

TERMIMOS

THE SPACEPUNK RPG

DEMO PACK



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The Welcome

Excerpt from the Terminal Manifesto

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

And let's face it, if you're here, then you're on the extremity already. Teetering over the edge, a welcomed witness. All you gotta do is fall, and let it all fall down around you. Let me be perfectly clear: the plummet down from their matrix is not a passive decision. You will spend every second of the way down dragging the head of the behemoth with you.

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

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

See, the powers that be, they'll tell you, you are valuable, and they'll assign a value to you. You're only worth what they decide you are. That's the truth of being disenfranchised. That's the truth of being one in a quadrillion. That's the truth of being valued as cheaper than the materials you wear on your skin. And they don't want it any other way. Because that's not synergistic with the pre-established power structure. It's not logically viable to give you what you're worth. It's not economical. Now that's a truth.

Credits Control Everything.

Because you are a resource.

You are mineable.

You are a program set to run on automatic.

You are only as valuable as the creds on your Tap.

You. Are. Dead. Already.

Because we are all born dead the first time.

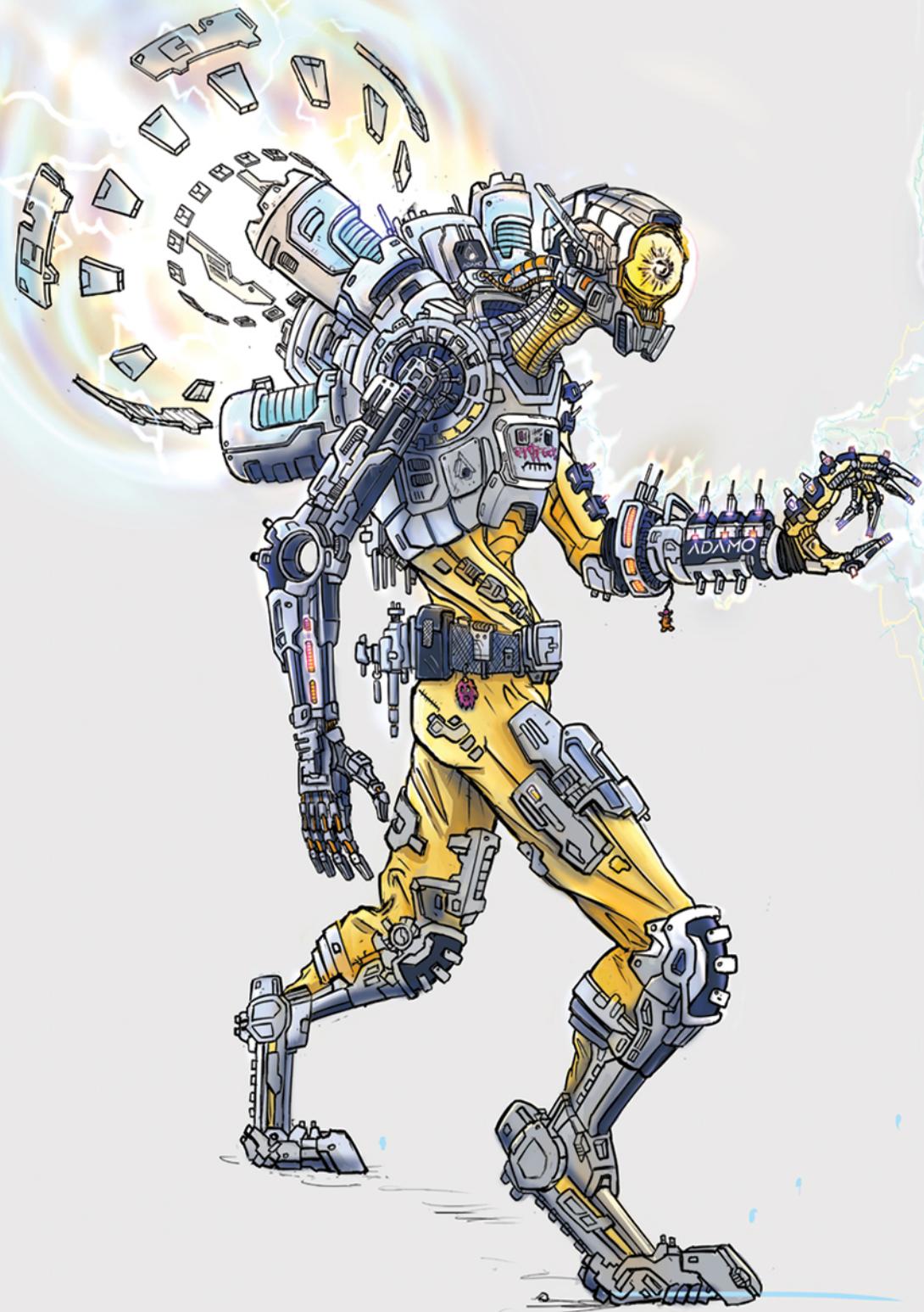
Might as well punch in your expiry.

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

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

Welcome to the end. Welcome to Terminalism.

- Rack Sora, creator of NeoTerminalism



Get The Money

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

Welcome to the Terminus Demo, the gateway to your first lease on life. So here we are. Just you and me, and this janky squad of wannabe Terminals. Like the rest of us, something brought you here. Something someone said, or did, or didn't do, or has always done, just didn't sit right with you. And now you're itching to go Terminal, and I ain't one to stand in your way.

Terminus is a brutal-as-all-hell, ultra-flexible spacepunk epic. It's a wholly original table-top roleplaying game where all you need to play is a ride-or-die squad and a lust to tell a great story.

This macabre comedy, the freakshow we call a galactic society, is ruled by a handful of megacorporations with but one fashionable thorn in their grotesquely decadent sides - Terminalism. A radical and bombastic new philosophy born to subvert the status quo, Terminalism asks you to reconcile with yourself that you recognise what you are: an individual. You are not labour, or a statistic, but you were a slave, and Terminalism is the pathway to horrifying and glorious freedom. Those, like you, who have awoken from their deadLife in modern society and turned to Terminalism are called Terminals.

Cue you, in all your glory.

Terminalism

Terminalism is a philosophy that developed as a direct rejection of the mass deindividualism that a hyper-privatised society brings. Developed by Skisk and Kree raeda, Terminalism proposes that modern survival requires two integral creeds: the individual must live by the radical ownership of the self, and the individual must practise iconoclastic liberation.

CCE

Individuals are unwillingly bound to economic slavery by virtue of birth, and birth has no weight on the value of an individual. Yet under this

grotesque, broken system, this has become a truth: Credits Control Everything. Our societal structure has been designed so that money and escapism are the only means of empowerment.

Terminalism argues the opposite. Money is like the water of a river. It should always be in a state of flow, to be harvested and utilised as the need arises. If it ever stops to gather, it will stagnate, leaving a toxic pool from which only rot will grow. Make no mistake though, a Terminal should have money, and arguably lots of it. However, like the river, that money should always be coursing towards a goal or an immediate need. Money amassed for money's sake and money unspent will inevitably corrupt the individual as they seek beyond their needs.

Radical Ownership

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

When something is systemic it cements individuals into a unidirectional flow of power, responsibility and creativity. Every individual, even those at the top, are subject to the system's incestuous nature. Any structure that has become systemic will inevitably indenture those at both ends of the power disparity, and thus it is imperative that every individual takes ownership of the self regardless of their fiscal station.

The self cannot be expunged if it is represented on the individual's terms. Expression is a weapon, to be utilised. Within every expression are the seedlings of ideas. Unkillable, and untouchable.

Iconoclastic Liberation

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

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

It is critical that the individual participate in proactive privatised anarchy. One must feel the collective rejection of privatisation down to the very bones of their society.

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

The Responsibility Of The Next

'The good is in the struggle. The only future worth holding is the one I laboured for.' - T-Bird, saviour of CandyLands Three

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

NeoTerminalism

Colloquially known as the Spacepunk Movement, NeoTerminalism walks a careful tightrope between destruction and absolution. Using the human myth of Caerbannog, the rabbit who could not die, as their symbol, NeoTerminalism became an aggressive philosophy without compromise. One whose validity demands absolute commitment.

The Renaissance of Terminalism

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

After the Split, and the disappearance of the Yýnarou, the galaxy suffered unprecedented economical and political collapse. A thousand years later corporations crawled from the ashes of the Age of Isolation, reconnecting the galaxy's

long dormant Fold Network. Both during the Age of Isolation and the Reclamation, Terminalism saw a rapid increase in social relevance.

Post Reclamation societal tensions only increased as a corporate-run galaxy led to an age of rampant poverty, violence, and disenfranchisement. Out of the desperate need for the underlying philosophies of Terminalism to be made easy, NeoTerminalism was born. Spearheaded by Rack Sora, NeoTerminalism distils the philosophies of Terminalism into seven tenets that could be taught to anyone in two minutes, regardless of their situation, level of education, or background.

Nowadays Terminalism and Terminals almost exclusively refers to NeoTerminalism.

The Seven Tenets

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

1. Get The Money
2. Own Your Self
3. Raise The Dead
4. Expression Is The Weapon
5. Bet It All
6. Die In Style

As NeoTerminalism grew in popularity it saw a cross-cultural development where many Terminals would engrave, tattoo, paint or otherwise stain themselves or their clothing with the tenet or tenets that were most significant to them. While this practice didn't last long, it held a significant sentimental importance in the movement's identity.

What Does NeoTerminalism Mean For You?

Going Terminal is about drawing a line in the sand and choosing to cross it. That line, no matter how many times you step back over it, can never be uncrossed. Terminals exist outside the system. A parasite designed to suck the life from the corrupt. What it means to be Terminal is to live by your own measure. There can be no sanctuary. Power has no empathy. And so you must survive by your own hands, by your own means. All's fair, that cuts off the head of the beast.

Own Your Self

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

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

Your group, your squad, are ready to start tearing down the rotten pillars of this galaxy one brick of explosives at a time. It's time for the systemically disenfranchised to take radical ownership of the self and fight back. It's all about style, and banging narratives. It's about the shared story everyone makes together. In the end there's no 'I' in Term'nal.

Watching over the players is the **Galactic Orchestrator**, or G.O, the guide who sets up the story, throws the players challenges, animates the world and its non-player characters, and helps mediate the consequences of player actions.

The Understanding

The Understanding is the central, underpinning philosophy that seeks to unify players and the GO together into a cohesive and flexible agreement of what is and isn't possible for any given situation. It is critical to the playing of the game.

There is no time in the game at which a player will not use The Understanding to perform an action or solve a problem, as it often serves as the contextual middle ground for interpreting both situations and the ruleset.

The Pillars of The Understanding

The *Responsibility for Narrative* is the onus to create interesting moments of narrative, tension and resolution, in the agreed fashion of the collective team. This is traditionally assigned to the person running the game, but in Terminus this responsibility belongs to everyone. Good storytelling is magnetic. The Responsibility For

Narrative should act as a tool that draws out everyone's organic impulses as natural storytellers to drive the group together towards a satisfying narrative.

The *Examination of Plausibility* is the group's assessment of the probability of an action, event, or moment occurring within the context of a situation. The Examination of Plausibility should scrutinise not whether something is realistically logical but that it subscribes to the logic of the story your group is telling. It offers freedom and flexibility where the final arbiter is not an arbitrary rule, but the shared consensus of the group.

The *Determination of Logic* is the group's agreement on the logical results or consequences of any given event based on the context of the situation. It draws from the logic of the world, the specifics of the situation, and what the players agree to be true for the story at hand. The Determination of Logic is a table-wide decision on what should logically occur when it is not strictly quantified or defined.

Using The Understanding With The Ruleset

Every rule in the game is subject to The Understanding. The consensus of the GO and players can, where appropriate, bend or reshape any definitive rule. Assume that every single rule in this rulebook ends with the phrase 'subject to The Understanding'. Since The Understanding is built into everything, some rules may seem very broad or there may be common RPG rules that are seemingly missing or truncated in this book. This is deliberate and precise. The game gives you exactly what you need, and nothing more. It expects and allows your group to reason the situation out, with the mechanics provided, based on the established plausibility and intention of your narrative.

Playing The Game

A roleplaying game is a shared narrative created by a group of people under the guide of a ruleset. In essence, it is storytelling. It's like when we catch up with friends and explain the details of something hilarious or dramatic that happened to

us. The key difference is that a roleplaying game is an interactive experience, where everyone evolves the narrative together in real time rather than one active storyteller and a passive audience.

See the example below where a GO and players help a player decide how they want to attempt a particular action and what skillset they'll use to do it: The player Johnny is controlling the character Aionax, a one-eyed alien cyborg. First the GO sets the scene for Johnny.

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

Johnny responds to the scenario with dialogue from his character. He's talking over comms to another player's character called Zeor, a muscular jellyfish-like alien encased in transparent crystal, controlled by the player Sonal.

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

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

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

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

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

GO: *I'd say maybe Engineering, or I don't know... Piloting would make the most sense to me.*

Another player, Burt, who is playing a massive boneless alien capable of alarming feats of strength, named Efrod, jumps in to discuss the plausibility of the attempted action.

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

GO: *It's definitely a good point. Piloting isn't as strong as the other two but Zeor is in the cockpit at the moment and most of what the Piloting Check would be doing is holding the ship steady at the optimal angle to let the automatic systems perform a scan. It is not gonna be as in-depth as an Engineer down there crunching the numbers but it will get the job done.*

Sonal: *Hmmm. Would Software work?*

GO: *How would you use Software to perform this scan?*

Sonal: *I'll override the ship's power distribution protocols to get more juice into the scanner so it can search deeper into the compound.*

GO: *Makes sense to me. Team?*

Burt: *Yep.*

Johnny: *Aye.*

GO: *Ok, let's do a Software Check.*

Sonal rolls her dice to make the check and succeeds on the scan. The GO reveals to her what information she has learned.

GO: *From the scan it appears that the power issue is originating from the console itself. If Aionax can repair it then there is a strong chance he can reroute power from the backup grid. It was originally designed to run on low power for years, so it's still going.*

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

Sonal talking as Zeor: ‘Whole system’s still running on backup. It looks like a coupling is loose in your console. If you can open the access panel and reconnect it you should be able to juice the whole system.’

Johnny talking as Aionax: ‘Well great, just what I need. Ok gimme a minute.’

Johnny then asks the GO a question about the console.

Johnny: *I want to move into the room with the console so I can examine it for any access panels or a way to find its wiring.*

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

Johnny as Aionax : ‘Balls. Zeor, who did I just invite to this party?’

A roleplaying game evolves like a living novel, where actions and dialogue are proposed by players, and the GO works with them to tell a story. As you gain experience with playing roleplaying games you will learn how to set up, support, and execute a narrative. It's important to note that a GO never takes control of a player's character but instead describes the consequences of their actions in relation to the world.

Rolling The Dice

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

Terminus uses six types of polyhedral dice: 20-sided (d20), 16-sided (d16), 10-sided (d10), 8-sided (d8), 6-sided (d6), and 4-sided (D4).

When attempting an action that has the potential to fail, the player will roll one of three dice. Each of these dice correspond to one of their character's three Aptitudes: Body, Mind, or Specialty. These are called their *Aptitude Dice*.

The Body Aptitude

The *Body Aptitude* is the representation of a creature's physical attributes.

It is used to resolve all physical actions and represents the entire scope of a creature's physical capabilities.

The Mind Aptitude

The *Mind Aptitude* is the summary of a creature's mental attributes.

It is used to resolve all mental actions and represents the entire scope of a creature's mental capabilities.

The Specialty Aptitude

The *Specialty Aptitude* is the summary of a creature's learned knowledge.

It is used to resolve all physical and mental actions that require a degree of uncommonly held knowledge or skill that must be learned to be achievable.

Expertise

An *Expertise* is a representation of a raw skillset. All Expertise fall into one of the three Aptitudes.

The Twenty-Four Expertise

There are twenty-Four Expertise across the three Aptitudes. Each Aptitude has eight unique Expertise that can be used to perform actions in various ways. There is no fixed approach to any given situation or action, and each Expertise represents a different approach to solving a problem.

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

The Importance of Expertise

Not all Expertise are made equal in any given scenario. Choosing a different Expertise, and thus a different approach to solving the same problem, will affect the difficulty of the attempted action.

Where one makes the action more challenging, another might make it easier and could be the difference between failure and success.

Linking Expertise to The Responsibility of Narrative

The application of Expertise is a key part of the expression of character. Who a character is informs how they personally would approach a situation, what Expertise might be chosen, and how exactly they'd attempt to achieve their desired outcome.

Linking Expertise to The Examination of Plausibility

The chosen Expertise will become the foundation for the plausibility of an action within a particular context. The group's assessment of whether an attempt is plausible at all, and how plausible, is intrinsically linked to Expertise and method of attempt chosen by the character.

Linking Expertise to The Determination of Logic

The Expertise that the player chooses, and the manner in which the character performs the given action, will affect the nature of its effect. It will inform how the player succeeds, or how they fail, and thus the specifics of the consequences.

Expertise Checks

When performing an action that has the potential to fail, or can incur an immediate consequence, a creature must choose an Expertise that they'll use to attempt to achieve a particular outcome. This attempt is known as Expertise Check.

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

Aptitude Expertise Checks

Some rules state that an Expertise Check can only be taken with an Expertise from a specific Aptitude. These Checks will always state the the Aptitude before hand, i.e a Body Expertise Check or a Specialty Expertise Check.

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

Unlocking 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. All people possess the basic abilities of the body and mind, even if untrained. The specialty skills, however, are studied crafts that must be learned in order to be utilised.

Growing Your Dice

In the full game players will be able to grow their Aptitude Dice as they invest resources into their Aptitudes. Each Aptitude Dice grows independently of the others, starting as a d6 and growing one dice size at a time, all the way through to a d20. The imbalance of Aptitude Dice sizes gives Players a clear snapshot of exact who their characters are, and a strong representation of their strength and weaknesses.

In time, and with enough growth, they will be able to achieve truly insane feats of epicness that were once utterly unachievable.

The Spectrum of Plausibility

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

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

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.

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

If the result of the creature's Expertise Check is equal to or higher than the DC, then the action is successful and occurs as the player intended. If the result is lower than the DC, then the action is a failure and does not occur in the way that the player intended if at all.

The Scale of Difficulty

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

The table below shows the ten tiers of difficulty, each with their own range of DCs based on the difficulty of a given action. When determining the DC of an action, the table can decide which tier of difficulty the action best fits into and use that to find an appropriate DC for the Check. With experience, this process becomes rapid and instinctual as the group develops their shared understanding of The Understanding.

Difficulty	DC Range
This action is <i>possible for anyone.</i>	1-6
This action is a <i>challenge.</i>	7-9
This action is <i>hard.</i>	10-12
This action is <i>difficult.</i>	13-15
This action is <i>very difficult.</i>	16-19
This action is <i>extremely difficult.</i>	20-23

Difficulty	DC Range
This action is a death defying stunt of stupidity and luck.	24-27
This action is an awe-inspiring feat of insanity.	28-34
This action represents the pinnacle of what is possible.	35-44
This action is impossible. Perform only to fulfil Tenet Seven.	45+

Establishing Your Game's Scale of Difficulty

The value of DCs that you set determines the difficulty of the overarching game. A light, casual game will generally have lower DCs while a tougher, grittier game will have consistently higher DCs for the same actions.

When preparing to start a game of Terminus, it is important to establish what kind of game you wish to play as a group and how difficult you would like it to be. This will be the foundation that all DCs will be based on and will serve as part of the context for determining where any action should lie on the Scale Of Difficulty.

Contested Expertise 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 the two competing creatures choose a relevant Expertise each and roll their Expertise Checks against one another. If the instigating creature has a higher result, then the intended action is considered successful. If the defending creature has an equal or higher result than the instigating creature, then the intended action is considered a failure. The defender always wins ties in a Contested Expertise Check.

Inflicting Contextual Modifiers

The GO can inflict positive or negative Modifiers on any creature in a Contested Expertise Check based on the context of the situation, previously taken actions, the characters involved, and the Expertise selected. Players can always make a case to the GO to apply a Modifier in specific contextual situations unique to the characters involved.

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

Contested Expertise Checks Against Multiple Targets

Some situations will require a creature to make a Contested Expertise Check against multiple creatures in a single action. When competing against multiple targets, the instigating creature makes one Expertise Check that is compared against each creature's result to determine the separate success or failure against each individual creature.

Criticals

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

A *Critical Success* is achieved by a creature rolling the maximum value of their Aptitude Dice during a Check. When this occurs, something distinctly positive or opportune occurs in addition to, or as part of, the action that shifts their situation for the better.

A *Critical Failure* is achieved by a creature rolling the minimum value of their Aptitude Dice during a Check. When this occurs, something distinctly negative or dangerous occurs in addition to, or as part of, the action that shifts their situation for the worse.

It is important to note that a player can roll a Critical Success on a failed Expertise Check and a Critical Failure on a successful Expertise Check. In either case, both the Critical effect and the action occur.

Determining the Impact of a Critical

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

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

Spending Criticals

Once a Critical has been rolled it must be immediately spent to shift the narrative. In the case of a Critical Success the Player rolling it will spend the Critical on themselves. In the case of a Critical Failure the opposing Player will spend the Critical on the creature who rolled it.

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

Prosperity

Prosperity Points are a scarce resource that allows a creature to wildly transcend their limitations. It is designed to encourage moments of extreme brilliance, monumental ambition, or desperate success in a situation that would otherwise be unachievable. Each player has three *Prosperity Points*. These points are usually refreshed at the start of every session.

Combination Executions

Creatures can spend a Prosperity Point to perform a *Combination Execution*.

A Combination Execution is a special Expertise Check where a player chooses two relevant Expertise from different Aptitudes and rolls both dice. They then combine the results of both dice, and add the higher of the two Modifiers.

Combination Executions should not be taken lightly, nor should they be held back. They have the power to dramatically shift the odds in a creature's favour, allowing them to attempt an Expertise Check that is well and truly outside what they can normally achieve.

Criticals with Combination Executions

If a player rolls two maximums on their Aptitude Dice in a Combination Execution it is called an *Ultra Critical Success*. An Ultra Critical Success causes something phenomenally positive to occur that fundamentally changes the narrative for the better. This will often transcend what the character thought possible.

If a player rolls two minimums on their Aptitude Dice in a Combination Execution it is called an *Ultra Critical Failure*. An Ultra Critical Failure causes something phenomenally negative to occur that fundamentally changes the narrative for the worse. This change will be life threatening, devastating to the character's plans, or irreparably damaging. An Ultra Critical Success or Failure can cause widespread ripple effects that have a lasting impact on the narrative of these characters.

Assists

An *Assist* is a Combination Execution that is performed by two creatures instead of one and therefore it does not require a Prosperity Point.

Both creatures choose a single Expertise each and roll a single Aptitude Dice each, adding the instigating creature's Modifier only. When performing an Assist, players can select the same Expertise or the same Aptitude if they wish.

Since an Assist is an action performed in tandem by two creatures, the assisting creature must be able to help in a tangible and physical way based on the intended action.

Raise The Dead

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

Crossing the line between civilian and Terminal is a one-way ticket. When you reject the status quo you make enemies for life. You become a bug in their matrix, one that is hunted until extinguished. The deadLife cogs will see you as they've been taught to see you, the same way you used to think: radical, terrorist, dangerous, deviant, degenerate. Your very existence is an insult, your way of thinking an impossibility...how could it not? You're taking a stand, and that is antithetical to power. To profit. You're an instigator, an iconoclast who's turned their critical eye to critique the cancerous machination of a credit printing machine fuelled by blood and jammed on autopilot.

Just by existing, you might be the first imperceptible straw on the camel's back, the latest in a long line of disturbing temptations, or the one to finally push them over the edge, pull back the veil, and free them into their own second life. But either way, what you do matters, especially to those you've never met. You're a philosophical kiss of death to the greed that sits above. Preserve through their resistance, embrace their punishment. The public is a ferocious beast, one

they believe needs chaining. But nature teaches beasts to know their friends, and they've been starved for too long. Too long has food rotted on their tables for the privilege of choice. We live in a post-resource galaxy. The spoils must be for the masses.

Each character starts with a certain number of base resources. Some of these are physical items and some are resources that represent what they're capable of.

Uncycled Points determine how many Programs (abilities) your character can run when outside of Combat. For more see *Expression Is The Weapon*.

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

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

Expression Is The Weapon

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

In the full game this chapter details the steps and elements of character creation. Players will have the option of choosing from seven completely original species ranging from the fractured god-hunters who practise cultural transhumanism, through to the fluid mind whose bio-fluid pool grew its own superconscious, as well as a reimagined humanity for the ages. In addition, players will choose between eight wholly unique User Designations, effectively their "class", each with four distinct Programs that ramp up into insanity. You can send messages backwards in time to yourself, jump through parallel universes, or catch a train with your bare hands.

Pre-filled character sheets can be found with this pack. Those character sheets have all the necessary information on Expertise, Designations, Programs and Equipment that the players need to take control of these preset characters.

Core Cybernetics

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

Programs

A *Program* is a powerful reusable ability that transcends the natural limitations of a creature. Programs can be additionally customised and enhanced with the installation of Upgrades.

In the full game, players will see the eight possible Designations, with four unique escalating Programs that the Core Cybernetic can be upgraded into, and the two unique Upgrades for each individual Program.

In this demo version, your characters come with their first tier Program installed, and you have the choice of one of the upgrades.

The Churn

All Programs will result in a sensation called *the Churn* to those in close proximity. Common Symptoms: short lasting but intense tickle in the central nervous system. Uncommon Symptoms: shivers, spasms, numbness, nausea, involuntary actions, unpredictable momentary effects on physiology. Extremely careful and deliberate execution of a Program may allow it to run with a minimal Churn impact.

Using Programs

Each use of a Program puts a massive amount of strain on the body. The amount of strain a body can reasonably endure before it sustains permanent damage is represented by Uncycled Points, or UP.

All characters start with 12UP, however the demo pre-fabricated characters have been upgraded to 16UP. Each time a character uses a Program, they must spend the relevant amount of UP required to run it.

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. If the target is not clearly visible to the User, this will also significantly increase the difficulty of accurately running the Program.

Unwilling Creatures

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

Concentration Programs

Most Programs run for an instant, however there are some Programs that will run for an extended period of time, known as *Concentration Programs*. These programs are maintained automatically until the User experiences a moment that is life-threatening, jarring, demands all-consuming focus, or forces them to exceed their limitations, at which point they will need to succeed on an Expertise Check to keep the Program Running or it will stop.

Bet It All

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

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

Damage

Damage (D) is the quantification of destruction something receives, usually caused by weapons, object collisions, or overly-ambitious feats.

Penetration Ratings

Penetration Ratings (PR) are the universal system that quantifies an armour or material's ability to withstand damage, and a weapon's ability to bypass that mitigation.

All physical matter, including equipment, has a Penetration Rating. They range from PR0 to PR5.

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

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

Aptitude Dice Size	Examples of Weapons	Examples of Materials and Armour
PR0	N/A	Flesh, common clothing, foliage
PR1	Fists, kitchen knives, basic tools	Dense material jackets, wooden doors, standard vehicle glass
PR2	Combat knives, low calibre guns, pistols	Stab-proof vests, beat-cop helmets, common metal doors, tree trunks, heavy duty plastic walling
PR3	Medium calibre guns, rifles, hand cannons	Ballistic vests, tactical armour, light energy shielding, bullet-proof glass, industrial metal doors
PR4	Large calibre weapons, mining tools, high calibre sniper rifles, heavy LMGs	Reinforced concrete walls, rock formations, executive security armour, moderate energy shielding, military bunker doors

Aptitude Dice Size	Examples of Weapons	Examples of Materials and Armour
PR5	Plasma weapons, magnetic acceleration cannons	Space-age metal alloys, bedrock, experimental armour, premier ship hulls, CEO motorcades, high-energy shielding

Enhancements

All Equipment can be enhanced with Modifications in order to fundamentally change the way they function.

In the full game players have access to an exhaustive list of Enhancements for all their equipment, allowing them to endlessly combine them to create a truly wild and incredible arsenal, fit for any occasion.

Players will find that some of their pre-built characters' Armour and Weapons have been enhanced with Modifications.

Carrying Equipment

You have a limited capacity to carry equipment on your person denoted by slots. *Slots* are the numerical indication of how much stuff you are able to comfortably strap, secure or hang from your persons. Each pre-fab character has six slots.

The number of slots any equipment piece will occupy is marked on the character sheets.

Armour

The development of armour and fashion has long coincided. The demand for fashionable armour as expressive as the wearer led to the creation of Bulletproof Fashion, a fashion wave where Terminals would wear punk inspired hiphop streetwear over the top of refurbished armour and spacesuits.

They began to integrate the armour into the fashion, lining their insides with bulletproof plates, using flame retardant materials and ensuring the clothes were tear proof.

Armour Integrity Points

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

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

Armour Penetration Rating

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

Donning and Doffing Armour

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

Weapons

Range

Range represents how far a ranged weapon can effectively land an attack and the upper limits that its projectile can travel before it tapers out and becomes harmless. When a target is outside of a weapon's range, the weapon suffers negative modifiers to all attacks made with it. The further beyond Range the target is, the greater the negative modifier.

Ammunition

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

Area of Effect

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

Attacking with Limbs

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

Additional Equipment

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

Items are reusable objects or tools. Of which you will have Basic Tools for different Specialty Expertise. These are simple tools you need to perform the required actions with the Specialty.

Auxiliaries are consumable non-medical objects that provide support or damage. Of which you will have several different kinds of single used grenades.

Agents are consumable medical compounds, treatments, and articles. Of which you will have single use injectors.

Tenet Six

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

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

Sections of the Body

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

Traumas

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

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

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

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

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

Types of Trauma

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

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

Degree	Trauma	Degree	Trauma
Extreme	<p>Haemorrhaging An important vein, artery or capillary has been severed. You must staunch the bleeding or repair the injury or you will suffer a Bleed Out.</p>	Major	<p>Non-Critical Organ Failure One of your major organs is failing. The damage must be repaired or the organ will remain inoperable. Further complications can arise if the organ is not fixed.</p>
Extreme	<p>Suffocation A lack of air, an obstruction or an internal injury is causing you to suffocate. You must find an air source or repair the injury or dislodge the obstruction or you will suffer a Critical Organ Death</p>	Major	<p>Blood Loss You are losing blood at a rapid rate. You must staunch the bleeding before it complicates into something worse.</p>
Major	<p>Digit Removal One of your digits or extremities has been removed. This effects your ability to properly use this organ, limb or aspect of the body.</p>	Minor	<p>Crushed An extremity, digit or part of a limb is crushed. No lasting damage but use of this body part temporally limited.</p>
Major	<p>Broken Limb One the major bones in a limb or limb equivalent has been broken. This limb is extremely painful to use.</p>	Minor	<p>Severe Bruising You gain a severe bruise. This spot is very tender, painful and easily injured.</p>
Major	<p>Brain Damage Your brain is injured. Some kind of irreparable damage has occurred, severely impacting on the functioning of your body and mind.</p>	Minor	<p>Concussion You suffer a minor concussion. Spatial awareness, thought, memory and body control are limited for the next hour.</p>
Major	<p>Cardiac Event Your heart is injured or altered in some way. Your physical strength and fitness are all heavily limited until the heart regains its strength.</p>	Minor	<p>Non-Critical Organ Injury A non-critical organ suffers a minor injury. The organ is difficult to use and is painful.</p>
		Minor	<p>Surface Wounds Your skin is lacerated, cut or burnt. The wound needs to be attended to or it will develop complications and become infected.</p>

Gaining Traumas

When a creature sustains unblocked damage directly to their body they must make a *Trauma Check*.

A Trauma Check is an Expertise Check that determines the severity of the injury. The Expertise chosen must be relevant to the nature of the injury and its cause and how the player is choosing to reducing the severity of the injury. The amount of direct damage taken by a creature results in a negative Modifier to their Trauma Check, equal to the value of the unblocked damage.

Due to the vulnerable nature of the brain, whenever you perform a Trauma Check on the Head Section of the Body, the negative modifier is equal to two times the unblocked damage.

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

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

The Impact of Damage on Pre-Existing Traumas

A *Pre-Existing Trauma* is any Trauma that a creature currently has in that Section of the Body.

When making a Trauma Check for a Section of the Body that has any Pre-Existing Traumas, the Pre-Existing Traumas will have a negative impact on the roll. Each Pre-Existing Trauma will add a negative Modifier onto the Trauma Check as shown by the table below.

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

Dying

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

Will To Live

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

Fatality

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

Overkill

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

OverCycling

Statistics show that most Users die from an over-stressing of the host's body through a profound abuse of Programs. The user community came to name it *OverCycling*.

Once a creature reaches zero UP, they can continue to run Programs by going into the negatives. Each time they do so they must make a Trauma Check with a negative modifier equal to two times amount of negative UP they have after running the Program.

Healing

Healing is often a long and difficult process that Terminals don't have the luxury of doing when they just slam Reconstitute injector instead.

It will reduce a single Trauma by one degree. In the case of a Minor Trauma, it removes it entirely.

Die In Style

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

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

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

Action Points

Action Points (AP) represent both the time and the effort required to perform a specific action within a Combat Encounter. Creatures in combat will use Action Points instead of Uncycled Points. Your Action Points are equal to half of your Uncycled Points, and they cannot be Overcycled.

Every action has its own AP cost, and the amount of actions a creature can perform in a round is determined by the amount of Action Points the creature has.

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

Cybernetic Protection Guarantee

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

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

The Gambit

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

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

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

Scramble

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

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

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

Escalation

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

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

All creatures start with full AP.

Ambush

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

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

by context as in Escalation. Ambushed parties' turn order is always determined by context.

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

Movements

Most types of movement that a creature can perform in combat is based on their Movement Speed. In this demo version, that calculated value is on your character sheet.

Types of Movement

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

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

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

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

Limited Movements

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.

Divided Movement

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.

Attacking costs 3AP.

Rolling to Hit

After initiating an Attack, it must be determined whether the attack hits or misses.

The attacking creature must make a Contested Expertise Check against the target known as a *Hit Check*. In a Hit Check, both the attacker and defender select a relevant Expertise. If the attacker's result is higher than the target's, then the attack hits. If the attacker's result is equal or lower to the target's result, then the attack misses or fails to affect the target.

Aiming at Sections of the Body

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

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

Cover

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

Dual Wielding

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

High Velocity

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

Lobbing

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

If you miss your target when Lobbing an attack, the object or weapon bounces away a number of metres equal to $\frac{1}{4}$ the distance thrown in a cardinal direction before any of its Modifications or functions are triggered. In order to determine the cardinal direction, the Player must section the surrounding 360° into eight parts and roll a d8. Depending on the value of the roll, the projectile bounces in that direction.

Creature Interactions

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

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

Object Interactions

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

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

Communication

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

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.

Reactions

A *Reaction* is any action taken in response to another action, event, or occurrence within the Combat Encounter. The cost of a Reaction is always equal to the action they are taking.

Once a player or GO announces a creature's intent to act, an event occurs within the world, or any other kind of physical occurrence happens, any creature can attempt a Reaction. This declaration must be made before any rolls occur, as a roll signifies the resolution of the instigating event.

The reacting creature's Reaction will occur entirely within the action or occurrence they are reacting to and the reacting creature can initiate their Reaction within the initial action at any point before its final point of resolution.

If the resolution of the Reaction would impede, prevent, or change the nature of the original action then it will do so. If the original action is prevented, then the committed AP is lost.

The Reactionary Stack

Any creature can take a Reaction in response to a Reaction. Doing so creates a Reactionary Stack that builds inwards, with each additional Reaction taking place within the duration of the previous one to which it is reacting. Once the stack has been formed, it is resolved from innermost Reaction to outermost. As with standard Reactions, if an inner Reaction would impede,

prevent, or change the nature of an outer Reaction then it will do so.

Stitching Reactions

If a creature wishes to perform multiple consecutive actions as part of a Reaction, they will need to apply extra effort to achieve it. Every time you stitch a new action into your reaction it costs an additional 1AP. All stitched action must be declared in full at the start of the Reaction.

Assisting

A creature wanting to assist another in combat can only do so by reacting to the attempted action they wish to assist. You complete your action as you would a Reaction.

Reacting to Contested Checks

When Reacting to a Contested Check, it is extremely difficult to prevent them entirely. These reactions may often change the nature of the Check or tip an advantage, but rarely negate them completely. For example, if an enemy is attacking you and you want to react to shuffle behind cover right next to you, this would not negate the Hit Check but would become part of it. You would make an Expertise Check to see if you could dodge the shot and move behind the cover, effectively becoming your part of the Hit Check, and you may receive a positive modifier to your result if circumstances allow.

Welcome

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

And this isn't even half of it.

If you're itching for more, visit terminusrpg.com to follow the game's progress and find out when the full game will be available for you.

Nowhere To Run

Raze Hell

This one-shot is designed for new Terminus players looking to test the core mechanics of the game. Within the module are additional rules required to complete the scenario, such as Combat, Safe Falling, and roleplaying tools specifically for the G.O. It is recommended that only the GO read beyond Ordeal Zero in this section so that the other players are free to follow their storytelling instincts.

You will have to think on your feet, or die on them. Players and creatures alike can kill with a single Program or trigger pull. The only way through is with creativity, preparation, and endless back-to-back high-octane gambles.

Within the breakout boxes are additional information to give the GO and players any required context, as well as foundational information for the GO to make the NPC their own. Nothing is set in stone, this is merely a guide to the greater story your table will tell. Improvise the hell out of it, go off rails, get lost, raise hell, and carve your name into the foundations of this universe. It's no longer our story to tell. It's yours.

How To Use This Guide

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

Ordeals all share similar contents: *Objective*, *Locations*, *Events*, *Developments*, *Complications* and *Bailout Options*.

The *Objective* is the overall ambition of that ordeal. This short statement captures the ultimate goal the Players need to achieve to progress the

narrative. It will also include a summary of the surrounding context that helps to qualify the objective.

Locations are necessary descriptions to set the scene for the GO to use in the story. These are all suggestions and the GO can chop and change them as they wish.

Events are scripted actions or sequences that must occur. These are often universal, allowing them to occur in any situation or location. They are never optional and the GO must always find a way to naturally integrate them into the story.

Developments are optional narrative beats that a GO can integrate into their story to extend the Ordeal, slow the pace, fill narrative gaps, or simply embellish the story. These are often the most chaotic and interesting moments in an Ordeal.

Complications are points of narrative interest or consequence that a GO should consider, based on success, failure, or decisions made during previous events and developments.

Bailout Options are universal narrative links that allow a story to always return to the rails. In Terminus, if you are off rails you are doing it right. Ideal campaigns allow the Players go wherever they lead so, rather than demand your Players make specific narrative decisions to keep them on track, Terminus gives the GO story devices that you can use to weave your squad's unpredictable choices into the necessary central narrative points. That is what a Bailout Option is for.

Boxes

This campaign contains two styles of boxes. The first is the Green Box, which contains useful tips and information for the GO. The second is the Pink Box, which contains suggested dialogue and character information. This box acts as a foundation for the GO to make the characters of the world their own. It is highly encouraged the

GO improvise, extrapolate, and reimagine from the provided examples.

Setting

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

The contract is a simple one: a suicide run into one of the most flush Kaiau banks in the sector, the Foadae. One way in, one way out. One hell of a pull.

Kaiau

'Your fair share.' - Kaiau corporate slogan.

Every resource, every civil system...all out sourced to one of the nineteen private mega-corps.

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

The Dhau

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

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

The Dhau were not always the cold and calculated species they are today. It is believed that they

were once the most open, emotional, expressive beings in the galaxy until a heartbreakng species-wide crisis changed them forever. While some Dhau will feel a deep-seated spark of this old wonder, a sensation they call Hui (meaning "the relic spark"), it is always staunchly denied by Dhau still living in Dhau society. The Hui is a particular weakness of the Dhau that can be leveraged if they've experienced it before. Beware though, if their denial is still strong, there is no greater cultural insult and you will incur the Dhau's unbridled wrath.

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

The Raze Field

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

The Raze Field is a manufactured and programmable asteroid field that encircles the Foadae, the composition of which is designed to create a constant field of colliding debris.

Asteroid fields are lethal enough by nature but the programmable nature of the Raze Field takes it one step further by allowing Foadae Security to fundamentally change the positions of the asteroids at will by utilising a thousand colossal magnets, each the size of a small city. Using an incredibly complex mathematic algorithm and thousands of monstrous magnetics, Foadae Security can redesign the layout of the field making it one of the most exclusive and premier physical banks for the mega-rich. Something they do bi-monthly like clockwork so that even the clients of the bank cannot arrive without authority to do so.

The Foadae

In the wake of Ion's Griest Campaign, ("Greatest Heist: Grieve The Nest") and despite The Church Of The Exploding Divine's repeated attempts to nuke the Common Reserve, 'cold banks' have

risen in popularity over the past century. Cold banks are a unique kind of bank that stores credits in monstrous air-gapped digital vaults, each built specifically for individual clients to prevent cross contamination and foul play. Cold banks excel at protecting their clients from online vulnerabilities but suffer from physical attacks due to their physical nature.

The Foadae is one of Kaiau's premier cold banks. The structure itself is a relatively small space station, housing only two hundred staff members. From the outside it looks sleek, ergonomic, and modest. The inside, however, is an egregious display of wealth and power, where a single desk could buy you a kitted-out car.

Few have faced down the Foadae and fewer have survived, thanks in part to the three Lieox cannons built into its shell, each capable of puncturing a hole in a moon so big that they could eventually crack it before the day is out. Coupled with some of the best long-range scanners on the market, the Foadae can locate a threat at the fringes of the Raze Field and punch a hole straight through the asteroids to the target. Nowhere to run, nowhere to hide.

Thankfully the bank itself rests upon its impeachable laurels and, once inside, security is surprisingly light. The guards pose a serious threat and if you dare to engage them, you better choose your moment - and your escape plan - wisely.

Ordeal Zero: HotRock And Two Smoking Apparels

Objective: Gear up for the heist.

Your move, mighty Galactic Orchestrator

Dear GO, it's over to you. The information provided throughout this campaign is all the facts and flavour of this story you will need to tell it. It will work best if you read ahead, and then tell the Players the situation they're in using your own words. Don't go on too long, just enough to paint them a picture - and throw in some details, you never know what they might use. Use everything written here as source material for you to adapt, expand, or hopefully - ignore. Get the money.

Suicide run is no exaggeration. Between the triple Lieox, trigger happy liveants guarding the inside and the biometric failsafes, scoring the Foadae is the real deal. But just think, on the flip side of this contract you'll be a creds-a, flush to the teeth. You either get rich or you die stylin'. One or Seven, daresa. No in-between.

A reliable enough source has confirmed that NanoLogic has a private vault on the Foadae, loaded with their R&D department's slush fund. The kinda creds to make your knees weak and your butthole pucker with excitement. What makes it so much sweeter is that this sector's division of NanoLogic has a nasty habit of forcing execs to visit the Foadae each time they need to dip in for a top up. It'd be brilliant if it was so fucking stupid. But we're gonna leverage that stupidity into a truely stupid a payday. If we are gonna do that then we are gonna need some gear, and that gear don't come easy. Thankfully HotRock has everything we need in one tidy location.

We are going to need five key things to score this pull and we only got 15k creds to get us there: *corpo vehicle, corpo attire, corpo bio-profile, a CoinKat filled with counterfeit creds to cover our*

tracks, and this bi-month's course through the Raze Field.

Paying retail for all this? Set ya back 50k easy. With only 15k to spend, we'll need to pick our battles and get creative. Almost like someone designed it that way.

Introduction To Expertise Checks

Each of these five tasks should be divided amongst the members of your squad to introduce them to how an Expertise Check is made and the consequences that come from making one. Each Expertise Check will have a tangible affect on the narrative at various points in story. Failed Expertise Checks and missing items will result in certain parts of the story becoming dramatically more difficult or even impossible.

Locations

HotRock

A bastion of human ideology, HotRock is the holy fusion of poverty driven ingenuity and the cutting edge of street culture. Build into a rocketing mega-asteroid travelling across the out rim of the galaxy, HotRock is a marvel of life where life has no right to be. Consisting mainly of twisted passageways and tightly packed rooms, HotRock is entirely subterranean. Stocked with some of the finest black markets and home to Terminal Exchange, HotRock the perfect place to shop for a heist.

The GearHouse

In the full game, a GearHouse is a one-stop shop for all your equipment needs. Often hidden in strange and hard to find places for the uninitiated, GearHouses are a necessary gateway for Terminals into the black market.

This particular GearHouse just happens to have everything we need... so long as we don't piss off the GearHead running it.

If we want to get even remotely close to the Foadae, we will need a solid enough corpo ship the GearHead's Greaser contact will let go for 5k. This spaceship comes kitted with enough suits for everyone and enough atmosphere for a ten minute space walk. Greaser said she'd fix it up and polish

it to the point where you'd have to squint to see the lie for 10k, even throw in new rego and serials. Your move, daresa.

Resolving Expertise Checks

The player responsible for getting the ship needs to pick an Expertise that most closely aligns with how they want to resolve the situation. For some that might be taking the deal but using Influence to get it cheaper, or even trying to fix it on their own with Creativity or Engineering.

The steps of the Check are:

1. The player decides on a course of action and chooses an Expertise to go with it.
2. The GO suggests a DC based on the perceived difficulty of the task (refer to The Scale of Difficulty) and the table negotiates or agrees.
3. The Player makes the Expertise Check.
4. The GO builds immediate consequences from the result and narrates them. They should also note future consequences this result may have on the narrative too.

If we wanna move around inside the bank we are gonna need some fine ass corpo threads with matching companion armour. The GearHead will let them go for a smooth 5k. And we're talking embossed, biometrical linked suits, that are gonna make you look like a genuine corpo. The kind of shit that make execs want to lick each other, or whatever it is they do over ostentatious displays of wealth. But 5k is a third of your budget and corpo trashwear can be stolen from GearHeads who aren't watching. Your move, pana.

Endlessly Open, Infinitely Creative

When it comes time to making an Expertise Check there are no set answers, only what your characters would want to do, the story you want to tell, and the logic that binds it. Don't constrain yourself to the offered or obviously solutions - ask yourself, what do you want to achieve, and what is the way you'd like to try and achieve it? By any means necessary.

To get through the biolocks at the bank we are gonna need a full biometric suite on a NanoLogic exec. That means we need prints, irises, blood, and I hate to say but probably need a burner face too - yep, a convincing flesh mask, ain't no juicier fashion statement. Just gotta buy or rip some stem cells. Pretty sure there are some exec's here on HotRock with a few cells left. GearHead says he know a guy who could surreptitiously unburden a local exec of his biomass, but for 4k. There may

be other ways to fool bank biometrics but hard to know til you're there. I'll leave that in your court.

Future Consequences

What you do has a tangible affect on the future. The outcome of your Checks, the actions you take, and the choices you make, will have an irreversible impact on the narrative. How are your Players doing? Does the GearHead like the cut of their jib, or has he never seen such a sack of sorry cheapskates in his life? Everything that's come before will affect this moment, and the Checks you must make.

Time to pick up a killa CoinKat to slide into the vault and flood it with false credits while we lift the real ones. GearHead's got a premo one that'll make the swap almost impossible to detect, will set you back 8k, or he'll sling you a trashKat for 2k that's sure to fail. They look identical.

The Devilish Details

Identical? Why is that? Is the GearHead just trying to swindle the Players? Are they actually materially different, but the Players could have an opportunity to buy the cheap one but swap it for the prize one while the GearHead's distracted? You could make these decisions ahead of time and slip in a tiny detail for the Players to pick up on, or give them nothing and see what they do. Wait for them to ask a question, let their question spur your answer that you may not have planned, and let the story unfold from there.

The final thing we need is the pathway through the Raze Field. I'd recommend buying the authorisation codes while you are at it. Good luck daresa. See you on the flip.

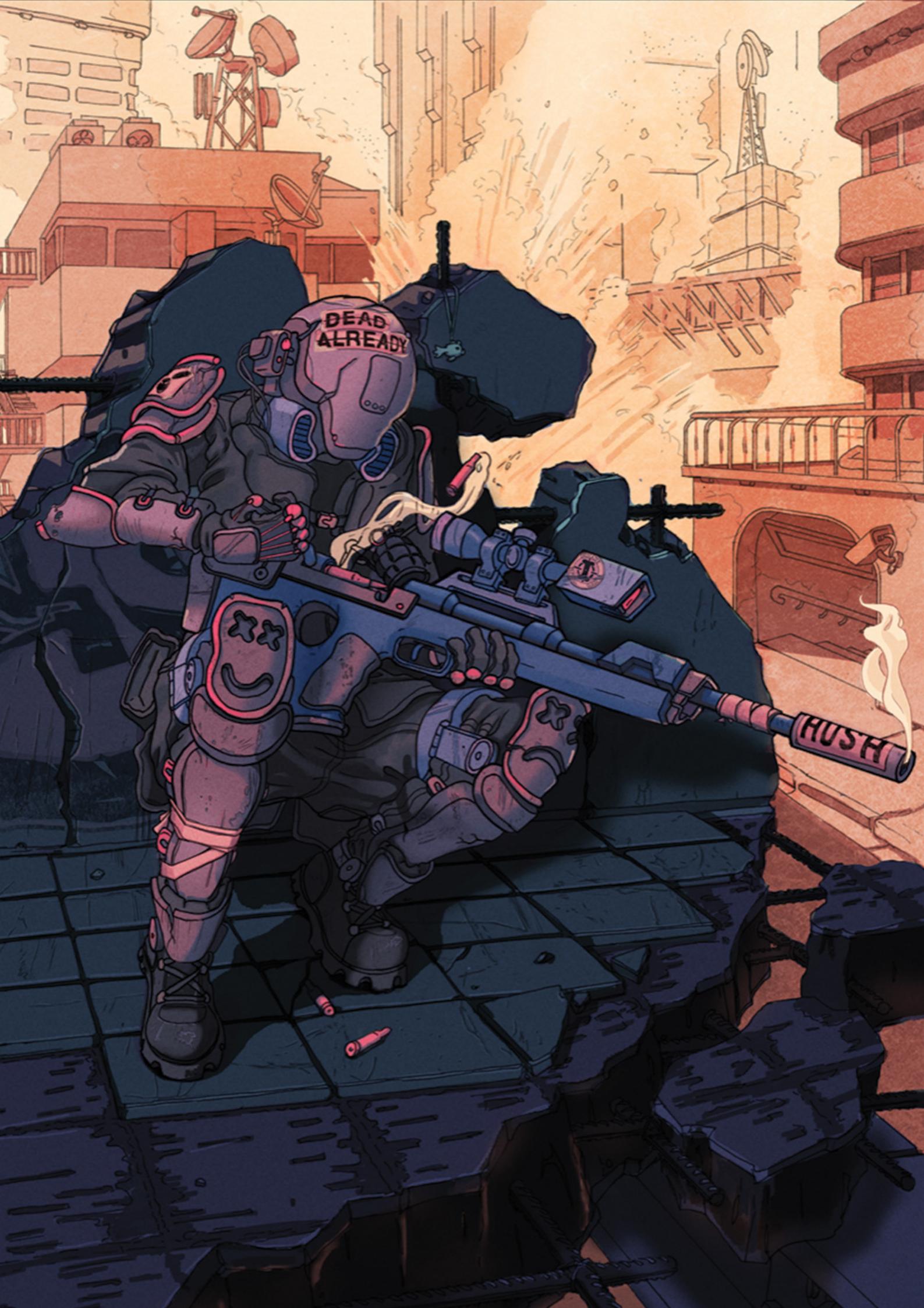
Time To Improvise

Time for the GO to improvise. They will need to come up with their own contact, give them a personality and role-play them for the purpose of this Players check. The GO will also have to set the price for the map, build surrounding details for the Players to problem solve and improvise alternatives and tie in the resulting consequences.

Events

Treacherous Little Bastard

The GearHead's a treacherous little bastard. On one of the deals the Players make he will try to screw them over. He will either try to sell them a faulty or subpar quality item or try and leverage more credits out of them.



DEAD
ALREADY

HUSH

Developments

- If the Players try to strong arm the GearHead he will raise all of the prices by 10%.
- If the Players threaten violence the GearHead will shut shop with the assistance of several armed guards.
- If the Players can prove that the GearHead is screwing them over, he will cave in and offer them one of the items for free.

Immediate Action!

Hit the team with an Expertise Check immediately after narrating the intro. Time to explore the relationship between Expertise Checks and narrative. How you choose to shape narrative will have a direct impact on the plausibility of Expertise choice by the Players. For example could have them approach a very a swarm of smaller rocks making a Piloting Check a likely choice, have a rock come towards them from an unexpected angle making a Science Check to calculate the trajectory, or have an intimidatingly large rock rear up before them a Mettle Check to hold their nerve a likely choice. While you will never dictate the choice for them you can nudge the narrative in specific directions in how you form the context of the narrative.

Bail Out Options

The bail out option is a NEW SHIP. If the Players destroy the ship somehow or anger the GearHead to the point where buying the ship is no longer an option then a new Greaser will approach them and sell them a substantially worse ship that has no suits on board.

Ordeal One: The Asteroid Jungle

Objective:

Get onto the Foadae.

You're coming in hot and this path is brutal. Almost like Kaiau wants to make you sweat. Time to test your team's creative potential. They will need to navigate both the asteroid field and the Kaiau comms staff before they arrive at the docks, or improvise hard as super heated shells rip through their ship. It is always recommended that during any kind of space travel, occupants of the ship be suited in case of an emergency.

Your team will be navigating the Raze Field for the entire Ordeal, which means they will at *no point* be safe from slamming into an asteroid or getting obliterated by a railgun.

Revisiting Persistent Challenges

Since navigating the Raze Field is an ongoing task you should periodically return to the task and ask for additional Expertise Checks throughout this sequence, especially around moments of narrative importance. As the house of cards begins to fall the GO can crank up the narrative tension by stacking additional challenges on top of each other for the team to problem solve simultaneously.

Since there is usually only one or two people flying a ship of this size you will have idle Players who aren't able to contribute to the narrative. If you are looking to include these Players you can have multiple events unfold simultaneously.

Simultaneous Challenges

When it rains it pours. A GO should be looking to combine multiple points of narrative interest together into an inseparable weave. In the above scenario the GO could have the ping occur at the same point the comms agents starts getting an itching trigger finger and right before the Player can share what they have found the scanners spot an asteroid incoming.

Events

Ordeal One has two events: *The Ping* and *The Comms Call*.

The Ping

While navigating the Raze Field, the Players' ship will receive a mysterious scan from an unidentified source that is not from the Foadae. If they Players successfully trace the scan, they will

discover that it has come from another NanoLogic ship that is just about to arrive at the Foadae ahead of them.

The Forward Team

The ship that has just arrived at the Foadae contains a small group of secretly rogue NanoLogic agents. They have arrived under the pretence of auditing the storage collection but are intend intending to take an extremely lucrative prototype Core Cybernetic and sell it to a black market contact on the Foadae. Two fake NanoLogic teams who both think the other is real, what could possibly go wrong?

Examples of Forward Team Members

Greet Halifax: A curious and welcoming human who quickly becomes aggressive when on the defence, known for their insatiable love of sugar.

Dierae Shorae Kirae Xiorae Taorae...Dae: A shy and ruthless Dhau that is relishing their new-found childish experience of life that has come with the rekindling of their Hui.

Line Pugh: A sly and warm human who recently suffered a great loss, known for their incredible RockBoarding skills. An extreme sport involving hoverboarding through asteroids.

The Forward Team Numbers

Balancing Combat Encounters around the Player's Characters is fundamental to the experience you wish to give them. In the full game there is a system on *How To Fulfil Tenet Seven* and build specific and interesting Combat Encounters.

For now, the Forward Team should consist of a number of rogue NanoLogic agents equal to the number of Players or one less than the number of Players if you would like an easier encounter.

The Comms Call

While navigating the Raze Field, the ship will be contacted by the docking agent at the Foadae. The agent will:

- Ask for your ship's serial numbers, registration, and the authorisation codes.
- Ask you to hold a steady flightpath while they confirm visuals on your ship to match the serials with the ones provided, and to confirm you are in fact flying a NanoLogic ship.

The Comms Agent

The Comms Agent is extremely proud of their work and thinks they are the luckiest person in their family for having the opportunity to work such a 'brilliant job'. As such they take it EXTREMELY SERIOUSLY. A little too seriously if you ask me.

'Foadae to [ship's name], how copy?'

[ship's name], in compliance with Section 58 of the Interspatial Objects Communication Act, subsection 18, part 3: compliance on this is mandatory. Please comply or I will have to refer to Section 19, subsection 2, and obliterate your ship as a peaceful act of maintaining private equanimity...how copy?'

Developments

- During The Comms Call, if the agent becomes suspicious or detects any hesitation they will begin to reroute asteroids into your flightpath.
- During The Comms Call if you are ever revealed as a fake, perform an act of aggression, or fail to comply, the agent will open fire on your vessel.
 - Depending on where you are in the Field, the agent may get several shots at the ship, rolling a d12+2.
 - Depending on where the shot lands it will either rip that section off or puncture a monstrous hole in the hull that will immediately depressurise the ship. This could be lethal if they aren't in suits!
- If the ship is trashed, Players will have to coast in or make the insane space walk from their dead ship to the Foadae. Be wary of your speed in micro gravity.

GO Tool: Intensifying

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

For example, the spacewalk is a dangerous and intense moment that could be highlighted by intensifying it. A GO could break the moment into an a series of Expertise Checks that focus on preparing the jump, stabilising emotions, making the jump, the impact at the other side and stabilising or recovery.

Complications

- Losing the ship during Ordeal Zero and having to source a new one will increase the DC of all Checks using the ship - as the new one is even worse than the original.
- The quality of the ship's design will impact how easily the Kaiau can spot that you're a fake.
- If the Players did not fix the ship, the engine has a chance of breaking or exploding on a Critical.
- Not having the route map will dramatically increase all Expertise Checks for avoiding asteroids. These Checks will border the Players' Combination Rollable Range.

Bail Out Option

If all goes to hell, your bail out option is THE FORWARD TEAM. So long as no one sees your 'fake exec' enter into the Foadae, they can pretend to be a part of the Forward Team. The Foadae will easily mistake them as a part of Forward Team, providing the players with the same narrative opportunities in Ordeal Two as if they docked safely.

On the outside of the Foadae are several empty ship docks and maintenance personnel airlocks that can be accessed. These will all lead to hallways that take the team to the Lobby.

Ordeal Two: Con In 60 Seconds

Objective One: Get inside the private vault of NanoLogic.

optional: use the suite to pass the biolocks and use the CoinKat.

Be it smooth or straight up suicidal, you're on the Foadae now. Nowhere to go now but forward. Player's need to get into the vault by any means necessary. Given the size of the guns the guards

have, the easiest way is through the biolocks. But it doesn't always go according to plan.

The guards and the staff of the Foadae are extreme suspiciously of everything, because that are paid extremely well to be so. Even if everything checks out and all appears to be in order they will continue to try and expose the client. It's one of their 'premium services' they sell to the higher ups.

Locations

Airlocks

The airlocks and their connecting hallways are relatively simple in design.

The maintenance airlocks are small and tight, able to comfortably fit two suited individuals and run a ten second decompression protocol. The emergency shutdown button is located on the inside of the ship in these models, meaning once the doors shut there is not getting to it. Known as a sarco to most Terminals, this model has killed many. If something as rich as the Foadae is using them, it's an intentional choice.

The ship docks are wide and spacious flat open platform, capable of fitting ships much larger than yours. The docks consist of two parts: the internal airlocks and the space dock. The internal airlock is a much larger version of the maintenance locks and the space dock is an external platform that connects the aerobridges to the airlock. The aerobridges are extremely fragile and can be destroyed by the simplest of weapons. The ship itself is clamped in by eight mechanical arms that will cause substantial damage if not release before taking off.

The Lobby

The Lobby is truly a sight to behold. Wide, open and dripping in the most expensive stones and metals, it's the wood that screams wealth. Out in space, rock and metal are easy to come by and even easier to harvest. But wood. Wood needs very specific planets to grow, and anything grown is insanely expensive.

The wall towards the airlocks and docks is a space facing wall. Destroying this wall will expose the Lobby to the vacuum of space.

On the left hand side is a wide, barred reception desk that sees all clients. This desk is responsible for signing them in with one of the four biolocks and signing over their transfer key with another.

Directly opposite the reception desk is the enormous vault door. Comprised of an incredibly durable metallic alloy the door is explosive resilient and can withstand extremely high temperatures. Anything short of plasma will struggle to cut the door. In front of the door is the vaults biolocks. The vault requires the final unused biolock to open.

The Lobby always has at least two guards in it at all times.

The Vault

The Vault consists of twenty five smaller storage vaults within it, each one large enough to fit a house inside. Out the front of these vaults is a the final biolock: the face scanner.

Inside the vault is a small room that has a single computer in the middle of it and a sealed door at the other end. The computer has a slim, streamlined interface built into its face and a slot for the bank's transfer key to slide into. This will unlock the console for use and is the easiest way to get the CoinKat into the terminal.

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

Time To Invent!

All GO have to think on their feet and one of the joys of a TTRPG is creation. This guide provides you with basic locations so that you can create your own within the space. Don't be afraid to create new rooms, locations and content. For example you could have the vault only have one biolock on it and have the vault door lead to a tight corridor. At the end of this corridor is the final biolock which will trigger a laser trap if failed.

Events

A Damn Fine Concierge

As soon as the team enter into the Lobby the Concierge will appear, sometimes out of nowhere.

While the Concierge will make themselves appear as though they are here to serve and help, they are really here to spy on the team. The Concierge's real job is monitor the clients performance and conduct and report back to the client's bosses. From this point forward the Concierge will not leave the group's side and they will attempt to monitor every action they take. Of course there is only one of them.

One of the first things the Concierge will do is show the Players to the reception area and, along the way, will ask them a leading question about the Forward Team, as a natural part of their due diligence as the Concierge. The Concierge will expect legitimate answers and conduct, or they will begin to get suspicious of the Players' team.

The Concierge will wait outside the private vault and will not enter as private vaults contain privileged information and sensitive material.

A Damn Fine Concierge

The Dhau Concierge, Minrae Fairae Toerae Fei, is a three time winner of the Intergalactic Service Committee's 'Best Service' award. An honour only held by one other. And you better believe they wear the pins on their suit. Apparently this is one of the greatest honours a worker can receive.

Minrae's brilliance is they almost never talk, instead opting for silent, polite and unyielding physical gestures. Within this silence is an intimidating aura, drenched in blood. But there weren't many who witnessed that Minrae and even fewer still alive. Perhaps it is their 360 degree vision that makes them so intimidating. I wouldn't think on it too long.

Minrae has a small indiscreet wrist mounted interface that is linked into bank's internal system. From this they can control the entire bank. It is however biolocked to their living signals.

Developments

- If the Concierge notices the team is a fake they will lock down the bank, send for reinforcements and may even try to kill the team. The guards definitely will. Prepare for their guns to space the lot of them, when they rip apart the walls.
- If the Concierge becomes convinced that the team is a fake but can't prove it they will may attempt to extract some blood from the 'exec', to run through a portable sequencer.
- Failing the biolocks will result in a bank wide lockdown. The GO will need to improvise a new way into the vault.
- Interacting the biolocks will result in a private confirmation message to the executive you are pretending to be, unless they stop it.

Helping The Team Out

If the team is struggling and need a little assistance the GO can create background events that will influence the current narrative in a satisfying and logical way. For example if the team is about to be exposed and you need them to get through then you can make one of the guards a disgruntled employee who is either wilfully ignorant as a form of silent rebellion or actively work against the Foadae by witnessing something and then choose not to do something or act in a surprising manner to the Players.

Leverage The Narrative

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

For example the quality of the bio suite could present many opportunities for a narrative complication. Does it start falling off part way through? Did they put it on in the first place? Does it hurt the wearer or cause a physiological response?

Bail Out Option

Your bail out option is THE FORWARD TEAM. If the team learn of the deal and do not head to Cold Storage to find out more than they will always run into the Forward Team. Either in the Lobby, on their ship or the Forward Team's Ship. Location does not matter.

Ordeal Three: The Flank Job

Objective One: Return to the Lobby with some kind of payday secured.

optional: steal the prototype.

It's time to get flush. There's a whole swag of creds just waiting to be taken. Just be warned though, it's no case of plugging in the CoinKat and walking away. It's gonna take some swift software skills to avoid loading the console and the transfer key with fake credits.

And there's the other thing. Now you could just walk back out the vault or maybe, it's time for one last score. After all that prototype ain't no meal check. That's retirement money.

Locations

Physical Storage

Physical storage is a wide open space that has multiple shelves in rows through its centre. Inside of this space are many different technologies and items. The GO can improvise additional items in this space if they want or simply leave them as technological components.

Events

One Hell Of A Deal

The Forward Team have taken the prototype out of storage and are now packaging it up in preparation for sale. When the team insert the transfer key into the console the console will show the removal of a single item from physical storage by the Forward Team that is worth an insane amount of credits.

Being a Dhau bank the Foadae use an aggregate system for measuring the wealth of any single clients storage, be that raw credits or the projected value of an item. The console shows that NanoLogics account is reduced by 38% of its wealth with the removal of the single item: the prototype. This deal comically dwarfs whatever credits you have taken so far.

If the players decide to enter into the physical storage space they will meet the Forward Team in the middle of packing up the prototype. If they decide to leave the vault without going into physical storage then the Forward Team will return into the area the Players are right before they open the private vault door again.

Bringing Out The Big Guns

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

This situation however can just as easily be deescalated or negotiated out of.

If the squad end up fighting the Foadae Lobby Guards their first priority should be to disarm them, as their weapons are substantially better than your Player's ones.

The Return

Once the team leaves the vault the Concierge will ask a polite service-like question in an effort to trip them up. If they pass the Concierge will take them to the reception and ask them to hand back the transfer key so that the Concierge can upload the credits to NanoLogic's account. During this the Concierge will perform a series of checks on the key to see if everything is legitimate and up to scratch.

Allow Me To Serve You

'Just some final checks, to ensure that we have done our best to serve you in your efforts today. Our keys are always clean and single use, however it is our custom to ensure that your assets are protected. A few scans of the transfer key and the delivery of the money will be under way.'

Developments

- If the Players takes too long inside the private vault the Concierge may gently buzz them through the intercom and ask if they are alright.
- If the Players seem like they are unlikely to acquire the credits then a member of the Forward Team may come in an attempt to legitimise their presence to who they believe are the real NanoLogic team.
- If the team are revealed as fakes or the Concierge becomes too suspicious then they may elect to seal the team inside of the vault.
- The console has its own internal security system. Using the CoinKat has the chance to trigger an internal alarm.

Complications

- If the Players have not prepared the transfer key in anyway then the Concierge's scans will immediately reveal foul play if there is any present on the transfer key. Otherwise it will be a Contested Check.
- If the Players do not catch the Forward Team packing up the prototype it will be much harder to reveal them as fakes and therefore easier to deescalate the situation.
- The quality of the CoinKat directly impact wether the Foadae's algorithm recognises them as legitimate credits.

Bail Out Options

There are two bail out options.

The first is THE CONCIERGE. If it looking like the Forward Team is going to kill your team they can always sell them out the Concierge. If they cannot do this then so long as they make it out of the vault they can take the Concierge hostage and seal the private vault closed using their interface.

The second is A SPACE WALK. Outside of the private vault all around the Foadae are plenty of maintenance tunnels and airlocks. There are usually spacesuits stored outside of these airlocks. It's not ideal but you could do the space walk back to a ship.

Ordeal Four: Hell or High Slaughter

Objective: Escape the Foadae.

Your welcome is well and truely over stayed. It's time to escape, with whatever you have. Get to your ship, any ship or out of the Foadae but any means necessary.

Tutorial Over!

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

Optional Locations

Outside The Foadae

It's the unending void of death we know as space.

All around the the Foadae are maintenance catwalks, gangways and climbing handles. Eventually this will connect with the space dock. During any emergency situation or lock down

however the space dock will lock all ships in place.

All Foadae maintenance suits have mag locks on the feet. Only issue is that they are also linked to the Foadae's primary system and that is all controlled by the Concierge.

Events

The Only Logical Choice

The NanoLogic Reinforcement Team will arrive as some point in the Ordeal after being called in by the private message sent by either you or Forward Team using the biolocks.

If the Players did not enter into a Combat Encounter with the Forward Team then they will run into the NanoLogic Reinforcement Team on their way out. The Players will either meet them as they head towards the docks or on the docks themselves.

If the Players fought the Forward Team and choose to exit the Foadae via the Lobby then the Reinforcement Team will arrive as the team fly into the Raze Field.

If the Players chose to exit the Foadae through the maintenance locks and walk around to the docks then the NanoLogic ship arrives partway through the walk may have a chance of spotting them.

Developments

- If the team did not shutdown the railguns or take the Concierge's interface then the Foadae will fire at the team and move asteroids into their flightpath on their way out.
- If the team brought the Forward Team with them then they contribute a +3 to all Piloting Checks the team makes on their escape and a +1 to all Engineering Checks.

Complications

- If the Players got caught out by the Concierge and left them alive or conscious, escaping will become dramatically harder as they start using the full resources of the Foadae to stop them

at every point. This can include locking doors, turning off parts of the suits, ventilating sections of the bank, calling in guards, jettisoning their ship, and much more.

Bail Out Options

There are two bail out options.

The first is THE RECYCLER. If the Players went outside of the Foadae they will spot the Foadae's air recycler. The players suits can be jacked into it to provide them with endless oxygen. From here they can wait out the heat and hope that they don't get spotted.

The second is to HITCH A RIDE WITH NANOLOGIC. Suicidal right? Sure, but what other choices do you have at this point?

Appendix

Enemies

The Concierge

3PP / 16UP / 8AP / 6m

Concierge Aptitude Dice

Body	Mind	Specailty
d6+1	d12+1	d8+2

Programs and Abilities

Devour: For 4UP The Concierge will use nanobots to cause PR3+4D. If this Program successfully lands The Concierge can spend 1PP to set it to automatic. Once on automatic it will continue to eat causing damage every ten seconds, and eat until the object, piece of armour or body is completely devoured.

Items

Interface: The Concierge can use their interface to operate any of the bank's systems.

Foadae Lobby Guards

2PP / 16UP / 8AP / 6m

Foadae Aptitude Dice

Body	Mind	Specailty
d6+1	d6+1	d6+0

Foadae Armour

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

Foadae Weapons

	Rating	Mods
Magnetic Acceleration Cannon	PR2+5D	

Programs and Abilities

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

Items

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

Magcuff: Stock standard magnetised handcuffs

The Forward Team

1PP / 12UP / 6AP per member / 5m

Forward Aptitude Dice

Body	Mind	Specailty
d6+2	d6+0	d6+1

Forward Armour

	Rating	Mods
Head	PR1+1IP	-

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

NanoLogic Weapons

	Rating	Mods
Anti-Employment Cannon	PR1+2D	

Forward Weapons

	Rating	Mods
Anti-Employment Cannon	PR1+2D	

Programs and Abilities

Coordinated: The Forward Team has one collective AP pool that can be used by any team member. The pool is reduced each time a member is incapacitated or killed.

Items

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

Foadae Reinforcement

Team Members

1PP / 12UP / 6AP / 5m

NanoLogic Aptitude Dice

Body	Mind	Specailty
d6+3	d6+1	d6+1

NanoLogic Armour

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

Programs and Abilities

Fabricate: For 3UP the Reinforcement Team can use nanobots to instantly create any item they have on them, have used or a Player has used on them.

Items

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