

TERRA MACHINA

Over the course of millennia, what began as a world of fantasy and myth advances beyond its ages of primitivity, agriculture, conquest, exploration, and industry. It is now an age of technology. Life transpires on the spectrum of science and sorcery. It is a world where the gods of the machine coexist with the gods of the natural world. Welcome to Terra Machina.

Terra Machina is a tabletop RPG based loosely on [Dungeon World](#) by Sage LaTorra and Adam Koebel. It imagines a Tolkienesque world where time has passed to the point where technology is just as powerful as magic. Taking inspiration from Japanese roleplaying video games of the 32-bit era, it is a unique experience that hopes to combine the best elements of science fiction, fantasy, and action.

RULES

MOVES

- Moves are the actions a character may take in or out of combat
- There are a set of moves that any character may take that are denoted in the Basic Character Sheet
- A move that requires a roll but no SP cost can only be done once out of combat within a set location
- Each class has its own set of moves (see Classes)
- Certain moves have more than one level that can be obtained only after the first level is obtained
- Unless otherwise indicated, a move consists of a roll of a d20 + a stat and will have the following results:
 - 18+ ⇒ Success
 - 10-17 ⇒ Minor Success (which means, you only partially succeed or you fully succeed but there are consequences; in combat, this usually means a counterattack)
 - 9 or less ⇒ Fail (but the character gains an XP)
- Some moves require SP to perform. The SP is spent regardless if the move is successful or not.
- Unless otherwise indicated, any move that causes an effect cannot stack on that effect

CUSTOM MOVES

- A custom move is one that gets created by the GM or by a player with the approval of the GM based on an event in the story. Examples include:
 - Defeating an important villain
 - Finding a magical artifact
 - Learning a new skill from a teacher
- There is a Custom Moves sheet for this purpose
- Examples of custom moves include:
 - Adding +1 to a roll in a specific situation
 - Increasing the damage die for a particular weapon
 - A special attack that can be used in specific circumstances

STATS

There are 4 stats that are divided into 3 basic moves each:

GRACE

- Determines how graceful a character is in speech and movement.
- Divided into:
 - Diplomacy: The ability to convince others and see the truth when others speak
 - Movement: How stealthily and swiftly a character moves
 - Shoot: Aim and ability to attack from afar

INTELLECT

- Determines what a character knows and how they think.
- Divided into:
 - Deduction: How well the character can figure out puzzles or how things work
 - Engineering: How well the character operates machinery or can build things
 - Knowledge: How much information the character can recall

MIGHT

- Determines how tough and strong the character is
- Determines starting HP
- Divided into:
 - Brawn: How strong the character is when carrying and moving things
 - Melee: How well a character attacks at close-range
 - Resilience: How well the character can take a hit and their general health

SPIRIT

- Determines how well the character is in touch with their surroundings and with the natural world
- Determines starting SP
- Divided into:
 - Energy: How tapped into magic and the natural world that the character is
 - Search: How well the character can seek things out
 - Sense: How well the character can sense what is around them

LEVELING-UP

- Player gains an XP for every Fail roll
- A character gains a new level every time they earn 5 XP
- Leveling-up happens immediately after the current or next battle and the 5 XP is spent
- Choose one of the following actions:
 - Gain 1d4 HP for Max and Current (20 Max)
 - Gain 1d4 SP for Max and Current (20 Max)
 - Add +1 to a basic move
 - Gain a move from character sheet
- There is no maximum level, but at some point, leveling up will have no effect, so the player and GM should work together to retire that character and create a new one for the player.

DEATH

- You cannot go below 0 on your HP
- If you reach 0, you have been knocked out but are not dead yet
- At the end of the battle, roll with no modifier.
 - Success \Rightarrow You awaken with 1d8+1 HP
 - Minor Success \Rightarrow You awaken with 1 HP and choose one of the following negative consequences
 - A stat goes down permanently by 1
 - You forget a move
 - Fail \Rightarrow You die

CLASSES

- In addition to the Basic Character Sheet, each player will select a class that will determine certain starting equipment
- Each class has a Class Mastery Move that can only be used once all other class moves have been unlocked

STATUS EFFECTS

- All status effects have the following: roll+Resilience with any move.
 - Success: Status goes away
 - Minor Success: Status remains but does nothing this round
 - Fail: Negative Effect
- Each status effect has an item that makes it go away
- Status Effects (Name; negative effect; item cured by)
 - Bleed; Take 1 damage; Bandage
 - Blind; Automatic miss on anything requiring sight; Eye Drops
 - Burn; Take d4-1 damage; Ointment
 - Mania; Attack an ally instead of a move; Medication
 - Paralysis; Turn is forfeited as if a 6 was rolled (no XP); Stimulant
 - Poison; Take 1 Damage; Antidote
 - Scared; wil attempt to run away from the fight; Adrenaline

ELEMENTS

- Attacks may have elemental damage attached to them.
- Each element has an opposing element (1-1 relationship)
- Add +2 to any damage of an opposing element
- There are 8 elements
 - Earth \leftrightarrow Air
 - Fire \leftrightarrow Ice
 - Water \leftrightarrow Lightning
 - Holy \leftrightarrow Darkness

MONEY

- The monetary unit is bux

ARMOR

- Armor has a rating of +0 to +2.
- Rating indicates how much to subtract from damage
- Certain weapons have piercing capability that ignores armor

WEAPONS

- Weapons are divided into Melee and Ranged
- Weapon will determine what die is thrown for damage
- Unless otherwise indicated, the weapons have the following damage dice
 - Unarmed, Gloves: d4
 - Knives and other small 1-handed melee weapons: d6
 - Swords and other larger 1-handed melee weapons: d8
 - 2-Handed melee weapons: d10
 - 1-Handed Ranged: d6
 - 2-Handed Ranged: d8
- Weapons can have the following tags:
 - Piercing: Ignores armor
 - 1H: One-handed. Can be held with only one hand
 - 2H: Two-handed. Must be held with both hands
 - E-(Element Name): Has elemental damage
 - S-(Status Effect Name): Can cause a status effect on a Success roll (not Minor Success)

BASIC CHARACTER SHEET

Character Name _____

Stats (Distribute the following: +2, +1, 0, -1)

Grace _____ Intellect _____ Might _____ Spirit _____

HP _____ of _____ (To start: Might+10) **SP** _____ of _____ (To start: Spirit+10)

Grace Basic Moves (Start with 0. Individual Max = 3. Total Max = 6 + Grace)

_____ **Diplomacy:** Roll when speaking to convince others or to sense if others are lying

_____ **Movement:** Roll when determining speed, stealth, and agility

_____ **Shoot:** Roll when shooting a firearm or throwing an object

Intellect Basic Moves (To start, distribute same value as Intellect to all 3)

_____ **Deduction:** Roll when trying to figure out how something works or solving a puzzle

_____ **Engineering:** Roll when dealing with mechanics or trying to build something

_____ **Knowledge:** Roll when determining if a character knows something that they learned once

Might Basic Moves (To start, distribute same value as Might to all 3)

_____ **Brawn:** Roll when determining whether a character can carry, push, or break an object

_____ **Melee:** Roll when attacking with a melee weapon or unarmed

_____ **Resilience:** Roll when purposefully defending or to determine how a status effect will affect you

Spirit Basic Moves (To start, distribute same value as Spirit to all 3)

_____ **Energy:** Roll when dealing with magical or energy moves

_____ **Search:** Roll when looking for something specific

_____ **Sense:** Roll when sensing danger or anything important in the environment around you

Character Description/Summary

Items (To start, 1 Potion and 9 bux):

CUSTOM MOVES SHEET

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DRAGOON

Class Sheet

Description: A melee class that is known for their high jumping and dragon-like abilities

Weapon(s): Spears, Lances, and Polearms

Starting Weapon: Short Spear (1H, d8)

Starting Equipment: Scale Armor (+1 Armor)

Moves:

- ☐ **Jump:** Roll+Grace to jump up high into the sky. Can stay in air until the next move
 - ☐ **Skewer:** After Jump, if still in the air, roll+Might to melee enemy for 2x damage
 - ☐ **Survey:** After Jump, if still in the air, add +1 to Seek
- ☐ **Pierce:** All melee attacks ignore armor
 - ☐ **Perforate:** Roll a d8 with Melee:
 - 8 ⇒ Destroy Armor
 - 5-7 ⇒ Reduce Armor by 1
- ☐ **Dragon Slayer:** +1 to Melee when attacking reptilian enemies
 - ☐ **Dragon Whisperer:** Roll+Spirit to sway the opinions of a reptilian enemy
 - Success ⇒ Reptilian acts as ally during combat but will flee afterward
 - Minor Success ⇒ Reptile flees immediately
- ☐ **Known Enemy:** Declare enemy type. +1 Spirit to detect enemies of that type: _____
- ☐ **Harpoon:** Can shoot spear as a thrown weapon that can return to the player (1d8 damage)
- ☐ **Fire Breath (1 SP):** Blow fire toward an enemy for 1d8 fire damage. Causes burn on an enemy
 - ☐ **Fire Breadth (1 SP per enemy):** Fire breath can hit up to 4 enemies

Class Mastery Move (Requires all other moves in this class to be acquired)

- ☐ **Thunderstrike (1 SP per enemy):** Roll+Spirit to raise weapon in air to conduct lightning toward all enemies doing 1d8 Lightning damage towards all enemies.

GUNSLINGER

Class Sheet

Description: A ranged class that is known for their high jumping and dragon-like abilities

Weapon(s): Guns

Starting Weapon: Pistol (1H, d6)

Starting Equipment: None

Moves:

- ☐ **Hunter:** +1 to Shoot when shooting at an animal
- ☐ **Sniper Shot (1 SP):** If hidden, +1 to Shoot
- ☐ **Set up Shot (1 SP):** Take one move to set up a shot. Next Shoot roll automatically succeeds
- ☐ **Burning Shot (1 SP):** Shoot does Fire damage and causes Burn
- ☐ **Ruckus:** Cause a distraction that adds +1 to an ally's next move roll
- ☐ **Frost Shot (1 SP):** Shoot does Ice damage
- ☐ **Ricochet:** On Shoot, if the attack misses, roll a d6
5-6 ⇒ Do 1d4 damage to a random enemy
2-4 ⇒ Nothing happens
1 ⇒ Ricochet hits ally for 1d4 damage
- ☐ **Sharpshooter:** Shoot can pierce all armor
- ☐ **Beyond Sight:** Shoot does not require line of sight. Can shoot through objects and in darkness.
- ☐ **Legshot:** Can Shoot at an enemy's legs to prevent them running or moving
- ☐ **Threaten:** Brandishing a weapon adds +1 to Convince roll

Class Mastery Move (Requires all other moves in this class to be acquired)

- ☐ **Barrage (5 SP):** Roll 1d20+1 damage spread across as many enemies as you want

KNIGHT

Class Sheet

Description: A sword-wielder with a sense of honor

Weapon(s): Swords

Starting Weapon: Short Sword (1H, d8)

Starting Equipment: None

Moves:

☐ **Parry:** If an attempted melee results in a counterattack, roll a d10. On a 7+, counterattack is successfully dodged

☐ **Intimidate:** Can roll Might instead of Grace to convince

☐ **Feint (1 SP):** On Melee, roll two damage dice and take the better result

☐ **Parry (1 SP):** If a sword attack results in a counterattack, roll a d6

1: The counterattack misses

Other result: The counterattack is successful

☐ **Twice-Parry:** Use a d4 instead

☐ **Blade Uppercut (1 SP):** On Melee, can shoot an enemy in the air

☐ **Double Cut (1 SP):** On Melee, roll 2d6 damage

☐ **Wind Blade (1 SP):** Roll Grace to spin weapon around to create a wind blast that knocks an enemy or object away

☐ **Intimidate:** Can roll Might instead of Grace to convince

☐ **Blade Uppercut (1 SP):** On Melee, can shoot an enemy in the air

☐ **Disarm:** Roll+Might to strike a blow that disarms the enemy

Success: Disarm and do 1 damage

Minor Success: Disarm

☐ **Tough it Out:** Roll+Might when have a status effect.

Success ⇒ Status is removed and you are immune the rest of the encounter

Minor Success ⇒ Status is removed

Code of Honor: +1 to any roll in direct support of a code below (each code is a separate move)

☐ **Homeland Defense:** Support existing established government

☐ **Friends Above All:** Assist an ally

☐ **Help the Helpless:** Assist an unarmed civilian

Class Mastery Move (Requires all other moves in this class to be acquired)

☐ **Earthquake (1 SP per enemy):** Roll+Might to slam sword into the ground and cause a quake that does 1d6 Earth damage to all enemies.

PROTECTOR

Class Sheet

Description: A magical class that aids their allies when necessary

Weapon(s): Gloves

Starting Weapon: Basic Gloves (1 d4)

Starting Equipment: None

Moves:

- ☐ **Recharge:** Restore 1d8 SP (up to Max SP) to self or ally
- ☐ **Heal (1 SP):** Restore 1d4 HP (up to Max HP)
 - ☐ **Heal All (1 SP per character):** Restore 1d4 HP to self and all allies (up to Max HP)
 - ☐ **Heal+ (2 SP):** Restore 1d10 HP (up to Max HP)
- ☐ **Wall (1 SP):** Roll+Spirit to create a magical barrier around a character that will stay up until character is attacked
- ☐ **Wall+ (1 SP per character):** Can put up multiple barriers
- ☐ **Cure (1 SP):** Remove 1 status effect
- ☐ **Vaccine (1 SP):** Make a character immune to a specific status effect until start end of current battle or, if outside combat, the start of next battle
- ☐ **Inoculation (2 SP):** Make a character immune to all status effects
- ☐ **Find Enemies (1 SP):** Add +1 to Sense when searching for signs of enemies
- ☐ **Blinding Light (1 SP):** Roll+Spirit to create a blinding light
 - Success ⇒ Blinds all enemies
 - Minor Success ⇒ Blind one enemy
- ☐ **Sanctify (1 SP):** Imbue an item or weapon with Holy element

Class Mastery Move (Requires all other moves in this class to be acquired)

- ☐ **Phoenix (6 SP):** Roll+Spirit to pray for the revival of a character from 0 HP:
 - Success ⇒ Revive with Half or Max HP (rounded up)
 - Minor Success ⇒ Revive with 1 HP

SCOUNDREL

Class Sheet

Description: A roguish class that strikes from the shadows

Weapon(s): Knives and Daggers

Starting Weapon: Knife (1H, d6)

Starting Equipment: None

Moves:

- ☐ **Locksmith:** +1 to Grace for picking locks
- ☐ **Steal:** +1 to Grace for stealing an object
- ☐ **Rob:** On Melee, roll a d10. On 7+, steal random item from an enemy
- ☐ **Shadows:** +1 to Grace for hiding
- ☐ **Stealth Attack:** If successfully hidden, add 1d4 damage to a successful Melee
 - ☐ **Stealth Attack+:** Use 1d6 instead of 1d4 for Stealth Attack
- ☐ **Trash-Talk (1 SP):** On Melee toward an intelligent enemy you have a chance to fluster them with your trash-talking. If the melee results in a counterattack, roll a d6. On a 1, the enemy attack misses
 - ☐ **Disparage (1 SP):** Roll a d4 instead of a d6
- ☐ **Dirt in the Eyes:** Throw dirt in an enemy's eyes and temporarily blind an opponent for their next attack
 - ☐ **Mud in the Eyes:** Cast blind on an enemy
- ☐ **You know me:** +1 to Convince when declaring or denying your identity
- ☐ **Do you Feel Lucky? (1 MP):** Roll a d12 for a chance to place a status on an enemy
 - 1 ⇒ Bleed
 - 2 ⇒ Blind
 - 3 ⇒ Burn
 - 4 ⇒ Mania
 - 5 ⇒ Paralysis
 - 6 ⇒ Poison
 - 7 ⇒ Scared
 - Any other result ⇒ No effect
- ☐ **Worse Odds:** Use a d10 instead.

Class Mastery Move (Requires all other moves in this class to be acquired)

- ☐ **Assassination (5 SP):** Roll a d10 on after a successful Melee. On a 7+ enemy will be killed. Otherwise, do normal damage.

SORCEREX

Class Sheet

Description: A magical class that uses the elements to target their enemies

Weapon(s): Gloves

Starting Weapon: Basic Gloves (1 d4)

Starting Equipment: None

Moves:

- ☐ **Double Down:** Can do two attack moves in one move
 - ☐ **Recharge:** Restore 1 d8 SP (up to Max SP) to self or ally
 - ☐ **Dirt Clod (1 SP):** Roll+Spirit to shoot a piece of dirt at an enemy for 1 d8 Earth damage
 - ☐ **Gust (1 SP):** Roll+Spirit to launch a gust of wind that can knock away an enemy
 - ☐ **Burn (1 SP):** Roll+Spirit to shoot a fire at an enemy for 1 d6 Fire damage and cause burn
 - ☐ **Iceicle (1 SP):** Roll+Spirit to shoot an spear of ice at an enemy for 1 d6 Ice piercing damage
 - ☐ **Aqua Blast (1SP):** Roll+Spirit to shoot a stream of water for 1 d8 Water damage
 - ☐ **Bolt (1 SP):** Roll+Spirit to shoot a lightning bolt at an enemy for 1 d6 Thunder damage and a 1 d4 chance of causing paralysis
 - ☐ **Holy Beam (1 SP):** Roll+Spirit to shoot a beam of light that does 1 d8 Holy damage
 - ☐ **Dark Wave (1 SP):** Roll+Spirit to create a wave of darkness that does 1 d6 Darkness damage and a 1 d4 chance of causing blind
- Class Mastery Move (Requires all other moves in this class to be acquired)
- ☐ **Mystic Fury (2 SP per enemy):** Roll+Spirit to release an array of magic that does 1 d10 damage for each enemy

TECHNOLOGIST

Class Sheet

Description: A support class that uses science and technology

Weapon(s): Gloves, Makeshift

Starting Weapon: Worker Gloves (1H, d4)

Starting Equipment: None

Moves:

☐ **Makeshift Weapon (1 SP):** Roll+Intellect to create a makeshift melee weapon out of an object.

- *Success* ⇒ The weapon does d8 damage
- *Minor Success* ⇒ The weapon does d6 damage

☐ **Makeshift Projectile:** The weapon is a ranged weapon

☐ **Makeshift Explosive:** The weapon is an explosive that can be set

☐ **Tinker:** Roll+Intellect to repair a piece of machinery.

- *Success* ⇒ Fix the machine entirely
- *Minor Success* ⇒ Partially repair the machine or fully repair with a consequence

☐ **Repair Armor:** Roll+Intellect to repair a piece of armor

☐ **Repair Weapon:** Roll+Intellect to repair a weapon

☐ **Hack:** +1 to Solve for hacking into any computer or robotic system

☐ **I'll Drive:** No roll necessary to pilot a vehicle

☐ **Hard worker:** +1 to Might roll when doing manual labor

☐ **Combine (4 SP):** Roll+Intellect to take two objects and combine them into a single object

- *Success:* Combination produces a useful item
- *Minor Success:* Combination produces a non-useful that can be sold
- *Fail:* Items are destroyed in the process

☐ **Hack:** +1 to Solve for hacking into any computer or robotic system

Class Mastery Move (Requires all other moves in this class to be acquired)

☐ **More Machine (7 SP):** Roll+Intellect to revive an ally using technology in battle.

- *Success* ⇒ Character is healed for 1d12 HP
- *Minor Success* ⇒ Character is healed for 1d12 HP but the replacement makes them lower a stat permanently by 1