

TRINITY CONTINUUM

# THIRTEEN TERRORISTS



STORYPATH  
NEXUS

COMPATIBLE WITH

**TRINITY**  
CONTINUUM

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# THIRTEEN TERRORISTS



TRAVIS LEGGE



**Artists:** Courtesy Onyx Path Publishing Art Packs

## SPECIAL THANKS TO

Bruce Willis, Alan Rickman, Bonnie Bedelia  
and the cast of Die Hard for endless holiday cheer  
and Inspiration!

## A DISCLAIMER

The word "Terrorist" comes along with all types of baggage that goes beyond the scope of this product to unpack. It is used here primarily as an homage to the movies that inspired this product. It is certainly NOT used as an attack on any religious or political beliefs, nor on any ethnic group. If you cannot engage with the material without being a bigot, the simple solution here is to not engage with the material. Delete it from your computer, and spend the time you had planned for your campaign attending therapy. We are a fifth of the way through the 21st century. We should be beyond hate by now. Do your part. Get some help.

Everyone else: enjoy the popcorn!



**REQUIRES THE USE OF THE  
TRINITY CONTINUUM CORE RULEBOOK**



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" Yippee-ki-yay, motherfucker."  
– Detective John McClane, Die Hard

## AN ADVENTURE GENERATOR

**Thirteen Terrorists** is a resource for Storyguides to generate one-shot stories for use with Trinity Continuum. Leaning heavily into action movie tropes, this booklet provides a number of options that build on the basic idea that the player characters must respond to the activity of thirteen terrorists. Most of the information provided in these pages are simple tables where the Storyguide can either roll 1d10 to generate a random result, or select their preferred item from the lists. It's simple, straightforward, meant to be fun, and not taken too seriously.

It's an action movie, after all. Blow some shit up, have some fun, and let the good times roll.

### WHO ARE THE TERRORISTS?

The following table offers options for the identity of the antagonists for your adventure.

| D10 | IDENTITY OR ORGANIZATION |
|-----|--------------------------|
| 1   | Thieves                  |
| 2   | Political extremists     |
| 3   | Eco-terrorists           |
| 4   | Corporate operatives     |
| 5   | Religious extremists     |
| 6   | Military black ops       |
| 7   | Gang                     |
| 8   | Escapees                 |
| 9   | Nihilists                |
| 10  | Inspired                 |

## SUBTABLE: ANTAGONIST TEAMS

In keeping with the title of this booklet, it is assumed that a team of thirteen antagonists will comprise the opposition for the party during the story. The following tables allow you to quickly generate the composition of the teams, should you wish to do so randomly. For more information on Antagonists see Trinity Continuum Core p. 137-141

### D10 ANTAGONISTS ARE...

- 1 12 minor characters with Standard (+0) Equipment led by a Minor Threat
- 2 11 minor characters with Standard (+0) Equipment led by 2 Minor Threats
- 3 10 minor characters with Standard (+0) Equipment led by 3 Minor Threats
- 4 6 minor characters with Excellent (+1) Equipment and 6 Minor Threats with Excellent (+1) Equipment led by a Medium Threat
- 5 5 minor characters with Excellent (+1) Equipment and 5 Minor Threats with Excellent (+1) Equipment led by 3 Medium Threats
- 6 12 Minor Threats with Excellent (+1) Equipment led by 1 Medium Threat
- 7 11 Minor Threats with Excellent (+1) Equipment led by 2 Medium Threats
- 8 10 Minor Threats with Excellent (+1) Equipment led by 3 Medium Threats
- 9 12 Minor Threats with Top-of-the-Line (+2) Equipment led by 1 Medium Threat
- 10 6 Minor Threats with Top-of-the-Line (+2) Equipment and 6 Medium Threats with Top-of-the-Line (+2) Equipment led by a Moderate Threat

## SUBTABLES: ANTAGONIST NAMES

You may need names for your Antagonists. These tables are by no means exhaustive, and are provided just in case you need a quick name. Feel free to use them for random minor characters, NPCs, and any other purpose you might find worthwhile, or ignore them as you see fit.

| D10 | MASCULINE NAMES | FEMININE NAMES |
|-----|-----------------|----------------|
| 1   | Hans            | Xenia          |
| 2   | Joseph          | Louise         |
| 3   | Enrich          | Tamar          |
| 4   | Oliver          | Lucia          |
| 5   | William         | Ayesha         |
| 6   | Jethro          | Nozomi         |
| 7   | Hiroshi         | Maria          |
| 8   | Robert          | Emilía         |
| 9   | Jonathan        | Natasha        |
| 10  | Karl            | Olivia         |

### D10 GENDER NEUTRAL NAMES

|    |         |
|----|---------|
| 1  | Kim     |
| 2  | Charlie |
| 3  | Oakley  |
| 4  | Dakota  |
| 5  | Andy    |
| 6  | Alex    |
| 7  | Robin   |
| 8  | Dani    |
| 9  | Azariah |
| 10 | Jael    |

### D10 SURNAMES

|    |          |
|----|----------|
| 1  | Ivanova  |
| 2  | Jensen   |
| 3  | Garcia   |
| 4  | Rossi    |
| 5  | Persaud  |
| 6  | Da Silva |
| 7  | Khan     |
| 8  | Perera   |
| 9  | Mae      |
| 10 | Jallow   |



## WHAT DO THEY WANT?

To determine the agenda of the terrorists, roll randomly on the table below or select one that best suits your story.

### D10 AGENDA

- |    |                                                             |
|----|-------------------------------------------------------------|
| 1  | Money                                                       |
| 2  | Release of associates from custody                          |
| 3  | Stopping or starting of an activity by the targeted parties |
| 4  | A mundane McGuffin                                          |
| 5  | An Inspired McGuffin                                        |
| 6  | Some folks just want to watch the world burn                |
| 7  | Delivery of a person to their custody                       |
| 8  | To clear their names of a false accusation                  |
| 9  | To assert their innocence of a true accusation              |
| 10 | To uncover the truth behind a conspiracy                    |

## SUBTABLES: MCGUFFINS

If you are going to have your terrorists pursuing a McGuffin, you can use these tables to generate the McGuffin.

### D10 INSPIRED MCGUFFIN\*

- |      |                              |
|------|------------------------------|
| 1-2  | An Advanced Science device   |
| 3    | An Advanced Science organism |
| 4    | An Advanced Science compound |
| 5-6  | An Inspired Science device   |
| 7    | An Inspired Science organism |
| 8    | An Inspired Science compound |
| 9-10 | An Artifact                  |

\*Created using the rules for super-science (**Trinity Continuum Core** p. 90-99)

### D10 MUNDANE MCGUFFIN

- |     |                                                    |
|-----|----------------------------------------------------|
| 1-2 | Rare stones, gems, or art objects                  |
| 3-4 | Plans or designs                                   |
| 5-6 | Documents or evidence                              |
| 7-8 | A sentimental item or heirloom                     |
| 9   | A rare creature or organism                        |
| 10  | A key, map, or passcode to another place or system |

## WHERE IS THE ACTION?

The terrorists have attacked or taken some place over. Where is it?

### D10 SETTING

- |    |                                                                           |
|----|---------------------------------------------------------------------------|
| 1  | Airport                                                                   |
| 2  | Tall office building                                                      |
| 3  | Mass transport vehicle (airplane, boat, bus)                              |
| 4  | Museum                                                                    |
| 5  | Military compound                                                         |
| 6  | Public commerce (shopping mall, amusement park)                           |
| 7  | Private residence                                                         |
| 8  | Neighborhood or housing complex                                           |
| 9  | Police station or law enforcement headquarters                            |
| 10 | Public Utility station (Water treatment plant, power plant, internet hub) |

## WHEN DO THEY ATTACK?

The timing of the attack could play heavily into the themes of the story you wish to tell as well as adding Enhancements or Complications.

### D10 TIME OF ATTACK

- |    |                                                                                |
|----|--------------------------------------------------------------------------------|
| 1  | Any holiday                                                                    |
| 2  | Outside traditional hours of operation/attendance                              |
| 3  | During peak hours of operation/attendance                                      |
| 4  | Coldest day of winter                                                          |
| 5  | Hottest day of summer                                                          |
| 6  | Rainiest day of spring                                                         |
| 7  | Windiest day of autumn                                                         |
| 8  | During or in the immediate wake of a natural disaster such as a flood or fire. |
| 9  | A non-holiday celebration                                                      |
| 10 | An average, unremarkable day and time.                                         |

## WHY ARE THE PLAYER CHARACTERS INVOLVED?

There are any number of reasons that a party might become involved in the machinations of a terrorist attack. If no clear answer presents itself through the Aspirations and Organizations of the characters, you may roll on the table below or simply pick one or more of the listed options.

### D10 INVOLVEMENT IN ATTACK

|    |                                                           |
|----|-----------------------------------------------------------|
| 1  | Sent in by Allegiance organization                        |
| 2  | Sent in by non-Allegiance Path contact                    |
| 3  | Wrong place, wrong time                                   |
| 4  | Member of rival group                                     |
| 5  | Member of same group, but rival with leader of the attack |
| 6  | Requested by law enforcement                              |
| 7  | Requested by terrorists                                   |
| 8  | Chasing the same goal                                     |
| 9  | Opposed to goal in general                                |
| 10 | Random act of do-goodery and derring-do.                  |

## HOW DO THEY FIGHT?

The terrorists could have any number of approaches to their engagement. Roll on the table below to help determine their tactics.

### D10 TACTICS

|      |                                                                                                                                                     |
|------|-----------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-2  | Lethally, brutally violent                                                                                                                          |
| 3-4  | Willing to kill, but not eager to do so                                                                                                             |
| 5-6  | Preferring psychological torture to physical violence, but will use deadly force if threatened                                                      |
| 7-8  | They did not come here to hurt anyone, but will do so if threatened or panicked                                                                     |
| 9-10 | Will do their best to prevent harm to hostages and bystanders, with marginally less concern for the well being of those sent to oppose or stop them |

## WHEN DO THEY QUIT?

Different groups have different thresholds for hardship and opposition. If you need to determine a win condition for your heroes, roll on this table.

### D10 TERRORISTS DEFEATED

|     |                                                                                               |
|-----|-----------------------------------------------------------------------------------------------|
| 1-5 | They won't quit. They fight to the death                                                      |
| 6   | The group surrenders if the leader or leaders are captured or killed                          |
| 7   | The group surrenders as soon as it becomes clear that their primary objective is unobtainable |
| 8   | The group surrenders when more than half their number has been captured or killed             |
| 9   | The group surrenders if an innocent bystander is injured or killed                            |
| 10  | The group can be talked down and are not that dedicated to their cause                        |

## POSSIBLE ROADBLOCKS

Things don't always go smoothly for the heroes in action movie inspired scenarios. The following events can make the player characters' lives harder. If you are looking to make things more interesting, toss the party a Momentum and roll on this table.

### D10 INTERESTING DEVELOPMENT

|    |                                                                                                                      |
|----|----------------------------------------------------------------------------------------------------------------------|
| 1  | Mistaken identity: law enforcement mistakes some of your group as terrorists.                                        |
| 2  | Discomfort: one or more of the party is caught without a common item, like shoes.                                    |
| 3  | Clock's ticking: there is an unrelated event that cannot be missed. Can you stop the terrorists and make it on time? |
| 4  | Embarrassing ex: your ex is in the terrorist group. This is gonna be awkward.                                        |
| 5  | Dirty pool: the terrorists have blackmail material on one or more of the party.                                      |
| 6  | The mole: The terrorists have a mole in your organization!                                                           |
| 7  | Innocent: the terrorists are wrongfully accused.                                                                     |
| 8  | Panic! A hostage or bystander loses it and provokes action in a blind panic.                                         |
| 9  | Doctor in the house? A hostage or bystander has an unrelated medical emergency.                                      |
| 10 | Bad intel: the terrorists are operating on faulty intel. They are digging in the wrong place!                        |

# CONDITION TRACKER

This page can be used to track the condition of the various antagonists in your story.

## ANTAGONIST 1

Primary Pool: \_\_\_ Secondary Pool: \_\_\_ Desperation Pool: \_\_\_ Equipment: \_\_\_ Taken Out? \_\_\_

## ANTAGONIST 2

Primary Pool: \_\_\_ Secondary Pool: \_\_\_ Desperation Pool: \_\_\_ Equipment: \_\_\_ Taken Out? \_\_\_

## ANTAGONIST 3

Primary Pool: \_\_\_ Secondary Pool: \_\_\_ Desperation Pool: \_\_\_ Equipment: \_\_\_ Taken Out? \_\_\_

## ANTAGONIST 4

Primary Pool: \_\_\_ Secondary Pool: \_\_\_ Desperation Pool: \_\_\_ Equipment: \_\_\_ Taken Out? \_\_\_

## ANTAGONIST 5

Primary Pool: \_\_\_ Secondary Pool: \_\_\_ Desperation Pool: \_\_\_ Equipment: \_\_\_ Taken Out? \_\_\_

## ANTAGONIST 6

Primary Pool: \_\_\_ Secondary Pool: \_\_\_ Desperation Pool: \_\_\_ Equipment: \_\_\_ Taken Out? \_\_\_

## ANTAGONIST 7

Primary Pool: \_\_\_ Secondary Pool: \_\_\_ Desperation Pool: \_\_\_ Equipment: \_\_\_ Taken Out? \_\_\_

## ANTAGONIST 8

Primary Pool: \_\_\_ Secondary Pool: \_\_\_ Desperation Pool: \_\_\_ Equipment: \_\_\_ Taken Out? \_\_\_

## ANTAGONIST 9

Primary Pool: \_\_\_ Secondary Pool: \_\_\_ Desperation Pool: \_\_\_ Equipment: \_\_\_ Taken Out? \_\_\_

## ANTAGONIST 10

Primary Pool: \_\_\_ Secondary Pool: \_\_\_ Desperation Pool: \_\_\_ Equipment: \_\_\_ Taken Out? \_\_\_

## ANTAGONIST 11

Primary Pool: \_\_\_ Secondary Pool: \_\_\_ Desperation Pool: \_\_\_ Equipment: \_\_\_ Taken Out? \_\_\_

## ANTAGONIST 12

Primary Pool: \_\_\_ Secondary Pool: \_\_\_ Desperation Pool: \_\_\_ Equipment: \_\_\_ Taken Out? \_\_\_

## ANTAGONIST 13

Primary Pool: \_\_\_ Secondary Pool: \_\_\_ Desperation Pool: \_\_\_ Equipment: \_\_\_ Taken Out? \_\_\_



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# LEVIATHAN: MABUHAY



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ALSO AVAILABLE FROM TRAVIS LEGGE



**THIRTEEN TERRORISTS** is a resource for Storyguides to generate one-shot stories for use with **Trinity Continuum**. Leaning heavily into action movie tropes, this booklet provides a number of options that build on the basic idea that the player characters must respond to the activity of thirteen terrorists. Most of the information provided in these pages are simple tables where the Storyguide can either roll 1d10 to generate a random result, or select their preferred item from the lists. It's simple, straightforward, meant to be fun, and not taken too seriously.

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**THIRTEEN TERRORISTS** includes:

- A selection of tables to help you randomly generate your action-adventure session.
- A simplified tracker for your Antagonists.
- A collection of things that can go wrong to grant the group Momentum, inspired by action movie tropes.

Requires the  
Trinity Continuum Core Rulebook to play

