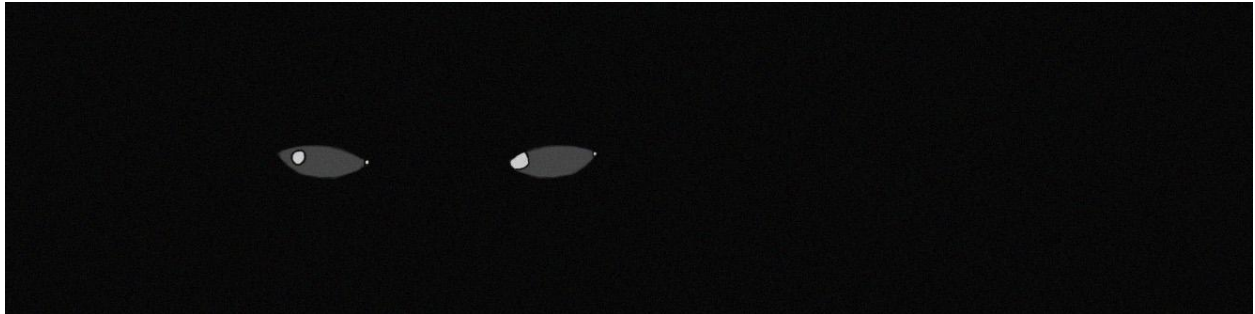


TERMINUS DESIGNATION QUIZ

On character & actions, not colors & meaningless images. To be made into a playable quiz but with what? Will also have two hidden metrics for additional entries in the result.

QUESTIONS: ~25 branching 5 answers



Questions:

- 1. You are in a new area, what is the first thing that you will do to get yourself situated?**
 - a. Check the biodiversity of the region.
 - b. Search for a honey-like substance gathered by pollinators.
 - c. Check to see what equipment followed you.
 - d. Start looking for a spot to set up camp.
 - e. Immediately begin establishing a connection to the TERMINUS.
- 2. You come across what appears to be ruins, but aren't sure what may be inside, what will you do?**
 - a. See if there are any traps protecting the place.
 - b. Scout within' range of the ruins to look for signs of warmth.
 - c. Wait and see if people come to the ruins, and follow them.
 - d. Ignore it, if it's derelict– it might be for a good reason.
 - e. Set up a perimeter and begin to see if anything of importance can be learned.
- 3. You have gained a rudimentary understanding of the local language, however, you've tried to sell a requisitioned 'unmarked' goldbar to the nearest guildmaster-adjacent and have committed a faux pas. What do you do?**
 - a. To the best of your ability, try talking yourself out of the situation.
 - b. Give them enough brain damage to prevent telling the guards.
 - c. Ask them how you can rectify the error– you're an apprentice and new at haggling.
 - d. Tell them there's more than they can be given if things go swimmingly.
 - e. Take the gold bar back and vacant the premises.
- 4. You turn into an alleyway, a shortcut to get to the hideout, when you've become accosted by a group of punks with weapons.**
 - a. Crack your knuckles and give them a beating.
 - b. Break protocol and freeze the ground they're standing on.
 - c. You're adept at fighting, you've managed to disarm and subdue them.
 - d. Use [relevant weapon] to stop them and prevent them from doing so again.
 - e. Try to reason with them, they might be punks– they might not be dumb.

5. **You are able to reason with the punks: you realize that this might be a decent in- in the society while not completely favorable. How do you strengthen ties?**
 - a. Quick thinking to access the world's situation, offer them [valued resource] in return for information and services.
 - b. Using the intended customs of the world, duel the leader and take over.
 - c. Take control of them by other means.
 - d. Make a bargain with them, if you win, they submit; finalize the deal.
 - e. Name-drop a contact who wouldn't take too kindly to yourself being obstructed.
6. **During the briefing, you decide to ask the handler-agent a question, what is it?**
 - a. "Are weapons mainly POS?"
 - b. "Do we have intel on the main language spoken?"
 - c. "Will consumed substance be supplied routinely, or will it be POS?"
 - d. "Do we know what the average climate is at the arrival zone?"
 - e. "Have we already mapped the region, or will we be doing that?"
 - f. "Do we already have any known contacts, or are we going in blind?"
7. **The artifact is there– you're barely able to touch it. It's locked behind some bars, and inside of a trapped jewelchest. What's your action plan?**
 - a. Pry the bars open and escape with the chest.
 - b. Figure out a way to deftly open the chest without breaking either the bars, or the chest.
 - c. The bars have a five-pin lock mechanism that you can pick, and the bars are moveable. You lockpick and retrieve the chest.
 - d. The bars are merely an illusion, and so is the chest– the item can be extracted without an issue.
 - e. It takes a little heat, but the iron bars are heated enough to bend through. Allowing you to grab the chest within.
8. **You've been captured by some elves, who seem to be distracted by a projectile weapon that you hadn't stored away.**
 - a. Draw their attention away from the weapon and have them focus on you.
 - b. Allow them to toy with the gun, their arrogance will be helpful for your expertise.
 - c. Undo the binds you've been working towards removing, take the weapon and flee.
 - d. Stay quiet, and allow them to toy with it.
 - e. The bindings are the least of your worries, fool one of them into shooting the other.
9. **You've been shanghaied into a realm where every living being possesses the ability to wield magic, you are the only who is not imbued with this energy. How will you proceed?**
 - a. Lay low until an emergency rupture can be initiated to exile you.
 - b. Find a place to hide and document and observe the customs and ways of the land.
 - c. Gain an gem imbued with their power to blend in.
 - d. Allow yourself to become a public spectacle to gain insights and favor.
 - e. Study this energy source– and how it reacts to things.

10. You've been asked to participate in a planetary raid, you will be dropping from a space elevator to ransack the development of a chemical research station. One of your squadmates is hurt and you need to make a quick call. You:

- a. Quickly make your way to the Tertiary Exfil point and signal for evac– only used for medical emergencies.
- b. This is a Raid, but you are expected to occupy the station for a few hours. Stabilize your teammate in a room, and radio it in.
- c. Give your teammate a combat stim, and send them to the medic.
- d. Radio in, and monitor their vitals. You are unsure if moving them is even the right option.
- e. Haul them over yourself, and begin heading towards a selected safe location. You might have to be comms silent until the occupation begins.

11. The Scientist you've been looking for has made a deal with a local Lord; their expertise in regards to protection from secret cultists. You have been made aware and need to help. How will you do this?

- a. Help from the shadows, protect them against threats they truly don't know about.
- b. Figure out an "in" with a Cult, and infiltrate, destroy it from the inside.
- c. Attempt to take over the cult, they all can't be bad– can they?
- d. Allow the Scientist to introduce you to the Lord as a bodyguard, stay as visible as the Scientist to prevent them from getting hurt.
- e. Find out who the Cult Leader is and try to break their mind, make them chase after something else– or stall for time.

12. In the area that you've been sent to, a local Sorcerer has found your technology. However they don't know how to use it. They want an explanation of what it's for–. You are beyond this, how do you explain it?

- a. "It's a scrying stone– it's inactive because there is no power source. It's delicate, be careful."
- b. "It's a tool of mine. I can't really explain how it works."
- c. "It's a journal of sorts– I use it to store my medical knowledge."
- d. "The main source of powering it is broken, I was wondering if you could devise a way of keeping it going."
- e. "Don't touch that."

13. So, you've befriended someone in the foreign realm. How did that happen?

- a. I healed them in one of the old safehouses, now they owe me a favor.
- b. I saved them from getting caught by the guards, they feel like they owe me.
- c. They noticed I was having a hard time learning the language and decided to help me.
- d. We were both going after the artifact but I was able to dissuade them from stealing it.
- e. I donated them a little gold from a trade, they've been following me ever since.

14. There is someone in danger, and the end result might be death. What will you do to mitigate it?

- a. You don't know why, so nothing: you won't lift a finger.
- b. Lure the guards to them, so they can protect them.

- c. Help them, you'll be able to exploit this later– just in case they may be important.
- d. You notice they are injured, you decide it would be best to help them regardless of what would happen.
- e. You notice they are injured, if they survive. You'll give them the help they might need for wounds.

15. You are in a dangerous area and the vehicle you are in has stalled, what will you do?

- a. Send out an emergency signal and wait it out by the car.
- b. Store your valuables somewhere nearby and venture forth on foot.
- c. You are sure you can fix this, place some emergency warding runes and start diagnostics on the car.
- d. You weren't using the car– this is why you traveled by foot instead. Longer but there was more to hit up.
- e. Keep the important stuff in the vehicle, place a locking rune and double time it to the objective; the locking rune is only temporary.

16. You looked at a noble for too long, and they've decided to interact with you: wasting their time might prove to be unfortunate for you. How will you proceed?

- a. Amuse the noble, if they like you– it might prove for more opportunities later on.
- b. You are disinterested, you ignore the noble and continue on with what you were doing; albeit, with some difficulty.
- c. Speak with the noble once they tell you to do so, be frank and tell them you don't wish to offend them– keep your eyes to the ground.
- d. Before the noble can walk towards you, you leave the area and continue looking for clues.
- e. Perform a few tricks for the noble, they seem easy to amuse and they might get disinterested.

17. You and the team that you're a part of are stranded in a completely foreign realm, with no intel or anything else to go by. At least the air is breathable. What's the next course of action?

- a. While the lay of the land might be important, making sure everyone gets their first immuno-booster shot is the main priority.
- b. You go out on a quick but extensive recon mission to determine whether or not to stash absurd equipment away or not.
- c. Check in with everyone and perform a quick inventory count, it's the first thing to keep track of after all.
- d. The situation is fucked, you might as well eat a ration and let someone else figure it out.
- e. You perform diagnostics that reveal that the returnal axis needs time to be fixed.

18. You've been sent to a place documenting the local lay of the land, the only thing given to you is a journal and a writing utensil that fits the area. How do you plan to do this?

- a. Observing what's going on and recounting it accurately by poem and pictures.
- b. Blending in with the locals and documenting weekly by way of the journal.

- c. A mix of observing and blending in, but you're also mingling way more and are documenting things scientifically and implementing charts and graphs.
 - d. You've snuck in a voice recorder, and you're recording much of what you can and also illustrating nice vistas that you see.
 - e. You've decided to immerse yourself in completely and have taken to recounting in the journal only once a month.
19. The team you are in has gotten into a bit of a jam, the trading that's going on has been halted because someone offended with attention.
- 20. You aren't sure who, but someone on your team has intent on betraying the Terminus and going rogue. A respected ally in the foreign realm you're in has told you so through their contacts. They intended to sell information and stay prolonged.**
- a. Keep the information to yourself, but do an inventory count each night– keep the standard rotating schedules.
 - b. Attempt to plant seeds of discord within' the group. It was you after all.
 - c. Craft a plan, and tell the team you've all been suspected by the local clergy.
 - d. You know who it is, force it out of them, and figure out who all knows.
 - e. It's not that you won't do anything, it's just that you still need to complete the mission. They can be dealt with later.
- 21. At the Terminus, you are given a requisition order form and you are filling out possible choices of gear. What combinations do you choose?**
- | | |
|----------------------------|---------------------------------------|
| a. [Archaic] Short Sword | [Refined] Glock, Foldable PDW |
| b. [Archaic] Longsword | [Refined] Bernelli Shotgun, Glock |
| c. [Archaic] Glaive | [Refined] Tavor 21, P226 |
| d. [Archaic] Karambits | [Refined] Semi-Auto DMR, Taurus Judge |
| e. [Archaic] Baton, Dagger | [Refined] ASVAL, MP7 |
| f. [Archaic] Shield | [Refined] MPX, 12G Auto |
- 22. You are undercover and receive some troubling news about a possible slight against your group, any risky moves may put your position at risk. How will you proceed?**
- a. Tell the team and brainstorm a solution together.
 - b. Produce some propaganda to mitigate the total effect of the slight against your group.
 - c. Fix the problem yourself, you know exactly who is putting you at risk.
 - d. Use a local guild/org to deal with the unsavory person(s).
 - e. Don't do anything, they'll be humiliated soon enough.
- 23. Defending the primary FOB is the main goal, you've been given a choice of where your abilities will best suit you. You:**
- a. Decide to defend from above, as long as you have a sniper you can stop them easily.
 - b. Patrol the inside of the base, if anyone slips in you'll deal with them via melee.
 - c. Outside with the frontline defense, your wide range of attacks can deal with a decent amount of them.

- d. While ranged, you're certainly a heavy hitter– you deal with either morale damage or act as overwatch.
 - e. Preparation to ensure that the defenses are going to hold steady.
- 24. A good portion of the supplies have been exhausted, but one of your squadmates needs an item to help them in their recovery. A resupply won't happen for another few months. You:**
- a. Cross reference from a list of already known items, to gather the correct resource needed to help them recover.
 - b. Meet with a local healer to help your teammate.
 - c. Ask the team medic what they'll need and go looking for it.
- 25. There has been a mishap. The wrong intel had been received and the safehouse has to be scuttled and a new one established. You:**
- a. Gather all the documents and destroy them.
 - b. Gather all the needed medical equipment and file them away in a bag.
 - c. Coordinate where the newly established safehouse will be.
- 26. It's time to pick a new safehouse, how do you find the new location?**
- a. You remember this location from a job, apparently it's haunted and people keep away from it.
 - b. A grotto somewhere on the coast, you helped a mer-creature and they showed you this hidden treasure.
 - c. Somewhere underground– you've already mapped and identified potential exists.
 - d. In plain sight, you all have enough influence and knowledge of the land to be hidden accordingly.
- 27. Due to being a Terminus Agent, you are able to pick from an array of courses to learn from. What would be your first pick?**
- a. Medical Information Source(s) - Learning about the varieties of ways societies documented or orally traded knowledge of medicines and this includes alchemy & herbalism.
 - b. Diverse Biomes Among Us - Learning about the arrays of biomes that can be graced in all the worlds that can be walked on– from diamond hotzones to lush garden worlds.
 - c. Extensions of Metal and Human Psyche - Learning about the most recurring types of weapons that can be used– and similar forms of using these weapons, and how to improperly use a weapon (as an act).
 - d. Chemical Similarities in Dimensional Horticulture - Learning about the biological and chemical compounds of different manners of flora and fungi; how to isolate fatal compounds.
 - e. Mortal Societies Across The Aether - Learning about Mortal Societies across dimensions, the similarities that can be found– and unique traits that have come across; how to detect sentient, living life across the cosmos.
 - f. Analog and Digital Interfaces - Learning about the various amounts of interfaces that can be interacted with– from computers, levers to cockpits and heliosurfaces.

- g. Regenerative Properties of Light - Exploring regenerative properties that the light spectrum can contain due to Heliotherapy; finding a good middle ground for light.
- h. Common Kryukian and English - Learning conversational, job-specific and in general knowledge of the Kryukian language and English to be used in the Terminus; two tracks, English OR Kryukian.
- i. Electrical Properties and Mechanical Natures - Learn about electrical engineering and mechanical based technologies, including diagnostics and repairing.
- j. Trading Resources and Goods - Explore the similarities that civilizations have in the way they do finances and trade goods; learn about how to gain favor and the ins and outs of trading as an outsider.

28. Knowledge and information are the main sources of information that an agent has, assuming that you've already known the regional language to speak and read.

What's the first thing that you will do to expand this knowledge?

- a. Assuming there is an open and free library, find a book to read from there.
- b. Sneak into the library to read a book.
- c. Gain the attention of a socialite to hear about travels at a party.
- d. Explore and observe the surroundings of a populace.
- e. Siphon the intelligence for a specific source of knowledge.

TERMINUS DESIGNATION

Arcanist

_____ A specialist type of role— even more so than the rest, not many people can command the arcane like you do. Hell, you don't even need to use any incantations. If you're on the team, that means a resident psion is also on the team. You're going to thrive in missions that require you to have a certain level of creativity— if you had trouble learning, you probably have some wicked tattoos that help with casting.

Psionic

_____ Psionic. Possibly a group therapist, but also you watch out more for hidden threats and can nullify an Arcanist if they decide to break protocol. While an Arcanist is breaking reality, you do best in breaking minds. You've probably told your resident Security role to anyone to be watchful for— or any faction, you aren't always on a mission but when you do— sometimes there's a certain level of infiltration or subterfuge required.

Medic

_____ For the first few durations in a new place, you're probably going to be giving everyone their immuno-booster shots, you're probably going to have the recon take you to a place to check soil samples and see if it matches with any soil compositions already known. While you're not the NPC Scientist (who's always sometimes a damsel in distress) you can usually fill in. If the tough gets going. You can also heal— or perform immediate care.

Recon

_____ Overwatch support, scout and in-case some things get really bad– sniper support– or bow, depending on the place you've been assigned too. It's not all too bad, when rations are low you do your part in trapping and possibly some theft. You might also tail a noble or too- you're not explicitly a stealth role but if there is no psion. You can fill in for that.

Security

_____ You help keep the peace and are critical to base defenses as well as offensive sides. You might have a journal of all who enter, and have probably profiled that half-elf that keeps trying to wander in– you might also give them food if they ask for it. Who knows. What you do is great!

Tech-Janitorial

_____ Cooler than it sounds, you get to stay on the Terminus and manually isolate abnormalities from incoming requests. You are a critical member of the backend side of things– armed with a digigeist¹ glove and a heliotable² to physically interact with virus and rogue magics. You encode and decode transmissions and given data, if you screw up a bit too much things become corrupt and translations can become off. How effective you are can drastically change mission parameters. So, good luck!

¹ Digigeist Gloves, a type of gloves that allows its user to interact with digital interfaces without needing a small surgery to insert a nano-chip in the tips of fingers.

² Heliotable, a type of light interfacing desk in which an electrical based transmission is given tangible solid form to interact with (not to be confused with a holographic interface).