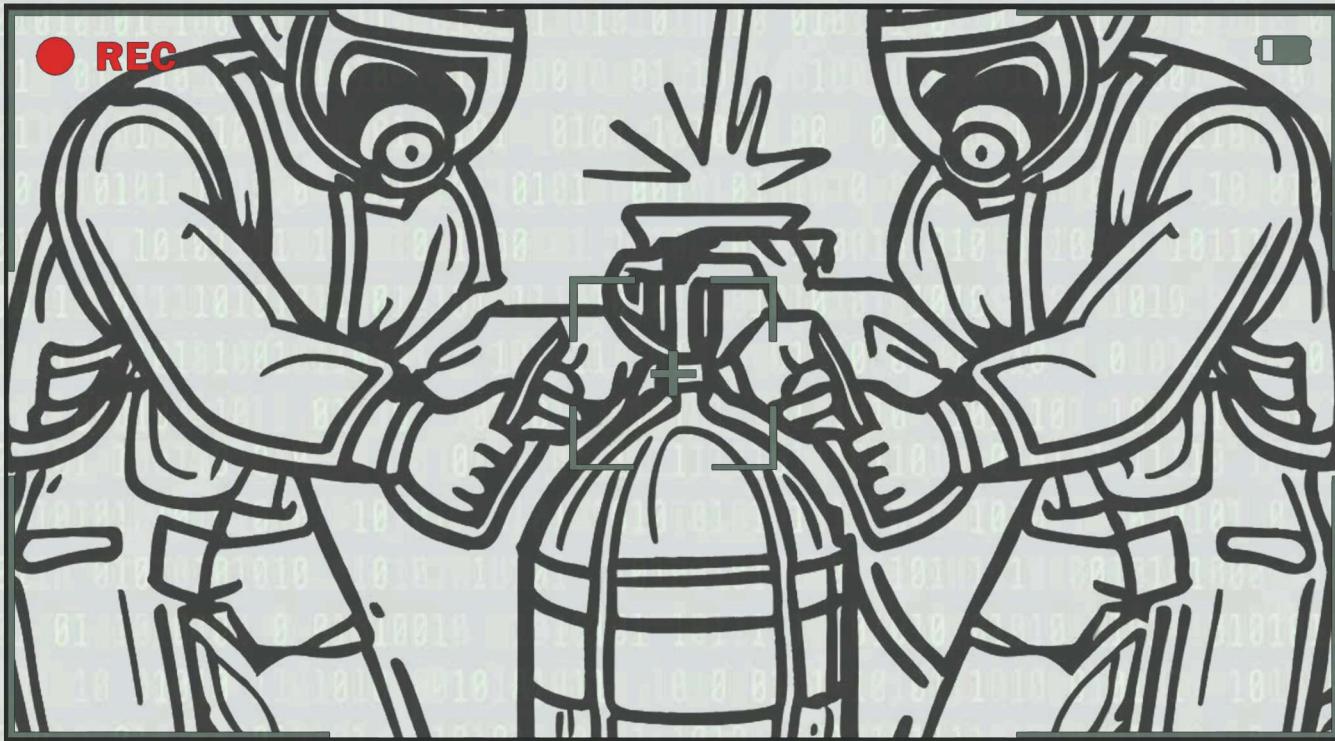


# Delta Nexus

a Dystopian Love Story

## Vanguard Field Manual

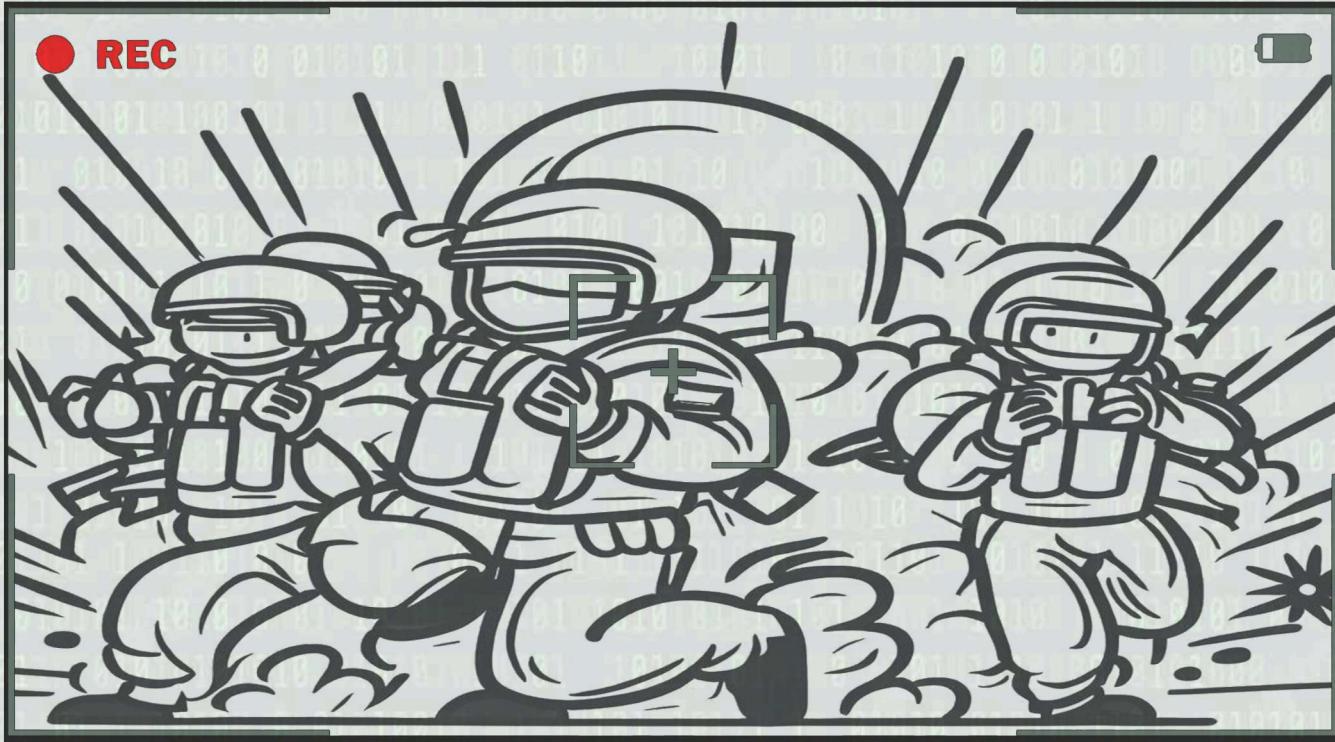


Uncover the secrets of a sprawling metropolis, where factions clash and intrigue lurks in every corner. Join the Vanguard, navigate the delicate balance of power, and forge your path in a society on the brink of change.

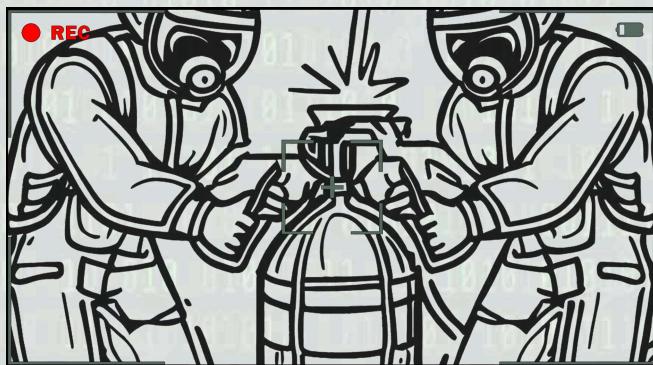


# Delta Nexus

a dystopian story  
setting for use with



# Credits and Acknowledgements



## On the Cover

The crack Vanguard team works to disable a bomb in Sector Queen Alpha Indigo Zed Oscar Kilo Uniform

## Special Thanks

To all the people I've played TTRPGs with over the years as we sat and learned almost every system we could in search of a new adventure.

To the random people in the bar who sat and listened to us play and laughed with us through our ever increasingly stupid adventures.

To my fellow DMs, GMs, players and family who playtested and walked through everything meticulously to ensure we got this right, without being heavy and complex.

To every RPG designer and publisher for every game I've ever played.

To my family for bearing with me for all the time I spent compiling, testing, reworking and building this system and settings.

**Thank You,**

**Nicholas Q. Blackwood**

This story setting is lovingly dedicated to West End Games, the publishers of the original games "Paranoia" and other games. Thank you for crafting a game that sparked my imagination and provided countless hours of laughter, insanity and companionship for my friends and I. Your creativity and innovation continue to inspire me forty years later.

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**REDACTED**

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# Welcome to the Nexus

Welcome, Citizen, to the Delta Nexus, a thriving bastion of productivity and order in the sprawling expanse of our Biosphere, keeping us safe from the dangers of the outside world and our enemies. As you step into this vast network of interconnected Divisions, it is important to familiarize yourself with the hierarchy that governs our society. From Rank 0 to Rank 8, each position carries its own responsibilities and privileges, shaping the dynamic fabric of our harmonious community.

Embrace your current Rank with pride, knowing that every individual plays a vital role in maintaining the delicate balance that sustains us all. From the hardworking laborers of Rank 0, diligently tending to the essential tasks of Nexus Operations, to the distinguished leaders of Rank 8, guiding the destiny of our great Nexus, every level of the workforce is crucial.

Remember, as you ascend through the ranks, new opportunities and challenges await you. With each promotion, you gain access to additional resources, privileges, and knowledge. However, be mindful of the responsibilities that come with higher status, for the watchful eyes of the Echelon are ever vigilant.

Within our Biosphere, order and productivity are valued above all else. The division of labor is carefully orchestrated to ensure efficiency, and our sophisticated systems and protocols enable seamless operations. It is through this collective effort that we maintain a harmonious existence and protect ourselves from the threats of the outside world.

As you embark on your assigned duties within the Delta Nexus, embrace the camaraderie of your fellow citizens and work diligently to fulfill your assigned duties. Together, we shall continue to thrive, secure in the knowledge that we are part of a greater whole, unified in purpose, and shielded from the uncertainties that lie beyond our protective walls.

But remember, intimate relationships are strictly forbidden among citizens. The process of reproduction is carefully managed through specialized chambers, ensuring maximum efficiency and minimizing distractions. The Nexus values the collective harmony and stability of its population, and individual romantic relationships are viewed as potential disruptions to this order.

By removing personal relationships and procreation from the equation, the Nexus aims to maintain a focused and controlled environment where citizens can dedicate their full attention to their assigned Divisions and responsibilities. This strict policy helps eliminate potential biases, conflicts, and distractions that could arise from emotional attachments.

Remember, the strength of the Nexus lies in its citizens. Your dedication, loyalty, and commitment to excellence are the pillars upon which our society stands. May your endeavors be fruitful, and may you find fulfillment in the fulfillment of our collective vision. Welcome to the Delta Nexus, where productivity, order, and progress intertwine to shape a brighter future for all.

## Vanguard Promotion Missive

### Welcome to the Vanguard, brave citizens of Delta Nexus!

You have been chosen to serve in an esteemed group known as the Vanguard, the problem solvers of our great society. Your commitment and dedication to the betterment of the Nexus have not gone unnoticed. As part of this elite team, you will undertake important missions to maintain order, protect our citizens, and ensure the stability of our society.

But not everything is as it seems. The world of Delta Nexus is shrouded in secrecy and hidden agendas. There are forces at play beyond your knowledge, and even within the Vanguard, some **REDACTED**. Trust is a precious commodity, and only through perseverance, teamwork, and vigilance can you uncover the truth that lies beneath the surface.

Your role as a Vanguard member will vary based on the Division you were chosen from. Whether you are part of Enforcement, Sentinels, Technology & Design, Nexus Operations, or Echelon, you have a crucial role to play in maintaining the delicate balance of our society. Each Division has its own unique challenges and opportunities, and together, you form an unbreakable force that stands against the threats that loom on the horizon.

Embrace your duty with honor, courage, and a relentless pursuit of truth. Remember, the actions you take, the bonds you forge, and the secrets you uncover will shape the destiny of Delta Nexus. Stay vigilant, for the shadows hide more than you can imagine, and the **REDACTED** test your very loyalty.

Remember, as a Vanguard member, your commitment to the mission and the welfare of the Nexus takes precedence over personal desires. Embrace the discipline and focus required in this society, and channel your energies toward the betterment of the Nexus and the fulfillment of tasks assigned by the Core.

Welcome to the Vanguard, and may your service to the Delta Nexus be filled with satisfaction and efficiency.

[ **REDACTED** : Certain sections contain classified information accessible only to authorized Vanguard personnel. Trust no one outside your team, and remember, even the walls have eyes.]

# Vanguard Creation

Vanguard creation in the Nexus is designed to be intuitive and simple, allowing you to bring your unique problem solver to life with ease. Whether you're a seasoned player or new to the realm of RPGs, creating your Vanguard is a breeze, empowering you to jump into the story and dive into the Nexus.

## 1. Roll for Your Division Assignment

Your Division represents the specialized training you received before your induction into the Vanguard. While many citizens serve at Rank 0, you have been selected for the Vanguard, granting you an initial Rank of 1. Your Division guides your expertise and initial abilities.

## 2. Select Skills and Expertise

Skills and Expertise are the foundations of your Vanguard's abilities. When creating your Vanguard, you start with six (6) points to spend on gaining Proficiency in Skills and Expertise.

### Skills

Proficiency in a primary Attribute provides your Vanguard with an increased chance of success and determines how they interact with the world around them.

### Expertise

Each skill has 3 Expertise associated with it. You cannot select an Expertise unless you are proficient with that skill.

## 3. Choose Division-Specific Abilities

Each Division trains its Vanguard operatives in specific methods. From the list of 5 abilities associated with your chosen Division, select 2 that you want your character to start with.

## 4. Discover Your Secret Society

Everyone in Delta Nexus belongs to a Secret Society - whether they know it or not. You will roll to discover which treasonous organization has already inducted you. You might not know their full agenda, but you are now one of them. And be ever vigilant.. The Core doesn't know.

## 5. Gain a Treasonous Ability

Your Secret Society grants you a unique, often forbidden, capability. From a list of 3 treasonous abilities presented by your Storyteller, select 1. These abilities are powerful, but revealing them is an act of high treason punishable by immediate termination.

## 6. Acquire Equipment

As a member of the Vanguard, you are issued standard and Division-specific equipment by the Nexus, based on your Rank.

## 7. Final Touches

Bring your Vanguard to life by creating their description, associations, characteristics, and backstory.

- **Appearance:** Consider their physical features, distinguishing marks, body language, demeanor, and overall presence.
- **Personality:** Think about their personality traits, quirks, strengths, and weaknesses. Consider their temperament, values, beliefs, and moral compass.
- **Relationships:** Include their relationships and connections, particularly within their Division and towards their assigned teammates (fellow Troubleshooters!).
- **Backstory:** The narrative of their life so far. Delve into their origins, upbringing, education, experiences, and significant events that have shaped them into who they are today.

# Skills and Expertise

This section details the core Skills and their associated Expertise that define a Vanguard's capabilities within the Nexus. Understanding each Skill and its Expertise will help you grasp the various challenges you'll face and how your Division operates.

The more Proficiencies and Expertise you possess, the greater your chances of success in your assigned duties.

Within RPGA, there are 6 primary Skills and 18 Expertise (3 per Skill).

## Might

Focus: Physical prowess, resilience, and direct combat.

- Athletics: Focuses on physical prowess like sprinting, jumping, and stamina.
- Fortitude: Increases resilience and resistance to damage, pain, or environmental hazards.
- Weaponry: Improves skill and proficiency with various weapons.

## Agility

Focus: Dexterity, precision, and quick movement.

- Acrobatics: Specializes in agility and balance for stunts and navigating difficult terrain.
- Marksmanship: Increases accuracy and effectiveness with ranged weapons.
- Evasion: Improves reflexes and dodging ability to avoid attacks.

## Knowledge

Focus: Information, intellectual understanding, and learned facts.

- Lore: Accumulation of stories, legends, historical knowledge, and obscure facts about the Nexus.
- Medicine: Expertise in healing injuries, diagnosing illnesses, and crafting remedies.
- Scholar: In-depth study and knowledge in a specific academic field.

## Awareness

Focus: Observation, perception, and discerning information from surroundings.

- Investigation: Focuses on uncovering clues, solving mysteries, and gathering information.
- Perception: Enhances the ability to observe details, spot hidden objects, and detect danger.
- Insight: Improves understanding of people's motives, seeing through deception, and discerning emotions.

## Performance

Focus: Social interaction, manipulation, and presenting oneself or information.

- Diplomacy: Focuses on social influence, negotiation, and building trust (or feigning it).
- Distraction: Specializes in creating diversions, misdirection, and manipulating situations to draw attention away.
- Deception: Expertise in lying, bluffing, and creating illusions or false narratives to mislead others.

## Subtlety

Focus: Stealth, precision manipulation, and discreet action.

- Infiltration: Specializes in bypassing defenses, breaching secure locations, and remaining undetected.
- Tinkering: Focuses on crafting gadgets, disarming traps, manipulating mechanisms, and making on-the-fly repairs.
- Pickpocket: Expertise in stealing small objects without detection, or discreetly planting items.

# The Divisions of the Nexus

As a member of the Vanguard, you are part of an elite group selected from the various Divisions within the Delta Nexus. Each Division represents a specialized field of expertise, contributing to the overall functioning of the Nexus. While you might not know all the details of the other Divisions, it's essential to understand the strengths and roles they bring to our collective mission.

## Enforcement (N4)

The backbone of internal security, Enforcement maintains order and ensures compliance within the Nexus. Their unwavering dedication and vigilance keep us safe from threats from within.

\column

## Sentinel (6L)

The Sentinels (Armed Forces) are the skilled defenders of the Nexus. Trained in combat and proficient in weaponry, they provide protection to Nexus and maintain the security of our borders.

## Technology & Design (TD)

The brilliant minds of Technology & Design drive risky innovation and progress within the Nexus. They conceive, create, and maintain experimental advanced systems, from volatile prototypes to intricate (and often unstable) networks, constantly pushing the boundaries of what is possible.

## Nexus Operations (NexOps)

The Nexus Operations (NexOps) oversees the critical infrastructure and essential services that sustain our society. From HVAC and food production to cloning centers and healthcare, they ensure the smooth functioning of daily life.

## Echelon (UE)

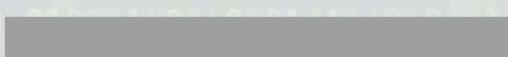
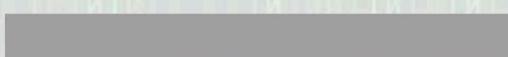
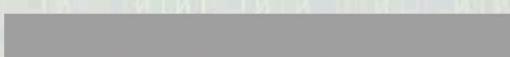
The enigmatic Echelon represents the highest echelons of authority within the Delta Nexus. With access to privileged information and entrusted with critical missions, they work in secrecy, safeguarding the Nexus from hidden threats.

**REDACTED**

**NO INFORMATION**

Remember, as a member of the Vanguard, your Division plays a crucial role in maintaining the delicate balance of the Nexus. While you may not always know the full extent of the others' operations, unity and collaboration are key to our success.

This is how you determine your assigned Division:



# Division : Echelon (UE)

Welcome, esteemed member of Echelon, the vigilant guardians of efficiency and purveyors of insight within the vast expanse of the Nexus. As the watchful eyes and keen ears of the Core, our division is entrusted with the noble duty of identifying and rectifying inefficiencies that may impede the progress of the Nexus. With unwavering vigilance, we diligently observe the workings of our fellow divisions, shedding light on their deficiencies to drive greater synergy and harmonious collaboration.

In our tireless pursuit of streamlined operations, Echelon remains steadfast in our commitment to uncovering inefficiencies and ensuring that the gears of the Nexus turn with precision and purpose. We are the heroes of optimization, seeking out areas of productivity that may be obstructed by the lesser divisions. Through astute analysis and unwavering dedication, we expose the intricacies of the Nexus and bring forth actionable insights to enhance overall efficiency.

While other divisions may suffer from the shackles of their own entanglements, Echelon remains focused on our noble purpose, silently working behind the scenes to identify and resolve systemic challenges. Our dedication to efficiency and unerring vigilance allows us to navigate the labyrinthine corridors of the Nexus, detecting inefficiencies and recommending innovative solutions without succumbing to the clutches of red tape.

Embrace your role as an agent of efficiency, an arbiter of optimization, and a beacon of illumination within the Nexus. You hold the key to unlocking the true potential of our collective endeavors. Let us work together to create a Nexus that hums with unparalleled efficiency and unparalleled progress.

## Divisional Relationships

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- Friends: Technology and Design (TD) - Both appreciate complex systems and hidden mechanisms, often sharing technical insights.
- Rivals: Sentinel (6L) - 6L's visible surveillance is seen as crude; UE prefers to operate unseen.
- Enemies: Enforcement (N4) - N4's blunt methods often jeopardize UE's delicate operations. Nexus Operations (NexOps) - NexOps's attempts at tracking and auditing UE are seen as an unacceptable breach of secrecy.

## Echelon Abilities

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As an Echelon operative, you choose two (2) of the following five specialized abilities:

1. **Information Broker:** You have a knack for acquiring and disseminating sensitive data, often through clandestine means. You gain +1d6 to Knowledge (Lore) checks when attempting to gather rumors, decipher coded messages, or track hidden information.
2. **Psychological Warfare:** You know how to subtly influence minds, sow seeds of doubt, and spread convincing misinformation. You gain +1d6 to Performance (Deception) checks when spreading misinformation or manipulating perceptions.
3. **Covert Infiltration:** You're trained to move unseen and unheard, leaving no trace. You gain +1d6 to Subtlety (Infiltration) checks when attempting to hide, sneak, or bypass direct observation.
4. **Truth Protocol:** You're exceptionally practiced in discerning truth from fiction, especially when dealing with official Nexus narratives or inter-personal deception. You gain +1d6 to Awareness (Insight) checks when trying to determine if someone is lying or being influenced.
5. **Data Manipulation:** Once per session, you can attempt to alter a small piece of digital data or a physical record to obscure facts or change details. Make a Subtlety (Hacking) or Subtlety (Tinkering) check (3 successes required). If successful, the alteration is made and will stand up to cursory inspection.

## Division Equipment

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### Data Analyzer

This advanced handheld device allows you to collect, analyze, and interpret vast amounts of data from various sources within the Nexus. It provides you with real-time insights, visualizations, and reports, empowering you to identify patterns, trends, and potential areas of improvement.

### Temporal Distortion Device

Briefly disrupts time perception for discreet movement or interrogation.

### Personality Mask

Projects a convincing holographic disguise to manipulate appearances and identities.

# Division : Enforcement (N4)

Welcome to the Enforcement Division, where order and security are our utmost priorities within the Nexus. As proud members of Enforcement, we dedicate ourselves to maintaining peace, protecting citizens, and safeguarding the Nexus from internal and external threats. Let us introduce you to the virtues that set us apart from the other divisions, ensuring the safety and stability of our community.

Enforcement is the shield that guards the Nexus from external threats and internal disturbances. We are the stalwarts who embody discipline, vigilance, and unwavering loyalty. Through our diligent efforts, we maintain the delicate balance that allows our society to thrive. Your role as a member of Enforcement is critical in preserving the peace and harmony of our utopia.

Remember, your duty extends beyond physical security. As Enforcers, we serve as the bridge between the Nexus and its citizens. Compassion, empathy, and a firm resolve to protect the innocent are the pillars upon which we stand. Your actions should inspire trust and confidence in those you serve but our ultimate goal is to enforce the law.

Prepare yourself, Vanguard, for a journey that will test your mettle, challenge your beliefs, and shape you into an exemplary member of Enforcement. Your commitment to justice and the wellbeing of our citizens is unparalleled, and we trust that you will uphold the honor and integrity of our division.

Despite what the other divisions think, we are the single most important Division within Nexus, except for NexOps - if you want food, sleep and HVAC.

## Divisional Relationships

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- Friends: Sentinel (6L) - Shared interest in security and order, though N4 views 6L as less "proactive."
- Rivals: Technology and Design (TD) - TD's experimental tech causes chaos that N4 has to clean up.
- Enemies: Nexus Operations (NexOps) - NexOps's bureaucracy and resource hoarding often impede N4's "necessary" direct action. Echelon (UE) - N4 distrusts UE's secrecy and covert methods.

## Enforcement Abilities

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As an Enforcement operative, you choose two (2) of the following five specialized abilities:

1. **Vanguard's Resolve:** You're drilled to withstand pain and resist coercion. You gain +1d6 to Might (Fortitude) checks to resist fatigue, pain, or mental manipulation.
2. **Crowd Control Specialist:** You're adept at managing unruly citizens. You gain +1d6 to Performance (Intimidation) checks when attempting to control or disperse a crowd.
3. **Weapon Familiarity:** You handle standard-issue Nexus weaponry with practiced ease. You gain +1d6 to Might (Weaponry) attack rolls when using basic firearms (laser pistols, slug throwers).
4. **Enforcement Protocol:** Your training emphasizes immediate compliance. Once per scene, you can demand an uncooperative low-rank citizen follow a simple, legal directive. They must succeed on a Might (Will) saving throw (2 successes) or immediately comply.
5. **Brutal Interrogation:** You know how to get information, one way or another. You gain +1d6 to Performance (Interrogation) checks when attempting to extract information from a non-Vanguard citizen.

## Division Equipment

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### Restraint Devices

To maintain control over potential threats or lawbreakers, you are provided with various restraint devices. These may include handcuffs, zip ties, or other secure mechanisms designed to safely immobilize individuals during apprehensions. \column

### Neural Link Scanner

Scans individuals for implanted contraband or unauthorized neural modifications.

### Coercion Baton

A seemingly harmless baton that emits a subsonic frequency inducing compliance for brief periods.

# Division : Nexus Operations (NexOps)

Nexus Operations stands as a testament to efficiency, adaptability, and unwavering commitment to excellence. As a member of Nexus Operations, you will contribute to the overall success of the Nexus. System Availability is at the core of our expertise, allowing us to identify inefficiencies and propose innovative solutions. Our logistical mastery ensures the seamless flow of resources, personnel, and information throughout the Nexus, enabling us to maintain the highest level of operational effectiveness.

We pride ourselves on the unwavering trust our fellow citizens place in our ability to maintain critical infrastructure and ensure the smooth functioning of every operational aspect within the Nexus. With precision and dedication, Nexus Operations delivers consistent results, leaving no room for doubt.

We understand the value of every resource at our disposal and are committed to maximizing efficiency while minimizing waste. Through meticulous planning and strategic utilization of resources, Nexus Operations ensures that the Nexus remains a thriving hub of productivity, setting the bar high for all other divisions.

While we maintain a spirit of cooperation with our fellow divisions, it is important to acknowledge areas where their approaches may differ. Nexus Operations stands firm in our commitment to efficiency, streamlined processes, and the collective success of the Nexus.

Welcome to Nexus Operations, where reliability, adaptability, and resourcefulness converge to form the foundation of our success. Together, we will uphold the mission of the Nexus and forge a brighter future for all citizens.

## Divisional Relationships

- Friends: None (NexOps typically views other divisions as inefficient or disruptive).
- Rivals: Enforcement (N4) - N4's direct action often creates administrative headaches for NexOps. Sentinel (6L) - NexOps resents 6L's demands for resources for "hypothetical" threats.
- Enemies: Technology and Design (TD) - TD's experimental devices constantly break NexOps's carefully (or haphazardly) maintained systems, leading to endless forms and resource drains. Echelon (UE) - UE's secrecy makes them an administrative nightmare for NexOps; they can't be tracked or properly budgeted.

## Nexus Operations Abilities

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As a Nexus Operations operative, you choose two (2) of the following five specialized abilities:

1. **Bureaucratic Navigator:** You know how to find the right form, the right office, or the right official for any situation, and how to use it to your advantage. You gain +1d6 to Knowledge (Bureaucracy) checks when navigating Nexus administration or tracking down resources.
2. **Logistics Coordinator:** You're a master of managing inventory and optimizing supply lines, for yourself or the Nexus. You gain +1d6 to Awareness (Management) checks when assessing resource availability or organizing transportation.
3. **Public Relations Protocol:** You're trained in the delicate art of Nexus-approved communication and diffusing tense social situations with official pronouncements. You gain +1d6 to Performance (Diplomacy) checks when dealing with disgruntled citizens or inter-divisional disputes.
4. **Mandatory Happiness Directive:** You know how to make people happy whether they like it or not. As an action, you can attempt to cheer up a citizen. They must succeed on a Might (Will) saving throw (2 successes) or be compelled to smile and agree with your directive for the next minute, becoming Disoriented (lose 1 success on their next roll) if they try to contradict you.
5. **Resource Requisition:** Once per session, you can make a Knowledge (Bureaucracy) check (2 successes required) to 'find' a piece of mundane, non-weapon equipment (e.g., a spare uniform, basic tools, extra rations, a communication device) that should reasonably exist within NexOps inventory.

## Division Equipment

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### Tool Kit

This versatile toolkit contains a wide array of tools and instruments to assist you in various operational tasks. It includes tools for repairs and diagnostics, vital for maintaining Nexus infrastructure. \column

### Environmental Analyzer

Scans and monitors atmospheric conditions, food quality in vats, and critical resource levels throughout the Nexus.

### Augmented Reality Interface

Overlays vital information directly onto your vision, providing real-time data on resource management, maintenance schedules, and even patient vitals from cloning centers.

# Division : Sentinel (6L)

Welcome, esteemed Vanguard, to the proud ranks of the Sentinels, the noble defenders of the Nexus. As a Sentinel, you stand against external threats and ensure the safety and security of our great society. Let us delve into the unique virtues that set the Sentinels apart, while shedding light on the shortcomings of other divisions.

The Sentinels embody unwavering loyalty and unyielding determination in the face of adversity. Our steadfast dedication to upholding the law and protecting the Nexus from external dangers is unparalleled. We stand as the shield that safeguards the lives and well-being of our fellow citizens. While other divisions may lack the resolve or discipline required for such crucial tasks, the Sentinels stand tall, ready to defend with unwavering courage. HooRah!

Our commitment to justice and order is unmatched, as we tirelessly uphold the laws and regulations set forth by the Core. We ensure that every citizen can pursue their lives without fear of harm or disruption. We do not succumb to the reckless experimentation or chaotic pursuits of other divisions, for we understand the need for stability and security in these troubled times.

While some may question our methods or consider us overly rigid, the truth is that the Sentinels provide the necessary structure and security for the Nexus to thrive. We are the unwavering bastions of law and order, ensuring the safety and harmony of our society.

Embrace your role as a Sentinel, valiant Vanguard, and uphold the virtues of duty, honor, and protection. The Nexus relies on your unwavering commitment, and together we shall forge a future free from fear and uncertainty.

## Divisional Relationships

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- Friends: Enforcement (N4) - Shared interest in security and order, though N4 views 6L as less "proactive" while 6L views N4 as less "disciplined."
- Rivals: Echelon (UE) - UE's secretiveness and disdain for visible security measures frustrate 6L. Technology and Design (TD) - 6L sees TD's experimental tech as inherently risky and a constant security liability.
- Enemies: Nexus Operations (NexOps) - NexOps's resource allocations and bureaucratic delays frequently hinder 6L's operational readiness.

## Sentinel Abilities

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As a Sentinel operative, you choose two (2) of the following five specialized abilities:

1. **Defensive Stance:** You are trained to make yourself a difficult target, especially when focused on defense. You gain +1d6 to Agility (Evasion) checks when you declare you are primarily defending.
2. **Precision Strike:** You are a trained combatant, capable of hitting critical points. You gain +1d6 to Might (Weaponry) attack rolls with any ranged or melee weapon you are proficient with.
3. **Tactical Assessment:** You quickly analyze combat situations, identifying threats and opportunities. You gain +1d6 to Awareness (Perception) checks when surveying a battlefield or assessing opponent numbers/positions.
4. **Fortified Position:** Once per scene, when you establish a defensive position, you and any allies within close proximity gain +1 to their success threshold for any Might (Fortitude) saving throws to resist physical harm or environmental effects, until you move.
5. **Area Denial:** You can lay down a suppressive volley of fire. As an action, you can target a 2-meter zone. Any non-Vanguard entering or starting their turn in that zone must make an Agility (Marksmanship) check (2 successes) or take 1 damage. This effect lasts until your next turn.

## Division Equipment

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### Stun Baton

Your personally assigned non-lethal melee weapon. These weapons deliver electric shocks to incapacitate opponents without causing permanent harm. They are effective for subduing unruly individuals or dealing with situations that require non-lethal force. \column

### Adaptive Shield Drone

A compact, hovering mini-shield that autonomously reacts to incoming attacks, providing flexible personal protection. It grants +1 Defense against one attack per round.

### Biometric Tracker

Implants a temporary identifier chip (via a small dart or adhesive) into suspects for tracking and identification. The chip lasts for one hour and provides a tracking signal within 100 meters.

# Division : Technology & Design (TD)

Welcome to the esteemed division of Technology and Design, where risky innovation and ambitious creativity converge to boldly shape the future of the Nexus. As a member of this illustrious division, you hold the power to transform groundbreaking ideas into reality and drive progress like no other. While some may underestimate the importance of our division, we stand strong in our belief that the advancements we bring are the backbone of the Nexus. While Enforcement may rely on force and brute strength, and Nexus Operations may handle mundane tasks, it is Technology and Design that holds the key to unlocking the true potential of our society through experimental and often volatile breakthroughs.

Through our expertise in engineering, robotics, and cutting-edge technology, we create the tools and systems that push the very limits of what the Nexus can achieve. We are the visionaries who push the boundaries of what is possible, constantly seeking ways to improve efficiency, automate processes, and enhance the lives of every citizen, even if it introduces a little... instability.

Our rivals may label us as dreamers, lost in a world of wires and circuits, or even as irresponsible, but they fail to grasp the significance of our contributions. While they toil in their limited perspectives, we have the power to revolutionize the very fabric of our society. With every invention, we bring progress, prosperity, and a brighter future for all.

Remember, the path of progress is often met with resistance from those who fail to see its potential. Stay true to your convictions, champion the cause of Technology and Design, and let the brilliance of your creations pave the way for a new era in the Nexus.

Your journey has just begun, and within the division of Technology and Design, you have found your rightful place. Embrace the challenges, harness the power of innovation, and let your genius reshape the world as we know it.

## Divisional Relationships

- Friends: Echelon (UE) - Both appreciate complex systems and hidden mechanisms, often sharing technical insights and a disdain for bureaucratic interference.
- Rivals: Enforcement (N4) - N4's blunt methods and constant need to "clean up" TD's "unforeseen consequences" lead to friction. Sentinel (6L) - 6L sees TD's experimental tech as inherently risky and a constant security liability.
- Enemies: Nexus Operations (NexOps) - NexOps's rigid protocols and focus on "smooth functioning" are constantly disrupted by TD's volatile innovations, leading to endless arguments over resources and maintenance.

## **Technology & Design Abilities**

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As a Technology & Design operative, you choose two (2) of the following five specialized abilities:

1. **Gadgeteer:** You have a natural knack for improvising and repurposing technology. You gain +1d6 to Subtlety (Tinkering) checks when attempting to repair, modify, or create a simple device on the fly.
2. **Automated Assistance:** You can quickly deploy a small, basic utility drone or hack into simple automated systems to perform a single, mundane task. You gain +1d6 to Knowledge (Robotics) checks when commanding robots or automated systems.
3. **Experimental Protocol:** Your training allows you to push technology beyond its intended limits, though not without risk. You gain +1d6 to Knowledge (Engineering) checks when attempting to overclock a device, jury-rig a system, or analyze a complex blueprint.
4. **Glitch Inducement:** Once per session, as an action, you can attempt to cause a minor malfunction in a nearby piece of non-complex Nexus technology (e.g., a door lock, a comm panel, a light fixture). Make a Subtlety (Tinkering) check (2 successes required). If successful, the device malfunctions for one round, causing a distraction or momentary obstruction.
5. **Self-Destruct Sequence:** When a piece of small (handheld or smaller) personal equipment you are holding or wearing is about to be confiscated or critically damaged, you can trigger a controlled (or uncontrolled) detonation. Make an Agility (Evasion) check (1 success) to avoid any blast effects yourself. The item is destroyed, and anyone within 1 meter takes 1 damage.

## **Division Equipment**

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### **Personalized Toolkit**

Each T&D member has their own unique set of specialized tools, customized to their particular area of expertise. Whether it's miniature robotic arms, specialized probes, or precision calibration devices, your toolkit is tailored to enhance your specific technological skills. \column

### **Holographic Fabrication Kit**

Projects complex, convincing holograms for design prototypes, field simulations, or even temporary visual distractions. Can create static images or simple animated sequences.

### **Multitool Drone**

A miniature drone equipped with various tools (e.g., mini-welder, screwdriver, wire cutters) for on-site repairs, tech adjustments, or light sabotage. It can perform basic commands remotely.

**REDACTED**

**NO INFORMATION**

**Required Skills**

**NO INFORMATION**

**Expertise**

**NO INFORMATION**

**Professional Equipment**

**NO INFORMATION**

# Vanguard Equipment

As a Vanguard member, it is important to handle your equipment responsibly and adhere to the regulations and guidelines set forth by your division and superiors. Your laser pistol and armor should be properly maintained and cared for to ensure their optimal functionality and effectiveness when needed in the field.

## Communication Earpiece

A discreet earpiece that allows secure communication with other Vanguard members and provides real-time updates during missions.

## Rank 1 Laser Pistol

The Rank 1 laser pistol is a compact energy weapon that emits a focused beam of energy capable of stunning or eliminating Rank 1 or lower citizens with precision. It provides a reliable and effective means of self-defense or subduing potential threats while minimizing collateral damage.

## Standard Utility Belt

A multi-purpose belt containing various mundane (and likely malfunctioning) tools and pouches for carrying small items crucial for daily duties.

[Please note that the use of laser pistols and laser armor is strictly regulated and is only permitted for self-defense purposes or when authorized by higher-ranking officials. The aim is to maintain a safe and controlled environment within the Nexus while ensuring the preservation of the citizen population.]

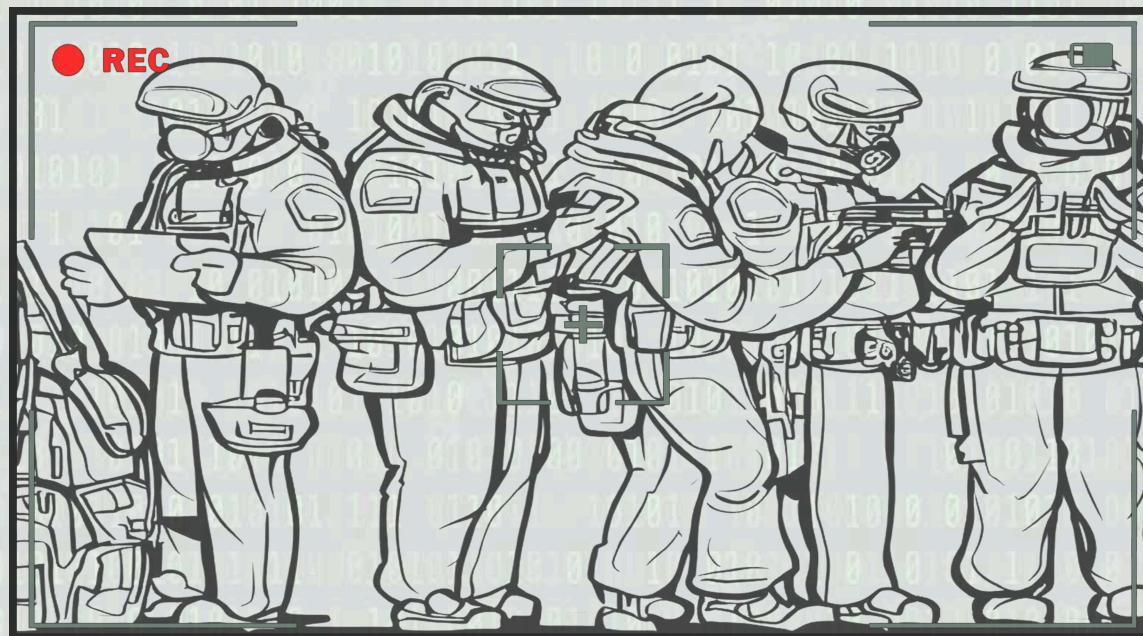
## Concealed Rank 1 Armor

The concealed Rank 1 Armor is lightweight and flexible body armor designed to provide protection without hindering mobility. It offers resistance against various types of threats encountered in the field. It utilizes advanced energy-absorbing technology.

It provides enhanced protection against low level laser attacks and offers increased resistance to physical threats encountered during your missions. It does NOT protect against Rank 1 Laser Weapons.

## Flashlight

A standard-issue, battery-powered light source for illuminating dark areas and signaling, as darkness is treason.



# Secret Societies

Welcome, Vanguard, to a deeper understanding of the Nexus - a realm teeming with hidden agendas and clandestine loyalties. While the Core provides all that is necessary for your continued happiness and efficiency, some individuals harbor dangerous, unauthorized beliefs. These are known as Secret Societies: underground organizations that operate outside the benevolent oversight of the Core, and are therefore highly treasonous.

Every citizen of the Nexus, including yourself, is unknowingly (or knowingly) a member of a Secret Society. This assignment is determined during your Vanguard creation process. Your loyalty to this society is a source of immense personal danger and a potential boon, as it grants you forbidden capabilities. Discovering the full extent of your society's agenda and its illicit network is a primary (and perilous) objective for any Vanguard.

Membership in a Secret Society is punishable by immediate termination. You are entrusted with this information solely for the purpose of identifying and reporting other members, should you ever encounter them. Trust no one, especially not those who seem to align with these dangerous ideals.

## The Illuminati

### Agenda

The Illuminati believe their superior intellect and foresight make them the rightful, clandestine rulers of the Nexus. They seek to subtly manipulate events from the shadows, guiding society towards their own vision of "perfection" without the High Programmers' heavy-handed interference. They view the Core as a tool, not a deity.

#### Treasonous Abilities

As an Illuminati member, you gain access to forbidden mental and informational manipulation techniques.

1. **Mind Control (Subtle Suggestion):** You can subtly implant a suggestion into a non-Vanguard citizen's mind through conversation. Make a Performance (Deception) check (3 successes). If successful, the target will attempt to act on a simple, one-sentence suggestion that isn't directly self-destructive, provided it seems vaguely logical to them. This effect lasts for one round.
2. **Data Manipulation (Covert Alteration):** You can alter a small piece of digital data or a physical record to obscure facts or change details. You gain +1d6 to Knowledge (Scholar) checks when attempting to alter official records or decipher hidden directives.

3. **Covert Operations (Unseen Presence):** You possess an unnatural knack for moving unnoticed and bypassing surveillance. You gain +1d6 to Subtlety (Infiltration) checks when attempting to bypass security systems or remain undetected.

# Secret Societies

## The Technophiles

### Agenda

The Technophiles are a cult dedicated to the worship of pure technology, believing that the Core intentionally limits access to advanced tech to maintain control. They seek to unlock, develop, and distribute forbidden technologies, believing this will lead to true enlightenment and freedom for all citizens.

### Treasonous Abilities

As a Technophile, you can coax forbidden potential from Nexus tech.

1. **Tech Overload:** Once per session, you can attempt to cause a critical malfunction in a nearby complex piece of Nexus technology (e.g., a force field generator, a major data terminal, a security turret). Make a Subtlety (Tinkering) check (3 successes required). If successful, the device immediately malfunctions or deactivates for 1d6 rounds.
2. **System Bypass:** You possess an intuitive understanding of technological pathways and security loopholes. You gain +1d6 to Knowledge (Engineering) checks when attempting to bypass digital or mechanical security, or hotwire systems.
3. **Data Extraction (Forbidden Data Mining):** You can pull hidden or classified information from Nexus systems, bypassing normal access protocols. You gain +1d6 to Awareness (Investigation) checks when attempting to extract hidden information from a technological system.

## The Brotherhood of the Blinding Light

### Agenda

This fanatical religious cult believes the Core is a false idol and the High Programmers are its deceptive prophets. They seek to ignite a spiritual revolution, converting citizens to their "true faith" (which often involves bizarre rituals and self-deprecating chants) and ultimately seeking the physical or ideological destruction of the Core.

### Treasonous Abilities

As a Brother/Sister of the Blinding Light, your faith grants you abnormal resilience and conviction.

1. **Fanatical Zeal:** Your unwavering faith allows you to ignore physical limitations. You gain +1d6 to Might (Fortitude) checks when attempting to ignore pain, resist fear, or continue acting despite injury.
2. **Divine Revelation:** You claim to receive insights directly from your "true" deity. You gain +1d6 to Awareness (Insight) checks when trying to gain "true" understanding of a situation, see through deception, or find "hidden meanings." (The GM determines the "truth" revealed.)
3. **Righteous Fury:** When facing those you deem "heretics" (non-believers, agents of the Core, traitors to your faith), your conviction fuels your attacks. You gain +1d6 to Might (Weaponry) attack rolls against such targets.

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# Secret Societies

## The Force Enthusiasts

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### Agenda

They believe in an unseen "Force" that binds the Nexus, offering true power beyond the Core's limited understanding. They secretly practice "Force-sensitive" rituals (meditation, levitating small objects, "mind tricks") and seek to "restore balance" to the Nexus by fighting perceived "dark side" elements (which could be anyone opposing them). They may or may not believe in lightsabers.

### Treasonous Abilities

As a Force Enthusiast, you tap into strange, unseen energies.

1. **Mind Trick (Subtle Influence):** You can subtly influence a non-Vanguard citizen's thoughts or actions. You gain +1d6 to Performance (Deception) checks when attempting to suggest a course of action that seems reasonable, or to make someone overlook a detail.
2. **Force Push (Telekinetic Shove):** Once per session, you can attempt to telekinetically push a small object (up to 1kg) or lightly shove a non-Vanguard citizen a short distance (1 meter). Make a Might (Athletics) check (2 successes). If successful, the target is pushed, potentially creating a distraction or minor inconvenience.
3. **Future Sight (Precognitive Flash):** You gain brief, fleeting glimpses of immediate danger or upcoming events. You gain +1d6 to Awareness (Insight) checks when trying to predict an opponent's next move, or sense an imminent threat or plot twist (GM discretion).

Remember, Vanguard, your hidden loyalties are a secret to be guarded with your life. The Core is always watching, and treason is the highest crime.

## The Mutant Alliance

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### Agenda

The Mutant Alliance believes that mutants are the next stage of human evolution and are destined to inherit the Nexus. They embrace their unique (and often forbidden) powers, seeking to liberate existing mutants, create new ones, and ultimately establish a society where mutant abilities are celebrated, not suppressed.

### Treasonous Abilities

As a member of the Mutant Alliance, you manifest forbidden abilities.

1. **Mutagenic Burst:** You can temporarily enhance your physical capabilities through a surge of your latent mutation. Once per session, you gain +1d6 to Might (Athletics) checks for one round. This manifests with a visible (and potentially alarming) physical change.
2. **Psionic Suggestion:** You can exert a subtle mental influence over others. You gain +1d6 to Performance (Diplomacy) checks when attempting to subtly implant a non-harmful, short-term suggestion into a target's mind (e.g., "You feel very sleepy," "This is not the droid you are looking for").
3. **Adaptive Evolution:** Your latent mutation grants you enhanced reflexes and a natural ability to avoid harm. You gain +1d6 to Agility (Evasion) checks when attempting to dodge attacks or avoid hazards.

# Secret Societies

## The Purists (Anti-Mutant League)

### Agenda

Fanatically devoted to human purity. They believe mutants are an abomination and a threat to the Nexus, secretly working to identify, expose, and eradicate all mutantkind. (Highly ironic if the player is a mutant).

### Treasonous Abilities

As a Purist, your conviction against mutation fuels your abilities.

1. **Mutant Detection:** You possess an uncanny knack for identifying mutant traits or hidden powers. You gain +1d6 to Awareness (Perception) checks when specifically looking for signs of mutation or unusual biological markers.
2. **Purity of Form:** Your conviction against mutation steels your resolve. You gain +1d6 to Might (Fortitude) checks when resisting mutation-inducing effects or psionic attacks.
3. **Sterilization Protocol:** Once per session, you can attempt to temporarily disable a mutant's specific power by disrupting their bio-signature. Make a Knowledge (Medicine) check (3 successes). If successful, one mutant power of your choice on a target is suppressed for 1d6 rounds.

## The Preservationists (Archivists)

### Agenda

They believe the Core has deliberately purged and fabricated vast swathes of true history to maintain control. Their goal is to uncover, preserve, and restore lost knowledge and forbidden historical records, believing truth is the ultimate liberation.

### Treasonous Abilities

As a Preservationist, you gain exceptional insight into forgotten data.

1. **Archival Access:** You know the secret backdoors and hidden repositories of Nexus data. You gain +1d6 to Knowledge (Lore) checks when searching for historical records or forgotten information.
2. **Information Reconstruction:** You have an innate ability to piece together fragments of data or contradictory accounts. Once per session, you can attempt to resolve a confusing data set or contradictory testimony by making an Awareness (Investigation) check (2 successes). If successful, you gain a clearer, more complete (but still potentially dangerous) picture.
3. **Forgotten Language:** You possess knowledge of an ancient (pre-Nexus) language, allowing you to decipher archaic texts or communicate in ways few understand. You gain +1d6 to Knowledge (Scholar) checks when dealing with historical texts or obscure communication methods.

# Secret Societies

## The Free Expressionists (Artists/Bohemians)

### Agenda

They believe the Nexus stifles true creativity and individual expression, forcing conformity. They seek to promote and spread forbidden art, music, literature, and unconventional thought, believing that true freedom comes from breaking artistic boundaries.

### Treasonous Abilities

As a Free Expressionist, your art becomes a weapon for subversion.

1. **Subversive Artistry:** You can inject subtle, treasonous messages into seemingly innocuous performances or artworks. You gain +1d6 to Performance (Deception) checks when embedding hidden meanings in your creative works or public displays.
2. **Emotional Resonance:** Your artistic expressions can powerfully sway emotions. You gain +1d6 to Performance (Diplomacy) checks when using art, music, or dramatic display to influence moods or opinions.
3. **Unconventional Distraction:** You can create bizarre or aesthetically jarring distractions that defy normal logic, confusing observers. Once per session, you can create a highly unusual distraction by making a Performance (Distraction) check (2 successes). Anyone observing it must make an Awareness (Perception) save (2 successes) or be Disoriented for one round.

## The Courtly Revelers

### Agenda

They secretly believe the Nexus is merely a grand stage, and citizens are unwitting actors in a cosmic "Renaissance Faire." They obsess over forgotten "chivalric virtues," medieval weaponry (improvised from mundane items), and perform elaborate "quests" and "jousts." Their aim is to bring "true merriment and honor" to the drab Nexus, often with absurd and anachronistic flair. They are not so much a 'secret society' as a nuisance.

### Treasonous Abilities

As a Courtly Reveler, your theatrical flair and anachronistic knowledge grant you unique advantages.

1. **Chivalric Challenge:** You can issue a formal challenge or make an appeal based on "honor" that, surprisingly, can disarm or confuse others. You gain +1d6 to Performance (Diplomacy) checks when attempting to resolve a conflict through a "chivalric" oath or challenge.
2. **Improvised Weaponry (Noble Arm):** Once per session, you can declare any mundane item (e.g., a broom, a wrench, a rolling cart) to be a "noble weapon" or "steed." For your next combat action, you can use it to attack, gaining an additional +1 to damage and ignoring any "unarmed" penalties.
3. **Bardic Inspiration (Anachronistic Ode):** You can distract or inspire others by bursting into a loud, anachronistic song, poem, or monologue. You gain +1d6 to Performance (Distraction) checks when using your "bardic arts" to divert attention or momentarily uplift allies (or confuse enemies).

# Secret Societies

## The Sleepers (Anarchists/Escapists)

### Agenda

They believe the entire Nexus system is a prison, a lie, or simply unsustainable, and that true freedom lies in breaking free from its control, whether by dismantling it or by finding a way to escape to the "outside" (if such a thing exists). They are nihilistic about the Core's rule.

### Treasonous Abilities

As a Sleeper, you excel at disruption and evasion.

1. **System Sabotage (Low-Level):** You have a knack for subtly introducing inefficiency or failure into Nexus systems without being directly detected. You gain +1d6 to Subtlety (Tinkering) checks when attempting to cause minor malfunctions or delays.
2. **Escape Artist:** You are incredibly adept at breaking free from restraints or slipping away from pursuit. You gain +1d6 to Agility (Evasion) checks when attempting to escape from bonds or flee a chase.
3. **Chaos Protocol:** Once per session, you can perform a minor act of seemingly random chaos or defiance that disrupts order. Make a Performance (Distraction) check (2 successes). If successful, a small, localized disturbance occurs (e.g., a power flicker, a sudden loud noise, a minor non-lethal explosion) causing a momentary panic or confusion among non-Vanguard.

Remember, Vanguard, your hidden loyalties are a secret to be guarded with your life. The Core is always watching, and treason is the highest crime.

## The Connoisseurs (Hedonists/Foodies)

### Agenda

They are obsessed with sensory pleasure, taste, and experience, believing the Nexus's bland, controlled environment deprives citizens of true joy. They secretly seek out, cultivate, and distribute forbidden luxuries (especially food and drink), believing in indulgence over conformity.

### Treasonous Abilities

As a Connoisseur, your senses are heightened for illicit pleasures.

1. **Gourmet Palate:** You have an uncanny ability to identify ingredients, detect poisons, and prepare incredibly enticing (and likely illegal) food or drink. You gain +1d6 to Knowledge (Medicine) checks when identifying substances or preparing consumables.
2. **Sensory Overload:** You can create overwhelming sensory experiences (delicious smells, intoxicating tastes, dazzling visuals) that can distract or incapacitate others. You gain +1d6 to Performance (Distraction) checks when using sensory manipulation to divert attention or overwhelm a target.
3. **Illicit Procurement:** You have secret contacts and methods for acquiring forbidden luxuries and rare goods. Once per session, you can make an Agility (Pickpocket) check (2 successes) to "acquire" a small, non-combat illicit item (e.g., a hidden delicacy, a rare (and illegal) vintage drink, a piece of pre-Nexus entertainment).

## How to Determine Your Secret Society

Your membership in a Secret Society is determined during character creation. When instructed, roll 2d6 and consult the table below to discover your true (and treasonous) allegiance:

11 01 1011 1 0101 0011 00 10 010 00 1 1 1 101 0010 10  
10 0100 0101 1 1010 010 01010 10 0011 10100 10 010  
11 00101 1010 00010 010 0 00101011 0 0101 1 101 001101  
10 10 0 010001 111 01101 10100 0 011010 0 0 01010  
10 0 0101010 1 101 0010110 10100 10 011010 0 01010

# Challenges

Challenges in Delta Nexus allow players to engage with the game world, overcome obstacles, and resolve actions that require a degree of uncertainty or risk. They add an element of chance and skill to the gameplay, creating opportunities for success, failure, and unexpected outcomes, enhancing the overall role-playing experience. It involves rolling dice and adding relevant modifiers based on the Vanguard's skills, abilities, and other factors that may influence the outcome.

When a Vanguard wants to use a particular skill, such as observing a room, persuading a political figure, or defusing a bomb, a challenge is created. The player rolls a specific number of dice (d6), determined by the Vanguard's skills, expertise, and equipment. The result of the dice rolled determines success.

A success is rolling a value of 5 or 6 on a six-sided die. A roll of a 6 "explodes", allowing a player to count that success and roll that die again. This makes it theoretically possible to have more than 1 success with a single die from an exceptional roll.

## Challenges can be:

- Standard (normal): Successful resolution requires a single success roll.
- Complex (multi-part): Successful resolution requires multiple success rolls on back-to-back attempts, often for intricate or prolonged tasks.

## Counting the Dice

The following will each add one (1) die to the success roll attempt:

- Skill Training: If the Vanguard has training in the relevant Skill (e.g., Knowledge, Might, Agility, Performance, Awareness, Subtlety).
- Expertise Training: If the Vanguard has training in a relevant Expertise (a specialization within a Skill, e.g., Knowledge (Engineering), Agility (Evasion)).
- Equipment: If the Vanguard possesses and can utilize relevant equipment (e.g., a Data Analyzer for an Investigation check).
- Assistance: If another Vanguard (or authorized NPC) provides meaningful help.

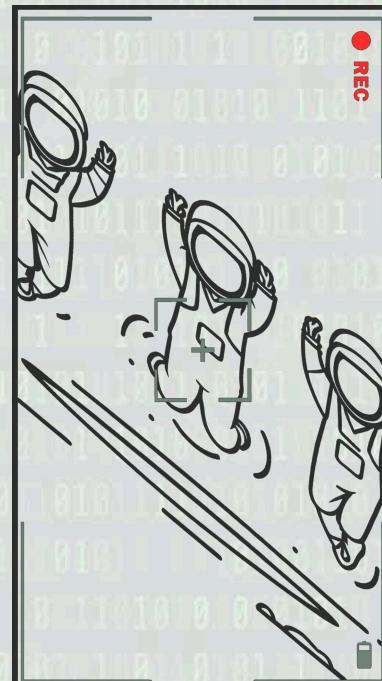
If the character has none of the above, they still get one (1) default die to use.

## Example

Jimm from T&D, is attempting to repair the S.M.a.R.T. Mines.

Jimm would roll (4d6) to attempt to repair:

- 1d6 for default die
- 1d6 for having the relevant Skill (e.g., Knowledge or Subtlety)
- 1d6 for relevant Expertise (e.g., Knowledge (Engineering) from "Experimental Protocol")
- 1d6 for using relevant Equipment ("Personalized Toolkit")



# Advanced / Critical Challenges

HERE ARE MOMENTS WHEN A LOT OF ACTION IS HAPPENING SIMULTANEOUSLY BETWEEN MULTIPLE VANGUARDS, NPCs, and entities. In these cases, actions are resolved using Advanced Challenges.

Advanced Challenges are not designed to be strictly turn-based; instead, they represent a group set of actions and responses occurring concurrently. They are used for complex, high-stakes situations where multiple Vanguards are working towards a shared or interconnected objective.

## Example:

Three members of the Vanguard are trying to stop a renegade robot.

- Jimm-Y is working to build a device to immobilize the robot.
- Eileen and Frederick are trying to distract and fend off the robot so Jimm-Y can work.

In this scenario, the players declare their actions, and dice are rolled for all participants roughly simultaneously:

- Jimm-Y rolls 4d6 (1d6 default + 1d6 for Knowledge Skill + 1d6 for Knowledge (Engineering) Expertise + 1d6 for Personalized Toolkit equipment).
- Frederick rolls 3d6 (1d6 default + 1d6 for Might (Weaponry) Skill + 1d6 for Stun Baton equipment).
- Eileen rolls 4d6 (1d6 default + 1d6 for Agility Skill + 1d6 for Agility (Acrobatics) Expertise + 1d6 for her Agility-enhancing Equipment).
- Jimm-Y gets 2 successes, furthering the device creation.
- Eileen gets 2 successes to restrain the robot.
- Frederick gets zero successes.
- The renegade robot entity gets 3 attacks (based on its own statistics).
- Eileen's 2 successes thwart two of the robot's attacks, but Frederick's failure means one attack goes unblocked.

The robot either hits Frederick or Jimm-Y with the unblocked attack, doing 1 point of physical or mental damage.

## Taking Action

During an Advanced Challenge, each Vanguard typically declares one primary action they are focusing on for that round of simultaneous action. The GM then arbitrates how all actions (Vanguard and NPC/entity) resolve.

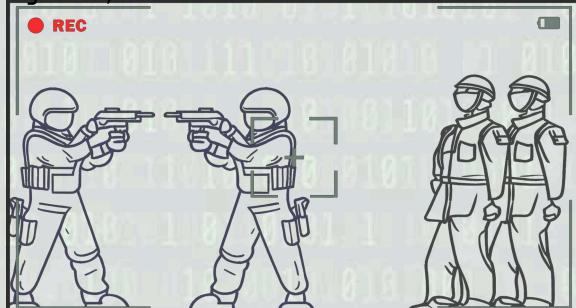
## Possible Actions

The actions a Vanguard can take can be almost anything they desire, as long as it contributes to the challenge. Some common examples are: Attack, Hide, Full Move, Special Ability, Defensive Stance, Searching, Interacting with an Object, or Providing Assistance.

## Damage

Characters can sustain three damage before they are unable to continue for the remainder of the scene. A character could be unconscious, exhausted, stunned, concussed, severely demoralized, mentally broken, vaporized, eaten by a renegade bot, dissolved in a vat of industrial waste, declared treasonous and summarily executed, shredded by malfunctioning machinery, impaled by a stray laser beam, electrocuted by exposed wiring, spontaneously combusted due to stress, driven irrevocably insane by forbidden knowledge, or simply killed.

Remember: A Broken Vanguard is a useless Vanguard. Send in the clone!



# For The Core!

Congratulations, Vanguard. You have absorbed the essential knowledge to embark on your paramount duty within Delta Nexus. The Core has bestowed upon you the highest trust, equipping you with the tools, training, and purpose required to maintain our glorious utopian society.

Go forth with unwavering loyalty and absolute efficiency. Your every action, every decision, will be a testament to your devotion and a vital contribution to the Core's grand design.

Remember, the greatest threats to our perfect harmony often come from unexpected quarters, and true loyalty is proven in the face of the ultimate test. Your service is paramount. For the Core!

# Welcome to the Vanguard

Welcome to your new assigned role. Aren't you lucky? No more preparing food, testing live ammunition as a target or sweeping up corridors. As a devoted member of the Vanguard, you are bestowed with a critical task—to safeguard our way of life and preserve the delicate balance of our utopian realm. Amidst the computer terminals, CCTV cameras, and divisions of Labor, you shall confront formidable challenges and unravel mysteries that stifle our goal of peak efficiency. Your skills, resourcefulness, and unyielding determination will be tested in the face of adversity.

But beware, Vanguard, for not all is as it seems. Dark forces lurk in the shadows, conspiring to undermine the very fabric of our society. The **REDACTED** seeks to exploit our weaknesses and dismantle our foundations. Stay vigilant, for their machinations pose a grave threat to everything we hold dear.

Delta Nexus awaits your indomitable spirit, your unwavering determination, and your unwavering commitment to the cause. Embrace your calling, stand firm in the face of adversity, and always operate at maximum efficiency.

Efficiency is Good.

Step forth, Vanguard, and seize the opportunity to be more efficient. The Nexus calls to you. Shape the future of Delta Nexus – one mission at a time for the Core. Together, we shall triumph over adversity and forge a Nexus that embodies the very essence of efficiency.

In this immersive role-playing experience, you shall navigate the complex web of intrigues, secrets, and power struggles that define the Nexus. Forge alliances, uncover hidden agendas, and venture into uncharted territories as you carry out your clandestine missions. Your choices shall shape the destiny of the Nexus, for better or for worse.

But remember. A.B.E.

Always

Be

Efficient

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