what each Expertise is and how they are used.

BODY	MIND	SPECIALTY
ADRENALINE represents a creature's capacity for bursts of intense activity. Affects any task that requires an immediate extreme exertion or surges of energy.	**ABSTRACTION** represents a creature's abstract reasoning. Affects any task that involves abstract thought, visualisation, and conceptualisation.	**CREATIVE** represents a creature's creative skills and capacity for original thought. Affects any task that involves artistic expression or labour, innovation, and spontaneous ideas.
BRAWN represents a creature's raw strength. Affects any task that requires muscular power, force or vigour.	**FOCUS** represents a creature's ability to centre their attention on a given subject. Affects any task that requires concentration or sustained mental activity.	**CULTURE** represents a creature's knowledge of different cultures, groups, or collectives. Affects any task that involves cultural understanding, customs, diplomacy, or history.
COORDINATION 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.	**INFLUENCE** 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.	**ENGINEERING** 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.
FLEXIBILITY 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.	**INTUITION** represents a creature's ability to understand something instinctively. Affects any task that involves interpreting behaviour and emotions, trust, or processing subconscious information.	**MEDICINE** 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.
IMMUNITY 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.	**LOGIC** represents how capable a creature is at logical thinking. Affects any task that involves reasoning conducted or assessed according to the principles of strict validity or drawing conclusions based on empirical evidence.	**ODDITIES** 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.
PRECISION 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.	**MEMORY** 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.	**PILOTING** 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.
REFLEXES represents a creature's rapid response to unexpected stimuli. Affects any task that is reactionary, instinctual, subconscious, or automatic.	**METTLE** 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.	**SCIENCE** represents a creature's understanding of the natural sciences. Affects any task that involves the command of scientific knowledge, theories, or applications.
STAMINA 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.	**PERCEPTION** 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.	**SOFTWARE** 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.

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 attached to individual Expertise represents an Expertise that has been well trained or refined.

Unlocking Specialty Expertise

All people possess the basic abilities of the body and mind, even if untrained. The specialty skills, however, are studied crafts that must be learned in order to be utilised. Mind and Body Expertise can be used at any point in time, but each Specialty Expertise is unusable until an Expertise is unlocked with a positive Modifier in it.

Expertise Checks

An *Expertise Check* is the rolling of an Aptitude Dice to determine whether an action does or does not occur as intended.

All Expertise Checks involve four parts: choosing the Expertise, rolling the Aptitude Dice, adding the Modifier, and determining the result.

When a creature wishes to take an action requiring an Expertise Check, they must select an Expertise and describe how they want to use it to perform the given action. The player then rolls the relevant Aptitude Dice and adds their Modifier from the Expertise they are using. The result of the Check determines the success or failure of the intended action, and the nature of any subsequent developments of the narrative as a result.

Dice Challenge

The *Dice Challenge*, or *DC*, is a pre-established threshold for success that a creature rolls against when attempting an Expertise Check. Whether the player can reach the DC will determine the success or failure of the Expertise Check.

The DC represents the difficulty of the action within the specific context of the situation. A DC is usually suggested by the GO, agreed by

everyone at the table, and then announced by the GO before the Expertise Check is made.

If the result of the Expertise Check is equal to or higher than the DC, the action is considered to be successful. If not, then the Expertise Check is a failure. Both outcomes will result in a progression of the narrative based on the specifics of the intended action and actual outcome.

The Scale Of Difficulty

The *Scale of Difficulty* is the universal metric for judging the difficulty of an action. It is a sliding scale used to determine the DC of an Expertise Check.

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

Difficulty	DC Range
This action is *very easy.*	1-3
This action is *easy.*	4-6
This action is *challenging.*	7-9
This action is *difficult*.	10-12
This action is very *difficult*.	13-15
This action is *very hard*.	16-19
This action is *extremely hard*.	20-23
This action is an *awe-inspiring feat of insanity*.	24-27
This action is a death defying *stunt of stupidity and luck*.	28-34
This action represents the *pinnacle of what is possible*.	35-44
This action is *impossible*. 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 on a low-friction surface, 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 incoming 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 their situation for the better. It is achieved by a creature 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 their situation for the worse. It is achieved by a creature rolling the minimum value of their Aptitude Dice.

A player can roll a Critical Success on a failed Expertise Check and a Critical Failure on a successful Expertise Check. In either case, both the Critical and the action outcome occur.

Determining 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 clear shift in the narrative to create an advantage or disadvantage.
d8	A decisive shift in the narrative to create an impressive advantage or disadvantage.
d10	A significant shift in the narrative to create a remarkable advantage or disadvantage.
d12	A pivotal shift in the narrative to create an outrageous advantage or disadvantage.
d16	A momentous shift in the narrative to create an monstrous advantage or disadvantage.
d20	A disgustingly powerful shift in the narrative to create a simply unfair advantage or disadvantage.

Spending Criticals

Once a Critical has been rolled, it is immediately spent to shift the narrative. In the case of a Critical Success, the Player that rolled it spends the Critical on themselves. In the case of a Critical Failure, the opposing force or creature will spend the Critical on the creature who rolled it.

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 combined to create a higher outcome.

Combination Executions should not be taken lightly, nor should they be held back. They have the power to dramatically shift the odds in a creature's favour, allowing them to attempt an Expertise Check that is well and truly outside of their normal Rollable Range. They can be taken by a solo creature with the use of Prosperity Points, or they can be taken by two creatures working together on a singular action in the form of an Assist.

Prosperity Points

Prosperity Points are a scarce resource that allows a creature to wildly transcend their limitations. Prosperity encourages moments of extreme brilliance, monumental ambition, or desperate success in a situation that would otherwise be unachievable. They represent the holy union of everything a creature is and can achieve coming together in an all out, high-stakes gamble.

Each player has a *Prosperity Point* limit of three. These points are always refreshed at the start of every session.

Creatures can spend a Prosperity Point 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.

Assists

An *Assist* is a Combination Execution that is performed by two creatures instead of one and therefore it does not require a Prosperity Point. The attempted action is performed in tandem by two creatures and therefore 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 only. 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. This will often transcend 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.

An Ultra Critical Success or Failure can have such a widespread ripple effect that they have a lasting impact on the narrative of these characters.

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.

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 comms to another player's character called Zeor, a muscular jellyfish-like alien encased in transparent crystal, 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 moon.

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 anything 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, who is playing a massive alien named Efrod that exhibits sexual trimorphism, jumps in to discuss the plausibility of the attempted action. Efrod is currently passed out in the ship's medical bay, but 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.

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 - 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 siphoning 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: Yeah. I haven't really been paying too much attention as this place seems abandoned and I've kind of unconsciously relaxed a little bit.

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 critique the cancerous machination of a credit printing machine fueled by blood and jammed on autopilot, and 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 them into their own second life. You're a philosophical kiss of death to greed that sits above. 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. Eat the Elite.

In the full game, this chapter would walk through the steps of character creation and all the tools at your disposal. In this demo version, pre-built characters have been provided for you. Find the character sheets alongside this demo pack.

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?

Core Inclusions

Each character starts with some gear and resources to send them on their journey.

A *Core Cybernetic* is an invasive, whole body, integrated, bio-linked machine-implant capable of achieving incredible feats.

A *User* is someone with a Core Cybernetic installed, and they are the User of that Core Cybernetic.

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

A *Program* is a powerful reusable ability that transcends the natural limitations of a creature.

Uncycled Points, or UP, determine how many Programs your character can run between Rests when outside of Combat. A full breakdown of the Programs system can be found in *Expression's The Weapon.*

Action Points, or AP*,* determine how many different actions your character may take in a round during a Combat Encounter. Your Action Points are equal to half of your Uncycled Points.

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 *Universal Translator* is a cybernetic that translates both language and context of most commonly spoken languages in the galaxy to your mother tongue, allowing interspecies communication.

Expression's The Weapon

'*Life is precariously balanced on the precipice of failure, but sometimes you catch the edge and just have to admire the view.*' - Bandsaw, Unregistered FleshTech.

In the full game this chapter details the steps of selecting a character's Species and Designation. Players will 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 will also choose between eight wholly unique Designations, effectively their "class", each with four distinct Programs that ramp up into insanity. You can send messages backwards in time to yourself, jump through parallel universes, or catch a train with your bare hands.

Your pre-filled character sheets have all the necessary information on your Designation and Programs that you'll need.

Core Cybernetic

The Core Cybernetic is the ultimate hedge for power. A Core Cybernetic is an invasive whole body integrated bio-linked machine implant capable of incredible feats. They exist at the cutting edge of technology, often bending reality or achieving the impossible. The Core Cybernetic is the central unit that defines a Designation and runs a character's Programs.

Core Aptitude

Every User has a unique relationship to their Core Cybernetic, such as how and why it was installed, how they control it, and the nature of how their Core Cybernetic operates. Core Cybernetics 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. In this Demo version, your pre-built

characters have a Core Aptitude already selected. This defines the manner in which the Core Cybernetic will be installed, structured, and programmed, determining the engine that feeds the Core Cybernetic and the method of operation. This is all for the Player to decide and design.

Core Aptitude is responsible for determining the variable parameters of a Program. Most Programs will have a time, distance, or other unit defined by the size of your Core Aptitude Dice.

Programs

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. In this demo version, all characters only have their tier one Program, and their choice of one of its two Upgrades.

Upgrades are additional customisations you can install in your Core Cybernetic 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. Upgrades are considered to alter the base Program unless otherwise specified.

Running Programs

Whenever a creature runs a Program they must make a relevant Expertise Check from their Core Aptitude. They can run a Program from a non-Core Aptitude Expertise but it will cost an additional 2UP, as you force the Core Cybernetic to operate in a way it has not been optimised to do. 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.

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

The Toll of Programs
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. UP represents a User's ability to withstand the Core Cybernetic's relentless onslaught to the body. An unchecked abuse of UP can result in serious injury to the User, see *Overcycling, Tenet Six*.

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, it is always in reference to the diameter of a sphere. The effect either fills the sphere, or 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.

Bet It All
'*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 is the quantification of destruction something receives, usually caused by weapons, object collisions, or overly-ambitious feats. Damage commonly ranges from 1-16. The larger the number is, the more likely it is to cause injury or destruction to the recipient.

Penetration Ratings
Penetration Rating is the universal system that quantifies an armour or material's ability to mitigate damage, and a weapon's ability to bypass that mitigation. All physical matter or pieces of equipment should have a Penetration Rating. They range from PR0 to PR6.

If a weapon has a Penetration Rating greater than a material's Penetration Rating, the weapon will cause full damage to it. If the Penetration Rating of a weapon is equal to a material's Penetration Rating, the weapon will cause half damage. If the Penetration Rating of a weapon is less than a material's Penetration Rating, the weapon will cause no damage.

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

PR	Example of Weapons	Examples of Armour/Objects
PR0	N/A	Flesh, common clothing, foliage
PR1	Fists, kitchen knives, basic tools	Dense materail jackets, wooden doors, standard vehicle glass
PR2	Combat knives, low calibre guns, pistols	Stab-proof vests, beat-cop helmets, common metal doors, tree trunks, heavy duty plastic walling
PR3	Medium calibre guns, rifles, hand cannons	Ballistic vests, tactical armour, light energy shielding, bullet-proof glass, industrial metal doors
PR4	Large calibre weapons, mining tools, high calibre sniper rifles, heavy LMGS	Reinforced concrete walls, rock formations, executive security armour, moderate energy shielding, military bunker doors
PR5	Plasma weapons, magnetic acceleration cannons	Space-age metal alloys, bedrock, experimental armour, premier ship hulls, CEO motorcades, high-energy shielding

Carrying Equipment

You have a limited capacity to carry equipment on your person denoted by *Slots*. Your pre-built character sheets will show the number of slots your character has, and how many are filled.

Armour

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

Armour Integrity Points

An Armour's IP represents the amount of damage it is capable of preventing before incoming damage begins to affect the creature underneath.

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

Armour Penetration Rating

Most common clothing has a PR0, whereas Armour Frames start at PR1 and range through to PR5. When an Armour Frame is reduced to 0IP, its Penetrating Rating is also temporarily reduced to PR0 until any amount of IP is restored.

Weapons

Range

Everything in the Milky Way has a distance at which it can function effectively and accurately. Aiming beyond this range is rarely impossible, but will see a steep increase in the difficulty of the action. Your pre-built characters have weapons designed for them, with their ranges specified.

Ammunition

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

Area of Effect

An *Area of Effect* is an effect of an item, 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.

Attacking with Limbs

All creatures limbs start off with D1+PR1. In the full game, these are upgradable.

Additional Equipment

Players will find that the different 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.

Tenet Six

'*It's not that you're cruising for a bruising. It's just that an asset in the black ain't as valuable anymore.*' - T-Bird, indentured contractor under The Impact Act, Section 128.

When you've gone Terminal, the wager is always your life, and you always take the bet at its maximum. It's all in, all the time.

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

A Trauma is a physical injury to a specific section of the body. There are four degrees: Minor, Major, Extreme and Lethal.

Minor Traumas are injuries that limit your body's capacity to operate effectively.

Major Traumas are injuries that render a section of your body inoperable.

Extreme Traumas are grievous injuries that are guaranteed to become Lethal if not immediately treated immediately.

Lethal Traumas are fatal injuries that instantly kill a creature. Once a creature gains a Lethal Trauma they are dead.

Types of Trauma

There are a near-infinite amount of varying Traumas that one can receive. Below is a list of archetypal Traumas that creatures can receive. Players and GOs are free to create their own Traumas to suit the injury at hand.

Degree	Trauma
Lethal	**Annihilation** You are completely crushed, eviscerated or disintegrated. You are dead.
Lethal	**Critical Organ Death** Your heart or brain gives up or gets obliterated. You are dead.
Lethal	**Bleed Out** There's more blood out than in. You are dead.
Extreme	**Limb Removal** One of your limbs has been removed or utterly destroyed. You must staunch the blood flow or deal with the injury or you will suffer a Bleed Out or the resulting complications will lead to a Critical Organ Death.
Extreme	**Critical Organ Failure** Your heart or brain is giving out. You must restart the organ or repair the damage or you will suffer a Critical Organ Death.
Extreme	**Haemorrhaging** An important vein, artery or capillary has been severed. You must staunch the bleeding or repair the injury or you will suffer a Bleed Out.
Extreme	**Suffocation** A lack of air, an obstruction or an internal injury is causing you to suffocate. You must find an air source or repair the injury or dislodge the obstruction or you will suffer a Critical Organ Death

Degree	Trauma
Major	**Digit Removal** One of your digits or extremities has been removed. This effects your ability to properly use this organ, limb or aspect of the body.
Major	**Broken Limb** One the major bones in a limb or limb equivalent has been broken. This limb is extremely painful to use.
Major	**Brain Damage** You brain is injured. Some kind of irreparable damage has occurred, severely impacting on the functioning of your body and mind.
Major	**Cardiac Event** Your heart is injured or altered in some way. Your physical strength and fitness are all heavily limited until the heart regains its strength.
Major	**Non-Critical Organ Failure** One of you major organs is failing. The damage must be repaired or the organ will remain inoperable. Further complications can arise the organ is not fixed.
Major	**Blood Loss** You are loosing blood at a rapid rate. You must staunch the bleeding before it complicates into something worse.
Minor	**Crushed** An extremity, digit or part of a limb is crushed. No lasting damage but used of this body part temporaly limited.

Degree	Trauma
Minor	**Severe Bruising** You gain a severe bruise. This spot is very tender, painful and easily injured.
Minor	**Concussion** You suffer a minor concussion. Spatial awareness, thought, memory and body control are limited for the next hour.
Minor	**Non-Critical Organ Injury** A non-critical organ suffers a minor injury. The organ is difficult to use and is painful.
Minor	**Surface Wounds** Your skin is lacerated, cut or burnt. The wound needs to be attended to or it will develop complications and become infected.

Gaining Traumas

When a creature sustains damage directly to their body that is not blocked by armour they must make a *Trauma Check*.

A Trauma Check is an Expertise Check that determines the severity of the injury, where the Expertise chosen is relevant to the nature of the injury and its cause. Any unblocked damage taken by a creature results in a negative Modifier to their Trauma Check, equal to the value of the unblocked damage taken.

Due to the vulnerable nature of the brain, whenever you perform a Trauma Check on the Neural Centre section of the body, the negative modifier is equal to two times the unblocked damage.

The lower the result of the Trauma Check, the more severe the resulting injury is, as shown by the table below.

Degree Of Trauma Received	Result Of The Trauma Check
Extreme	1
Major	2-6
Minor	7+

Effect of Pre-Existing Traumas

A *Pre-Existing Trauma* is any Trauma that a creature currently has in a specific section of the body.

Pre-Existing Traumas are extremely dangerous for creatures as they have substantial negative effects on any Trauma Check taken.

When gaining a new Trauma to a section of the body that has any Pre-Existing Traumas, creatures will receive a negative modifier to their Trauma Check for each Pre-Existing Traumas in that section. Each degree of Trauma will have an increasing effect on the Trauma Check, shown by the table below.

Degree Of Trauma	Negative Modifier
Minor	-2
Major	-4
Extreme	-8

For example: Moi has 3IP left in their armour and they take five-damage from a shotgun blast to the chest. Three damage is soaked up by the armour and two damage is taken by their torso. Since a section of the body is taking damage that isn't prevented by their armour, Moi must make a Trauma Check. Moi chooses Brawn as the shot was unexpected and they are relying on their body's natural hardiness to survive. Moi has +3 in Brawn, but the incoming unblocked damage of two converts to a modifier of -2, and therefore they make their Trauma Check with +1. Moi has a d8 in Body and they roll a 6, adding their modifier of +1, taking a Minor Trauma to the torso, which in this case is Severe Bruising as their damaged armour still manages to stop most of the impact.

Dying

Death is a process, some are just better at it than others. After receiving an Extreme Trauma, a creature's Deathclock begins. A *Deathclock* is the countdown from when a creature begins dying to when they finally die. Once a Deathclock has started, the only way to stop it is to reduce the degree of the Trauma out of Extreme.

Will To Live

Extreme Traumas play havoc on the body and the mind. For most, it is difficult to stay conscious throughout one. After a creature's Deathclock begins, it can stay conscious for a number of seconds up to $10x$, where x is equal to one quarter of its Mind Dice.

Fatality

After a creature's Deathclock begins, they will stay alive for a number of seconds up to $10x$, where x is equal to ¼ of their Body Dice. Once their Deathclock reaches zero, the Extreme Trauma will become a Lethal Trauma. Death is final, there is nothing in the game that can bring a dead creature back to life.

Overkill

Once a creature's Deathclock is on, the gaining of a second Extreme Trauma will always result in a Lethal Trauma instead.

Overcycling

A creature with a Core Cybernetic is capable of Overcycling. *Overcycling* is when you draw excess power from your Core Cybernetic when running a Program to push it beyond its limits, allowing them to dip into negative UP.

Any time a creature with a Core Cybernetic runs a Program that results in negative UP they must make a Trauma Check with a negative Modifier equal to two times the total negative UP you have after running the Program. This Trauma Check is taken after running the Program before any effect takes place.

Die In Style

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

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

Each hex on the grid is a uniform distance. The distance that they represent is determined at the start of the Combat Encounter and can be freely adjusted if the scale of the combat drastically changes. Hexes commonly represent one or two metres as combat is often a cramped, messy affair.

Action Points

Action Points (AP) represent both the time and the effort required to perform a specific action within a Combat Encounter. Creatures in combat will use Action Points instead of Uncycled Points, and Action Points cannot be Overcycled. Every action has its own AP cost, and the amount of actions a creature can perform in a round is determined by the amount of Action Points the creature has.

Every creature's Action Point pool is equal to half their Uncycled Point pool, and they are refreshed at the start of a creature's turn, causing any unspent Action Points to be lost.

Cybernetic Protection Guarantee

The strain of running multiple Programs in a Combat Encounter is mitigated by a safety protocol known as Cybernetic Protection Guarantee. The CPG hypercyles the Core Cybernetic, instantly consuming all remaining UP, allowing the liberal execution of Programs in order to protect the Core Cybernetic from external threats.

Operating this way for more than the recommended duration of one minute will have lasting detrimental effects on the User's fatigue levels.

The Gambit

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, Prepared,* 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.

The starting AP of each creature is determined by them rolling a dice, whose size is equivalent to their AP max, rounded down. The result determines your starting AP. Rolling the dice's maximum value grants the creature full AP.

Escalation

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

The Turn Order is established by the context of the 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 a 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.

Movements

Most types of movement that a creature can perform in combat is based on their Movement Speed, displayed on your character sheet.

Types of Movement

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

A *Sprint* is where a creature moves their Movement Speed in metres. Sprinting costs 3AP.

A *Dash* is where a creature moves half their Movement Speed in metres. Dashing costs 2AP.

A *Shuffle* is where a creature moves one quarter their Movement Speed. Shuffling costs 1AP.

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

To deliberately go prone, or to stand up from prone or another position, is considered a Shuffle.

Once a creature has taken a Movement action, they can perform any number of additional actions during the movement. The creature may also pause their movement to perform the additional action, or perform it while in motion.

Attacks

An *Attack* is any action where a creature intends to directly cause damage through use of an object or piece of equipment they are already wielding.

Attacking costs 3AP.

Rolling to Hit

After making an Attack, it must be determined whether the attack hits or misses. The attacking creature must make a *Hit Check*. If being made against an unwilling creature, the Hit Check is a Contested Expertise Check. If not being made against an unwilling creature, the Hit Check is a DC Check. 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

When taking the Attack, the attack is always aimed at Centre Mass unless the attacking creature deliberately aims at a different section. Aiming at other Sections of the Body are more difficult to achieve and come with a negative modifier to the attacker's Hit Check based on the Section they are aiming at.

Section Of The Body	Negative Modifier
Limbs	-1
Extremities or items on their person	-2
Head or minute componets	-3

Cover

Cover is a great 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 the weapon is equal to or greater than the PR of the cover, the attacker can instead attempt to attack the target through the cover.

Dual Wielding

If you are wielding two weapons at the same time, you are considered to be Dual Wielding. While Dual Wielding you can attack with both weapons, as two separate simultaneous Attacks, for the AP cost of the weapon with the higher Classification. Doing so adds a -2 on both the Hit Checks. If either weapon is not effectively supported by the wielder's strength, they will suffer an additional negative modifier to their Hit Checks.

High Velocity

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

Lobbing

Lobbing is an alternative means of throwing that's doesn't need to directly hit their target to affect them, the most common of which is Area Of Effect Auxiliary Weapons. This Check is performed as a DC Check as you are aiming at a location and not a creature.

If you miss your target when Lobbing, the object bounces away a number of metres equal to ¼ the distance thrown in a random cardinal direction before any of its effects are triggered.

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.

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.

Communication

In the thick of combat, there is always an opportunity to communicate, albeit limited.

Communication costs 0AP unless the it is lengthy, involved, or demanding, in which case its AP cost will be commensurate with the time the communication takes.

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.

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 in the Combat Encounter. A Reaction must be declared before any rolls occur, as a roll signifies the resolution of the instigating event.

Reactions always occur, in their entirety, within the action that they are responding to. The reacting creature can choose where within the action or event that they want to begin and end their reaction. If the resolution of the Reaction would impede, prevent, or change the nature of the original action then it will do so. If the original action is prevented, the AP is lost.

The Reactionary Stack

If a creature takes a Reaction in response to another Reaction, this creates a Reactionary Stack that builds inwards with each additional Reaction taking place within the previous one. Once the stack has been formed, it is resolved from the innermost Reaction to outermost.

Stitching Reactions

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 it 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 attempted action they wish to assist.

Reacting to Danger Close

When taking a Movement Reaction to avoid any threat within arms reach, you must first succeed on a Contested Expertise Check or their action will occur within your Reaction.

Welcome

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 to follow the game's progress and find out when the full game will be available for you.

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 on them. 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 one of the middle-tier cold banks of one of the most terrifying companies out there: Kaiau. See, most people think a middle tier bank ain't worth shit, but that's their 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 Kaiau has in their fleet: The Foadae. One way in, one way out. One hell of a cunning pull.

Kaiau

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

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

The Dhau

Kaiau 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 fuckers, 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 pretty 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 Kaiau's middle-tier cold banks that this will be easy. That'll be the last dumb thought you ever have. Kaiau's middle-tier is not easy, it's that the 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 hundreds of smaller, interconnected banks 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 Kaiau 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 impeachable 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 room in the event of an emergency or rapid depressurisation, and individual ventilation and gravity simulators for every room and hallway.

What makes it worse is the staff. The Concierge, your internal handler, has remote access to every single system the Foadae has to offer, and is willing to bring the full force of the bank 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 their space. 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 section until you get. 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 private vault on the Foadae, loaded with their R&D department's slush fund. The kinda creds to make your knees weak and your butthole pucker with excitement. Being a cold bank, execs personally visit the Foadae each time they need to dip their hand in the company's cookie jar. We're gonna leverage that stupidity into a truely stupendous payday.

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 contacts of mine have the goods, but we gotta make some hard choices because our creds ain't gonna spread far enough. We can afford to get just

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 biolocks ay 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 and the navigation guide for the Raze Field. The quality will determine whether you are welcomed or met with resistance, whether there is room for you to dock your ship, and how much help you get through the Raze Field.

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.

Alright, enough stalling, those credz are dying to be freed and you are the liberators. One or Seven, y'hear? Nothing in between.

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.
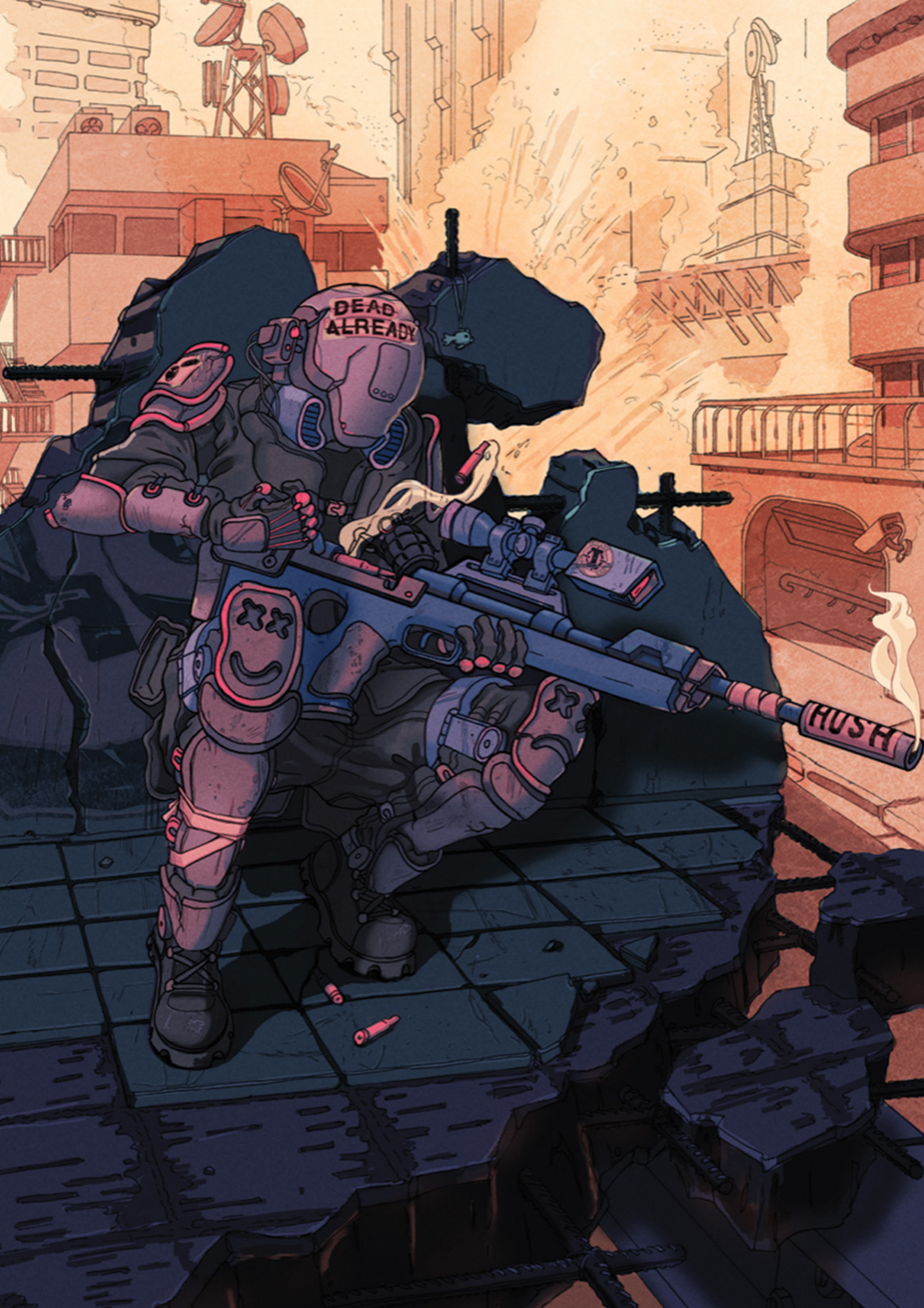
How To Use This Guide

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 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, and that you need to enjoy yourself too. Now go Get The Money.

Ordeal One: The Asteroid Jungle

Objective: Get inside the Foadae.

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 else improvise hard as super-accelerated shells 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.

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, though 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 PR3 materials except for the vault doors, which are made from PR4 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 if the rake finds anything strange to find out more.

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 en route to the Foadae contains a small group of secretly rogue NanoLogic agents. They have arrived under the pretence of auditing the storage collection but are intending to take an extremely lucrative prototype Cybernetic 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 Kaiau.
>
> 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 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 5D+PR3 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 bank. 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 a private vault. Those remain inaccessible to all staff except for a specific highly-authorised crew, who are usually called in to fix specific issues.

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 PR4 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 your 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.

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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.

</div>

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.
- 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 Nanologic conducting illegal experiments on the Foadae.

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.

<div style="background-color:green">

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.

</div>

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.
- May attempt to extract some of the Players' DNA to confirm their identities, see *Appendix*.
- 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.
- 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
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 has massive vaults in other banks but they want this one to have a smaller footprint, so their vault hallway is only 50 metres long and has five storage vaults inside. Some companies will put additional verification or security measures on their individual storage vaults.

The five different storage vaults are: *cold credit storage, prototype storage, the armoury, the nanobot experimentation chamber,* 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. 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.

The Armoury is exactly what it sounds like. Racks of weapons, auxiliaries, and agents, just like the ones that the Players, Guards, and Forward Team already have.

The Experimentation Chamber is a grim place that was used to test the limits of deconstructing and reconstructing organic material with nanobots. It is the true secret purpose of this vault. Though it hasn't been used for a while, it also hasn't been deeply cleaned, and the forensic story here coupled with the research data would be immensely damaging to NanoLogic… which makes it very valuable to their competitors.

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 3D+PR4 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:
  - 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.

While inside the Armoury:
- One of the more obviously powerful weapons available here has a defect and probably shouldn't be used.

While inside the Experimentation Chamber:
- A living test subject, who's been driven insane by the rigorous testing, is still inside.

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 biolocks 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 truely 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, sends 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 Kaiau 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 Kaiau 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	Specailty
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

Rend: For 4UP The Concierge can use their nanobots to cause 4D+PR3 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 1D+PR5 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 perfect seal around their Armour with enough atmosphere to breathe for an hour.

Concealable: This armour piece has been designed, reshaped or repainted to appear 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	Specailty
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	4D+PR2	

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	3D+PR2	
Plasma Cutters	2D+PR4	

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 *x*UP 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, difficul to breath smoke that lines the inside of your airways with gunk.

Foadae Reinforcement
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 2D+PR3, injector to inject or extract liquids from a target. Comes loaded with 2x Distorts and 1x Neurotoxin.

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

Neurotoxin: Injures the brain or heart, causing a Trauma and afflicting -2 to the Trauma Check.

Items

Slag Grenade: 3m spherical Area of Effect. Covers the affected area in molten hot sticky slag. 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.