



TERRA MACHINA

A Tabletop RPG by Anthony C. Jones

TERRA MACHINA (VERSION: 0.2.11)

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 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
- The max amount that a move can be modified from the roll

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
- 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
- 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 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)

BASIC CHARACTER SHEET

Character Name _____

Stats (Distribute the following: 9, 7, 5, 3)

Grace _____ Intellect _____ Might _____ Spirit _____

HP _____ of _____ (Start: Might+10. Max: 30)

SP _____ of _____ (Start: Might+10. Max: 30)

Grace Basic Moves (To start, set all to 0. Individual Max = 6. Total Max = 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, set all to 0. Individual Max = 6. Total Max = Intellect)

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

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

_____ **Tinker:** Roll when building or crafting something or operating machinery

Might Basic Moves (To start, set all to 0. Individual Max = 6. Total Max = Might)

_____ **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, set all to 0. Individual Max = 6. Total Max = Spirit)

_____ **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+Movement to jump up high into the sky. Can stay in air until the next move
 - ☐ **Skewer:** After Jump, if still in the air, roll+Melee to melee enemy for 2x damage
 - ☐ **Survey:** After Jump, if still in the air, add +2 to Search roll
- ☐ **Pierce:** All melee attacks ignore armor
 - ☐ **Perforate:** Roll a d8 with Melee:
 - 8 ⇒ Destroy Armor
 - 5-7 ⇒ Reduce Armor by 1
- ☐ **Dragon Slayer:** +2 to Melee when attacking reptilian enemies
 - ☐ **Dragon Whisperer:** Roll+Sense 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. +2 Sense to detect enemies of that type: _____
- ☐ **Harpoon:** Can shoot spear as a thrown weapon that can return to the player (1 d8 damage)
- ☐ **Fire Breath (1 SP):** Blow fire toward an enemy for 1 d8 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+Energy 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 (1 H, d6)

Starting Equipment: None

Moves:

- ☐ **Hunter:** +2 to Shoot when shooting at an animal
- ☐ **Sniper Shot (1 SP):** If hidden, +2 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 +2 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 1 d4 damage to a random enemy
 - 2-4 ⇒ Nothing happens
 - 1 ⇒ Ricochet hits ally for 1 d4 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 +2 to Diplomacy roll

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

- ☐ **Barrage (5 SP):** Roll 1 d20+2 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 Brawn instead of Diplomacy to convince

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

☐ **Parry (1 SP):** If a melee 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 launch an enemy in the air

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

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

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

Success: Disarm and do 1 damage

Minor Success: Disarm

☐ **Tough it Out:** Roll+Resilience 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: +2 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+Melee 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+Energy 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 +2 to Sense when searching for signs of enemies
- ☐ **Blinding Light (1 SP):** Roll+Energy 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+Energy 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:** +2 to Movement for picking locks
- ☐ **Steal:** +2 to Movement for stealing an object
- ☐ **Rob:** On Melee, roll a d10. On 7+, steal random item from an enemy
- ☐ **Shadows:** +2 to Movement 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:** +2 to Diplomacy 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 1d8 SP (up to Max SP) to self or ally
- ☐ **Dirt Clod (1 SP):** to shoot a piece of dirt at an enemy for 1d8 Earth damage
- ☐ **Gust (1 SP):** Roll+Energy to launch a gust of wind that can knock away an enemy
- ☐ **Burn (1 SP):** Roll+Energy to shoot a fire at an enemy for 1d6 Fire damage and cause burn
- ☐ **Iceicle (1 SP):** Roll+Energy to shoot an spear of ice at an enemy for 1d6 Ice piercing damage
- ☐ **Aqua Blast (1SP):** Roll+Energy to shoot a stream of water for 1d8 Water damage
- ☐ **Bolt (1 SP):** Roll+Energy to shoot a lightning bolt at an enemy for 1d6 Thunder damage and a 1d4 chance of causing paralysis
- ☐ **Holy Beam (1 SP):** Roll+Energy to shoot a beam of light that does 1d8 Holy damage
- ☐ **Dark Wave (1 SP):** Roll+Energy to create a wave of darkness that does 1d6 Dark damage and a 1d4 chance of causing blind

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

- ☐ **Mystic Fury (2 SP per enemy):** Roll+Energy to release an array of magic that does 1d10 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:** +2 to Solve for hacking into any computer or robotic system

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

☐ **Hard worker:** +2 to Brawn 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:** +2 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

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:

$$\text{Sum of Enemies' HP} = \text{Sum of Player Characters' HP} + \text{Sum of Player Characters' Levels}$$