



THE UNDERSTANDING

The Understanding is the central philosophy that unifies players and the Galactic Orchestrator (GO) in a cohesive and flexible agreement of what should be possible. The Understanding has three pillars:

The *Responsibility for Narrative* is the onus to create interesting moments of narrative, tension and resolution, in the agreed fashion of the collective team. 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. The *Determination of Consequence* is the group's agreement upon the logical or narrative consequences of any given event or moment

THE THREE APTITUDES

The *Body Aptitude* is the representation of a creature's physical attributes. The *Mind Aptitude* is the summary of a creature's mental attributes. The *Specialty Aptitude* is the summary of a creature's learned knowledge, and is used when attempting an action that requires specialty training. Each Aptitude has its own *Aptitude Dice*.

Using the Terminal Velocity Dice System, these three dice will each grow from a d6-d20 as you invest into their corresponding Aptitudes.

THE EXPERTISE

An *Expertise* is the representation of a raw skillset. All Expertise fall within one of the Three Aptitudes. There are twenty-four Expertise in total. Each Aptitude has eight unique Expertise that can be used to perform actions. The table below shows all twenty-four Expertise and their respective Aptitudes.

Body	Mind	Specialty
Brawn	Focus	Culture
Coordination	Influence	Engineering
Flexibility	Intuition	Medical
Immunity	Logic	Oddities
Precision	Memory	Piloting
Reflexes	Mettle	Science
Stamina	Perception	Software

Modifiers

A *Modifier* is a number that is either added to or subtracted from the value of a dice roll to change the final result. The presence of a Modifier represents either the context of the scenario or the well-trained nature of an Expertise.

Using Specialty Expertise

Mind and Body Dice can be used at any point in time, however the Specialty Dice is unusable for all Specialty Expertise that have a +0 as you are untrained.

Expertise Check

When attempting an action that has the potential to fail, the player will choose one Expertise and roll the corresponding Aptitude Dice. All Expertise Checks involve five parts:

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

Once they have selected the Expertise, and describe how they want to use it to perform the action, they must roll the corresponding Aptitude Dice and add in the Expertise Modifier. The total result determines the success or failure of the Check, and therefore the success or failure of the intended action and the nature of any subsequent developments in the narrative.

Dice Challenge

A *Dice Challenge*, or a *DC*, is a pre-established value that acts as the threshold for whether an action is successful or not. The DC represents the difficulty of the action within the specific context of the situation and is announced by the GO before any Expertise Checks are made. If the result of the creature's Expertise Check is equal to or higher than the DC then the Check, and therefore the action, is successful. If the result is lower than the DC then the Expertise Check, and therefore the action, is a failure. Both outcomes will result in a change to the narrative depending on what the character intended to do, their subsequent execution of the action, and the surrounding context of the narrative at large.

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.

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

Contested Checks

A *Contested Expertise Check* is an Expertise Check where one creature is attempting to perform an action in competition with another. A Contested Expertise Check has no DC. Instead, the two competing creatures choose a relevant Expertise each and roll their Expertise Checks against each other. If the instigating creature has a higher result, then the intended action is successful. If the defending creature has an equal or higher result than the instigating creature, then the intended action is a failure.

Criticals

A Critical represents the epitome of success or failure on an Expertise Check.

When a creature rolls the maximum value of their dice, it is a *Critical Success*, meaning something distinctly positive or opportune occurs in addition to, or as part of, the action that shifts their situation for the better. When a creature rolls the minimum value of their dice, it is a *Critical Failure*, meaning something distinctly negative or dangerous occurs in addition to, or as part of, the action that shifts their situation for the worse. The narrative weight of a Critical is proportional to the size of the rolled Aptitude Dice.

Combination Executions

A *Combination Execution* is a special Expertise Check where two dice are rolled instead of one, and the results are combined to create a higher outcome.

Creatures can spend a Prosperity Point when attempting any Expertise Check to *Solo* a task. 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.

An *Assist* is a Combination Execution that is performed by two creatures instead of one, and does not require a Prosperity Point. The attempted action is performed in tandem by two creatures. The assisting creature must be able to help in a tangible and meaningful way based on the intended action. Both creatures choose a single Expertise and a single Aptitude Dice each and roll them simultaneously, combining the results and adding the instigating creature's Modifier. When performing an Assist, Players can select from the same Aptitude and can even select the same Expertise if they wish.

DESIGNATIONS

The OmniRig is the ultimate hedge for power. They are invasive, whole body, integrated, bio-linked machine-implants capable of achieving the impossible. This is the central unit that defines a character's class, or Designation in Terminus, and runs their Programs. *Programs* are powerful reusable abilities that transcend the natural limitations of a creature.

Whenever a creature runs a Program they must make a relevant Expertise Check from their Core Aptitude (denoted by a symbol next to the Aptitude on the character sheet). 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.

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 OmniRig's relentless onslaught to the body.

Overcycling

If a creature ever has a negative UP value after running a Program, they must make a Trauma Check with a negative Modifier equal to 2 times their current negative UP. This Trauma Check is taken after running the Program, but before any of its effects take place.

The Range of Programs

The standard reliable range of all Programs is 20m unless the Program specifies that it requires touch to run. Programs can be run on targets beyond their recommended distance but they become dramatically more difficult to successfully and safely run as the distance increases.

Unwilling Creatures

Targeting an unwilling creature with any Program will always require a Contested Expertise Check.



There are twenty-one Expertise across the three Aptitudes. Where one Expertise may fail to solve a problem, another might succeed. What Expertise a character selects will determine how they attempt to execute an action, and so is intrinsically linked to the plausibility of the action in that particular situation. The Expertise that the player chooses to use to resolve the outcome, and the manner in which the character performs the given action, always has contextual implications on the resulting consequences.

BODY	MIND	SPECIALTY
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.



EQUIPMENT

In Terminus, all equipment types from armour to weapons to items and more, all comprise three basic elements: their frame, modifications, and stats. A frame is the basic shape and function of the piece, the modifications provide additional effects, and the stats are the numerical specifics such as the damage of a weapon.

Damage Rating

Damage Rating is the quantification of destruction something receives. The larger the number is, the more likely it is to cause injury or destruction to the recipient.

Penetration Rating

Penetration Ratings (PR) are 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, including equipment, has a Penetration Rating. They range from PR0 to PR10. An object or a creature wearing a piece of Armour can only be damaged if the incoming Damage Rating is higher than the object or Armour's Protection Rating. If the PR is higher than or equal to the DR, the object mitigates all the damage.

Integrity Points

Integrity Points (IP) are the numerical depiction of the amount of damage that inorganic material is capable of absorbing before it breaks. When a material receives damage, and the incoming DR is higher than the material's PR, that unblocked damage is deducted from the material's IP. Once it hits 0IP the material's PR is reduced to zero until repaired.

Slots

You have a limited capacity to carry equipment on your person, denoted by a number of *Slots*. Different objects will take up different numbers of slots based on their size and weight.

TRAUMAS

Terminus uses a revolutionary Trauma system rather than Hit Points.

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. A Human has 4 sections: Head, Torso, Arms, and Legs.

Traumas

Trauma is the level of harm to a specific section of the body based on the cumulative injuries it has suffered. There are five degrees: Minor, Moderate, Major, Extreme and Lethal. *Minor Trauma* indicates superficial injuries that will limit highly strenuous actions. *Moderate Trauma* indicates serious injuries that constrain the use of that section. *Major Trauma* indicates drastic injuries that cripple key functions in that section. *Extreme Trauma* indicates severe injuries

that render that section of the body, or key parts of that section, essentially useless. *Lethal Trauma* indicates grievous injuries that will result in death if not immediately treated.

Gaining Traumas

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

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

Escalating Traumas

When unblocked damage is received to a section of the body that is already in a state of Trauma, the state of Trauma is upgraded. If the new state of Trauma is equal to or less than the existing state of Trauma, the existing Trauma is upgraded by one degree. If the new state of Trauma is greater than the existing state of Trauma, the existing Trauma is upgraded to the degree of the new state of Trauma.

Dying

After entering a state of Lethal Trauma, a creature begins Dying. Once a creature starts Dying, the only way to stop it is to have no sections of the body in a state of Lethal Trauma.

Will To Live

After a creature starts Dying, it can stay conscious for a number of seconds up to $10x$, where x is equal to $\frac{1}{4}$ of its Mind Dice. Once the time reaches zero, the creature will lose consciousness.

Deathlock

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

Neural Lethality

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

Overkill

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

THE “SIX IT” COMBAT SYSTEM

Terminus uses the brand new Six It combat system, a resource-based system that minimises the importance of turns and allows anyone to take actions at any point in the encounter.

Action Points

Action Points (AP) represent both the time and the effort required to perform an action within a Combat Encounter. They are refreshed at the start of a creature’s turn, causing any unspent points to be lost.

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.

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, and the starting AP of each creature is determined by them rolling a dice equivalent in size to their AP max, rounded down.

An *Escalation* occurs when all parties involved were expecting to fight. The Turn Order is established by the context of each individual, their preparedness to act, and the situation that led up to the fight. All creatures start with full AP.

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. The Ambushing party chooses their individual turn order, while the Ambushed party’s turn order is determined by context. Creatures of ambushing parties start with full AP, while creatures of ambushed parties start with 0AP.

Movements

Most types of movement that a creature can perform in combat are based on their Movement Speed. There are three types of movement a creature can perform. A *Sprint* is where a creature moves their Movement Speed in metres, and costs 3AP. A *Dash* is where a creature moves half their Movement Speed in metres, and costs 2AP. A *Shuffle* is where a creature moves one quarter their Movement Speed, and 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 may perform it while still 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, and costs 3AP.

After taking an Attack, a *Hit Check* determines if the attack hits or misses. Both the attacker and defender select a relevant Expertise that best fits their method of attack or defence, then they roll. If the attacker’s result is higher than the defender’s, then the Attack hits. If the attacker’s result is equal or lower to the defender’s result, then the Attack misses or fails to affect the defender.

Aiming at Sections of the Body

Aiming at certain Sections of the Body may be more difficult than others, and imposes a negative modifier on the attacker’s Hit Check based on the Section they are aiming at. If targeting Centre Mass, the Modifier is 0. If targeting Limbs and large extremities, the Modifier is -1. If targeting carried and stored Equipment, or small extremities, the Modifier is -2. If targeting the Neural Centre, the Modifier is -3.

Creature Interactions

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

Object Interactions

An *Object Interaction* is any action where a creature interacts with an object or the environment, and costs 1AP.

Communication

Communication costs 0AP, unless the communication is lengthy, involved, or demanding, in which case it will incur an AP cost 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.

Area of Effect

An *Area of Effect* is an effect that spreads over an area of specific size and shape, such as an explosion. Any creature caught inside an Area of Effect is immediately affected by its damage and/or its effects. The most common type are Circular Areas of Effect, which are represented by the size of their diameter.

Reactions

A *Reaction* is any action taken in response to another action, event or occurrence at any time within the Combat Encounter. The Reaction can occur at any point in the duration of the action or event that it is reacting to, and will resolve in its entirety within that initial action.