TERRA MACHINA

A Tabletop RPG by Anthony C. Jones

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ABOUT

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 fantasy, science fiction, 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 area
- 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 basic move 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

CRITICAL ROLLS
- If the player rolls a 20 on the die in a roll:
    - It is an automatic success, regardless of any negative modifiers
    - The GM should give the player something cool. Examples include:
        - Allow the player to attack twice
        - Give them an advantage for whatever they do next
        - Let the success affect an ally positively
        - Gain a custom move
- If the player rolls a 1 on the die in a roll
    - It is an automatic fail
    - Consequences should be doubled, or a second consequence should be enacted. Examples include:
        - A weapon is broken
        - An item is lost
        - Damage adds a status effect that it normally wouldn't
        - Armor is destroyed

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 important event in the story. Examples of important events include:
    - Defeating an important villain
    - Finding a magical artifact
    - Learning a new skill from a teacher
- A custom move can also be obtained from a critical success
- There is a Custom Moves sheet for this purpose
- Examples of custom moves include:
    - Adding +2 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

TRAVERSAL
- The players traverse the world in terms of areas
- Examples of an area are:
    - Room in a dungeon
    - Small house
    - Distinct section of a forest
    - Town square
- Combat is set up so that a battle takes place within an area and finished before moving on to the next area (though the GM can use creative ways to extend battles to multiple areas)

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
  - Knowledge: How much information the character can recall
  - Tinker: How well the character operates machinery or can build things

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 Max and Current HP (30 Max)
  - Gain 1d4 Max and Current SP (30 Max)
  - Add +1 to a basic move (limited to 6 or Group Max)
  - Gain a move from character class 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.

COMBAT
- Combat can be initiated by either the characters or enemies
- Once combat has begun, each player character will take a turn which consists of the following:
  - A Motion Action, which consists of one of the following
    - Move anywhere within an area (may need to roll something if there's danger. This is up to the GM)
    - Pick up or drop something
  - A Combat action
    - Use a move on an enemy (like attacking)
    - Use a move on an ally or self (like healing or using a potion)
- The player may choose to do two Motion actions instead of a Motion and Combat, but the second action will be treated as a move where the player will need to roll
- After all player characters have gone, the GM will then take a GM combat action. Examples are:
  - Tripping a hazard
  - Summoning more enemies
  - Introduce a new story element

RECOVERY

To recover from low HP, low MP, or status effects without the use of an item or a move, the characters may rest. The situations are:
- Rest in a town in a proper lodge, inn, or house (invited, not broken into)
    - Recover all HP
    - Recover all SP
    - Remove all status effects
- Rest in outside of proper lodging but in a generally safe area
    - Recover ½ HP rounded up
    - Recover ½ SP rounded up
    - Remove one status effect

Players cannot rest when there is immediate danger nearby.

DEATH
- You cannot go below 0 on your HP
- If you reach 0, you have been knocked out but are not dead yet
- Potions and regular healing items cannot revive you. There are specific items and moves that can revive you while still in combat.
- At the end of the battle, if you are still at 0, roll with no modifier.
    - Success: You awaken with 1d8+1 HP
    - Minor Success: You awaken with 1 HP and the following negative consequences occur
        - A stat goes down permanently by 1(adjust basic moves if necessary)
        - You forget a move
    - Fail: 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; will attempt to run away from the fight; Adrenaline
- Status effect roll happens before a combat move and when moving to a new area outside of combat

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 <> Air
    - Fire <> Ice
    - Water <> Lightning
    - Holy <> Dark

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)

FOR THE GAME MASTER (GM)

Remember, you make the rules. You are the ruler of the world you create. Some fundamental rules for you are:

1) **Follow the rules? Maybe?:** Some players love the rules. They want you to play the game by the book. Some players trust the GM to be flexible to make the experience more fun. Terra Machina is geared more towards the latter. Some of the information is intentionally left vague for the GM to fill in. So, when something is vague, it's up to you to decide how to handle it. You can take a vote among players or dictate it yourself. It's up to you to find the balance.

2) **Levels aren't that important:** Though leveling-up adds moves and improves basic moves, a level 1 character can roll with a level 10 character. Whenever a new player character is added to the party, it is recommended to start them at level 1 so the experience of the game changes them. However, it's perfectly fine to start them at a later level. It's up to you, the GM.

3) **Creating Encounters:** It will be up to you to find a balance for enemy encounters. In general, a balanced encounter is the following formula:

Sum of Enemies' HP = Sum of Player Characters' HP + Sum of Player Characters' Levels

4) **Creating Weapons:** Basic weapons have a fixed cost of 5 bux. If you wish to make custom weapons you can do it by adhering to the following:

+1 damage: +10 bux
+2 damage: +30 bux
Add an element: +3 bux
Cause a status effect: +12 bux

5) **Starting Custom Move:** Though not required, a cool way to differentiate your players' characters is to give them one or more custom moves to start with.