

WELCOME TO T.E.R.R.A.

The T.E.R.R.A. Role-Playing Game is a Mission driven collective storytelling game with an emphasis on Squad-based tactical combat. The goal of T.E.R.R.A. is to give you a structured system to help you and your friends create and play the type of Science-Fiction adventures that we grow up reading, watching, and fantasizing about. Employing our imaginations and relying on the instinct to dream, we set sail into the great beyond, into the sea of stars to seek our fortunes, lay claim to distant worlds, and fight to protect our own.

Making use of these developed and intuitive rules, we give boundaries and guidance to the tales we wish to tell. Through narrative your Game-Master will describe the scenes and sensations that you, the Player of your Character, experience, and act out the Non-Player Characters you come across in your travels. Through the use of your Characters Abilities and Competencies you interact with the other Players and Characters in the grand adventure, navigate the vast landscapes of distant worlds, and fight for what your Character believes in.

T.E.R.R.A. is a Table-Top Role-Playing Game that is optimally designed to be played by up to 6 Players: 1 Game Master and 5 Player Characters. You can play the game with fewer Players or more Players, but may have to make adjustments to the Campaign Scenarios and Rules to accommodate a smaller or larger group size. The same might be done to accommodate a group of more experienced or less experienced Players.

The role of the Game-Master is two-fold. Firstly, the Game-Master acts as the narrator and describer of the game-world by describing the scenarios, environments, and occurrences that the Players experience, as well as playing and voicing the good-guy and bad-guy NPC's (Non-Player Characters) that the Players encounter during their Adventuring.

Secondly, the Game-Master acts as the referee and mediator of the Rules, applying the Rules evenly and fairly as much as possible, and having

the authority to make final decisions about the Rules, up to and including overwriting Rules at their own discretion.

The role of the Players is to be the adventurers, heroes, mercenaries, or vigilantes in the story's gameworld. Using the guides in this book you can create a PC (Player Character,) create a Background(?), form a Squad together with your fellow Players, and weave your Characters together with the help of your Game-Master to form a cohesive group with a tangible connection to the Game World, complete with motivations, values, struggles, and an Inciting Event or Mission to drive you and your Squad into the Science Fiction Story you've always wanted to take part in.

ADVICE

GM: Your Players are trusting you to run the Game they're taking part in. Validate their trust by balancing the priorities of fairness and fun for your Players.

Players: Trust your GM to run the Game, respecting their discretion and final rulings even if you think they are wrong. Remember that your GM is a human gamer like you, and should also be having fun.

NEAR-FUTURE

A UNIVERSE OF WORLDS

T.E.R.R.A. takes place in a futuristic universe that is loosely based on the real-life existence that we, the Game Master and Players, are accustomed to living in day-by-day. This universe is far-reaching, extending to affluent homeworlds, distant colonies, orbital mining facilities, and starships the size of small moons. In a near inexhaustible universe of possibilities, the limit is your imagination.

WANT AND PLENTY

The universe is filled with a wide variety of locations to explore, experience, and deploy to. In an instant your Characters can travel from the most advanced Mission Command base, to a smoggy industrial colony, or a technocratic deep-gravity research station, or an abandoned

impoverished terraforming colony. Preparation for every Mission can be the key to successful completion of Missions, as the needs and hazards of each Missions Environment can change drastically from one to the next.

FACTIONS AND POWER

Factions exist within the worlds of T.E.R.R.A., many of whom have existed for centuries or even millennia. These Factions have established in-game histories, relationships, power, and characteristics that you can interact with and interpret in your own games.

DANGERS BEYOND

The worlds and universe of T.E.R.R.A. is ever expanding. This book, its rules, and the established in-universe lore are not considered to be complete, exhaustive, or obligatory to you. When you run T.E.R.R.A., the game you are running is your own, so please always feel free to add what you think is missing, remove what you don't like, and alter those things you believe need changing.

Players, try not to presume that your Game Master is necessarily running a game that completely follows the in-universe rules and lore in this book. Ask if they have made any changes you should know about before you start playing.

Game-Masters, try to communicate clearly and early about any changes you have made or are considering making to the rules contained in this book or the in-universe lore. You have the right to make changes in your game as the Game-Master, but the changes you make can greatly impact the choices your Players make during Character Creation and Gameplay. Be sure to tell them about any changes ahead of time and be gracious to them if they don't remember your changes the first time or two.

PHILOSOPHY OF GAMEPLAY

T.E.R.R.A. simulates and follows the lives of the Player Characters in the different circumstances they can be in, whether at peace in their home base, in a Lull while Deployed in a Hostile Environment, or while Engaged in an Active

Conflict. In every case there are specific complexities that T.E.R.R.A. takes into account to try to facilitate an engaging game that isn't excessively bogged down by too many rules and regulations. To do that, T.E.R.R.A. has its own Philosophy of Play (Approach to Gameplay?), and three different Phases of Play for Players to engage with as they embark on epic adventures across many Locals within the Solar System.

COLLABORATIVE NATURE

The Gameplay of T.E.R.R.A. is collaborative in nature. There are two primary roles around a TTRPG table: the Players and the Game-Master. It's important to remember that, even though these two different types of roles often pit the Players Characters and the Characters or Environments controlled by the Game-Master against each other, the Game-Master and Players are not "opponents" in a true sense. Instead, the Game-Master and Players fulfilling their roles should be more cooperative and collaborative in nature, not antagonistic or oppositional. The Players should be cheering for the Game-Master when the Game-Master presents interesting and difficult challenges to the Players, and likewise the Game-Master should be cheering for the Players when they meet and succeed in winning those challenges.

It's also important to remember that the Game-Master and the Players are all people, ordinary living human beings like you and me, so make sure to be patient and kind to each other, and understand that sometimes best laid plans of mice and men often go awry. As long as everyone prioritizes everyone else at the Table having fun, you will make fantastic shared memories together.

TIME

Time passes at a constant rate in real life, whether we are more conscious or less conscious of it. In T.E.R.R.A., Time passes in different measurable ways depending on the Phase of Play you are currently in. Below are the standard rules for the way the passage of Time is measured and tracked depending on the Phase of Play you are in. However, the Game Master has the authority to impose measurements and governors for the

passage of Time at their own discretion, regardless of the Phase of Play you are in at any given moment.

During Inactive Leave time is not tracked with great precision, allowing the Game Master and Players to move at their own pace and dedicate as much or as little of their real life play time to the variety of Activities you may engage in during Inactive Leave. The only Times that are precisely measured for Inactive Leave are the Time when Inactive Leave begins, and the Time when Inactive Leave ends.

Active Deployment consists of more measured time, often broken up into blocks of time, like 15 minutes to examine a Cruiser's Bridge, or 15 seconds to take a single Action.

Engagement is the Phase of Play where Time is most carefully measured. Engagements are governed by Rounds of Play. A Round of Play takes exactly 15 seconds of In-Game Time, and consists of each Player Character and each Non-Player Character taking a Turn. The Order in which Player Characters and Non-Player Characters take their Turns is determined by a Turn-Order Check that is made for all Characters at the beginning of the Engagement. There are other things which may also be placed in the Turn-Order, such as Environmental Factors and Hazards.

| BOUNDED SPACE

A Bounded Space is an area or Environment that is free to be Explored and interacted with, but has clearly defined borders that the Players are required, or at least encouraged, to stay within.

For example: In one Campaign Players might be able to freely roam anywhere they want within their Factions Headquarters, but they are supposed to stay within the Headquarters and not venture outside the Headquarters EXCEPT to be Deployed on the Campaigns Missions. The Players have the freedom to explore and interact with everyone and everything that is within the Headquarters Bounded Space, but leaving the Bounded Space of the Headquarters will usually mean moving into another Bounded Space, such

as a Mission that your Faction will Deploy your Squad to.

In the event that a Player attempts to venture outside the current Bounded Space before the other Players in his/her Squad are ready will likely result in the Game-Master switching their attention to the other Players until they are also ready to venture outside the current Bounded Space, or gently using an in-game element to prompt the adventurous Player back into the current Bounded Space with their Squad.

| PHASES OF PLAY

The three different Phases of Play are:

1. Inactive Leave
2. Active Deployment
3. Engagement

The reason why T.E.R.R.A. is broken into these three different Phases of gameplay is because the considerations and priorities for both the Game-Master and the Players will be different depending on what is happening at that moment in the Environment they are in.

INACTIVE LEAVE

When a Player is on Inactive Leave, stationed at home base or in a peaceful space, the Players might stay together as a group, or branch out to Explore individually. Yes, I know it's 'crazy talk' to encourage splitting the party in a Table-Top Role-Playing Game, but T.E.R.R.A. is designed to accommodate individual activity and exploration while on Inactive Leave. Doing things like taking time to speak with interesting Characters and Non-Player Characters, going to shops to purchase Equipment, MODs, and Items, or doing Research & Development into Factions, ideas, and Technology, are all neatly facilitated by T.E.R.R.A. because Inactive Leave usually happens in a Bounded Space.

Time is not strictly tracked during Inactive Leave, but instead time is measured in abstract estimates of how long it would take to accomplish certain tasks or interests, unless a Time Requirement is clearly defined by an Activity. In addition, things like Rounds, taking Turns, and

specific Distances aren't given much consideration during Inactive Leave, and are instead left to the Game Master to govern and mediate at their discretion.

For example: a Player might say they want to go to the Barracks to speak with veterans who have gone to your Missions Locale before to get a better understanding of the Environment. After traveling to the Barracks and speaking with two Veteran Non-Player Characters and engaging in a bit of profitable gambling over cards, the Game Master might say that it took you 1 hour to accomplish everything you did. The Game Master might turn to another Player at the Table and ask them what they would like to do during the hour that you were away, and that Player could then say they would like to go to the R&D Lab to Create a couple Grenades with the Supplies they had purchased earlier. According to the Grenades Stat Sheet, each Grenade takes half-an-hour to put together, provided the Player Rolls Successfully on their Research and Development Checks. The Player goes to the R&D Lab, makes their Checks, and manages to Successfully Create 1 of the 2 Grenades during the hour the first Player was away gathering information and gambling.

After all Players have completed the various tasks they would like to, they could then move forward into another Phase of Play by pursuing the beginning of a Mission. The Game Master may feel the need to push the Squad forward into a Mission or some other Phase of Play at any moment, which they may do at their own discretion.

ACTIVE DEPLOYMENT

Active Deployment is the Phase of Play where your Game Master and your fellow Players go on an Mission assigned by your Faction, the Highest Bidder, or perhaps even a Mission of your own choosing.

Active Deployment is a bit more structured than Inactive Leave, so time tends to move in segments or lengths of time, which will be mediated by the Game Master. The Bounded Space is now the Zone of the Mission itself, be it an orbital space station, a distant asteroid mining colony, or a sub-aquatic

research vessel on Earth. A Mission will seldom extend outside of the Zone of the Mission unless you Retreat from the Mission entirely.

Active Deployment on a Mission usually comes with clearly defined goals like: Destroy a specific Target, Recover a lost artifact, or Rescue and Escort a Valuable Prisoner of War. In every case, the Squad of Player Characters will work together toward the common goals that the Squad has been given by taking on the Mission and participating in the Overarching Story of the Game World.

Active Deployment is more structured and rigid, so specific Distances and durations of Time will be considered with greater detail. Things like Rounds and Turns aren't necessarily measured or tracked during the Active Deployment Phase of Play, though they can be if multiple things are happening at the same time and the Game Master needs to track the Order and way in which they happen.

MISSION DYNAMICS

Missions usually come with defined goals, a start, middle, and end. However, a Mission doesn't have to be so predictable. Take time to plan out your means of approaching a Mission, if there may be a better place or way to Breach the Environment, and explore the Locale for hidden Items and Non-Player Characters who could offer valuable information.

ENGAGEMENT

Engagement is the Phase of Play where a very specific sequence of Actions are likely about to take place, so the Game Master will announce that an Engagement is about to start. Engagements are usually a series of time-sensitive Ability Checks like carefully Hacking and Operating Machinery while the Enemy Guard is away on patrol, a series of Actions and movements like trying to nimbly dodge a combination of alarms and sensors, or a Conflict between opposing forces. Several details are given extra consideration during an Engagement, like Rounds, Turn-Order, and the passage of Time.

CONFLICT

Conflict is a specific mode of play during an Engagement where your Allies engage in combat with Hostile forces. Like all Engagements, Ability Checks, Actions, and Movement are all time-sensitive, but during a Conflict there is a defined Turn-Order that is followed to determine who gets to take their Turn in what order.

For example, in a Conflict the Turn-Order could be that your Character goes first in the Turn-Order, followed by a Hostile, then a second Hostile, then one of your Ally Player Characters, then a third Hostile, then another Ally Player Character. After the Turn-Order has been established and followed through to completion, you return again to the first Player in the Turn-Order and Play another Round of combat in the Conflict, following this pattern until the Conflict is resolved through a Negotiation, Retreat, or Victory.

USING THIS BOOK

Now that I've teased you a bit about the ideas and themes of T.E.R.R.A., let's explore how to engage with this rulebook.

First, if you're new to TTRPG's, don't be intimidated by this rulebook's size. This book may seem big, but there are lots of pictures and tables which make the book seem bigger than it really is. On top of that, you don't have to remember much of what's written in here. This rulebook is designed to be an organized reference guide, which means it's broken into bite-sized portions that are aimed at answering your exact questions.

"How do I create my first Character?"

There's a small section just for that, with step-by-step simple instructions on how to do it and what to expect.

"How do I Attack the baddies?"

There's a quick guide for that too, with each part broken out into easy-to-digest pieces.

Part 1: First Departure (Chapters ?-?) is about Character Creation and how to play your Character in the game. It includes the various Body Models, Tunings, Specializations, MODs, and Equipment you can do, as well as Faction information and the impacts of being associated with any

particular Faction. There are rules and advice to make Player Characters, as well as a quick-guide to make your first Character if you're new to T.E.R.R.A.

Some of the concepts in Part 1 rely on concepts and rules found later in either Part 2 or Part 3 of this book. Don't worry though: everything is easily referenceable by using Keywords, which are all Capitalized for ease of searchability and included in the Glossary in the back of this book.

Part 2: Nuts and Bolts (Chapters ?-?) is primarily about rules for Gameplay. From Inactive Leave Activities and rules for mediating Character interactions, to Active Deployment Mission guidelines, to guidance on how to approach Running a Mission as the Game Master or playing in a Mission as a Player Character, to the types of Engagements and rules on how to Play through Challenges, Tests, and Conflicts.

Much of the mechanical rules and understanding for actually playing T.E.R.R.A. are in Part 2, which means you should at least familiarize yourself with the ideas and concepts in this section of the book, especially if you plan on running any Missions as the Game Master.

Part 3: The Universe (Chapters ?-?) focuses on the wide variety of Adamoids, Mechanaloids, Environments, Locales, Machinery, Technology, Units, Ships, Vessels, Bases, Equipment, and MODs.

This section acts as a reference guide for the objects that make up the world of T.E.R.R.A., and includes a lot of the in-world Lore baked into the game world.

Part 4: Mission 001 (Chapter ?) is a Sample Mission, complete with story, Zone, Factions, Characters, and Conflicts, to help you and your friends Play through your 1st Level-1 Mission.

This section is meant to be a launch pad to give you and your fellow Players a taste of what it's like to Run and Play T.E.R.R.A.

HOW TO PLAY

You will find more details within this book about how to play through specific circumstances and

events, but the basic form of play will consistently follow this pattern:

1. The Game-Master describes the Environment.
2. The Players describe what they would like to do.
3. The Game-Master describes the outcome.

1. The Game-Master describes the Environment that the Players Characters are in, calling the Players attention and imagination to important features in the area which transport our minds to the games setting.

Musty smells of deep caverns? Echoing cacophonies inside a metallic dome? Scorching heat of the industrial thermal press? These sorts of descriptions transport the mind and help evoke our senses to imagine what our Player Characters are feeling in their environment.

In addition to describing the features of the environment, the Game-Master will also need to describe the events going on in the location, such as Friendly or Hostile forces moving through the Environment, Operable Machinery, Security Cameras, or any of a variety of other Objects, Characters, or happenings taking place in the space.

Lastly, the Game-Master should take care to help guide the Players attention to those things which are most relevant to the projected path of the story. While Players can and should be able to forge their own pathway through the Game World, the Game-Master should be careful not to obscure the key items and events taking place in the Environment. A good guideline is that Players should feel like they are the ones who found the "Mcguffin" and not that you guided them directly to it, BUT, don't obscure it so much that Gameplay seems to stagnate while the Game-Master is waiting for the Players to find a hidden object that exists only in the Game-Masters imagination.

2. The Players describe what they would like to do in response to the Game-Master's description of the Environment. The Game World is a living, breathing organism that is collectively shared in our imaginations. This is the Players opportunity to explore and interact with the

Environment that the Game-Master described, and also to press onward into the limits of their own imagination, exploring what might be within and beyond the Game-Masters descriptions.

This is the time to ask your Game-Master further questions about the environment you're in, and describe how you'd like to interact with the Game World. Do you want to look more closely at the insignia on the Machinery driving past? Attempt to Disarm the Security System so you can pass by unnoticed? Operate the Machinery in the cavern to try and open up the collapsed pathway?

Be mindful that you and your fellow Players are all at the Table together, and are all eager to Play and take Actions, so take care to be respectful of everyone at the Table. It's good to have your time in the limelight, but remember that you and your fellow Players are part of a Squad, a team. Even if your Squad is made of Characters that come from disparate or opposing Factions, something has brought you all to work together on this Squad, so prioritize working together and finding ways to involve and help your fellow Players to shine as well.

Don't feel like you need to figure out what the Game-Master is up to or try to outsmart them. Remember, your Game-Master is not your opponent: they aren't there to "get" you or trick you mean-spiritedly. The Game-Master is a type of Player at the Table too, so cooperate and collaborate with the Game-Master for your Actions and story-telling as well as with your fellow Players.

3. The Game-Master describes the outcome of the Players Actions, which can include anything from describing an item the Player asked about in greater detail, to calling for a Skill Test to help determine the outcome of the Players Action, to Role-Playing an Interaction between Non-Player Characters and the Players Characters.

The Game-Master acts as a sort of referee, using the rules in this book to help guide the outcome Rulings of the Players described Actions and interests. In the cases where there isn't a clear ruling in this book, or in the instance that the Game-Master and Players are unaware of an

official Rule and are unable to quickly locate the Rule, the Game-Master is expected to use their best judgement to make a fair Ruling. This isn't an excuse to not know the official rules because you could just make it up; it is a small grace that we all can extend since there are many Rules to learn and it can be hard to remember all the Rules clearly all the time.

Once the Game-Master has made a Ruling, Play continues either by either returning to step 1: The Game-Master describes the Environment, including the changes and events taking place because of the Players choices, or by returning to step 2: The Players describe what they would like to do based on the Game-Masters description of the Players Actions and choices.

In either case, Play continues onward and events in the Plot and Game are driven forward by this back-and-forth dance between the Game-Master and Players.

SPORTSMANSHIP IN PLAY

Sometimes a situation will arise during Play that requires a Ruling, but there isn't a clear Official Rule on the subject, or no one knows what the Rule is. Generally speaking, you shouldn't bring the entire Game to a grinding halt to pour through the pages of this book. Instead, the Game-Master will make a Ruling that they believe is most fair and appropriate so that Play can continue.

Players, remember that the Game-Master is human and can err, so be a good sport if you and your Game-Master cannot remember a specific Rule. Trust your Game-Master, and don't fight with them over any final ruling that they may issue.

Game-Masters, remember that the Players are trusting you to be a fair arbiter of the Rules and Game World. If you don't know a specific Rule and need to make a Ruling, then make your Ruling fall in favor of the Players.

KEY MECHANICS

There are many different rules for Character Creation, Exploration, Skill Tests, Combat, and so

on, organized together in this book, and they are often co-related and co-dependent on each other. That might seem complex, so it's helpful to know that almost every Rule in this book makes use of the following six mechanics: Dice, The Development Pattern, Action Energy, Acceleration, Round-Up, and Exceptions.

THE ROLE OF DICE

T.E.R.R.A. uses a variety of Polyhedral Dice. These Dice are called d4, d6, d8, d10, and d12. The "d" stands for "dice" and the number corresponds to the number of faces the Dice has. For example, an ordinary game dice that most conventional board games use is the d6 dice. It has six sides, numbered 1, 2, 3, 4, 5, and 6. A d4 is similar, but having only four sides numbered 1, 2, 3, and 4. In T.E.R.R.A., the primary Dice used are d6's, so you always Roll d6's unless something specifically tells you to Roll other types of Dice.

Dice are used for two purposes in T.E.R.R.A., Skill Tests, and Damage Rolls.

Skill Tests are when a Character is attempting to do something and the result is uncertain. Trying to Dodge an Attack? Trying to Operate Technical Machinery? Trying to Sneak past a posted Guard Unit? All of these Actions are things that you may attempt to do, but the result is uncertain and so must be determined by Rolling Dice for a Skill Test. A Difficulty Threshold will be set for the Skill Test, and if your total amount Rolled for the Skill Test, plus any added bonuses, meet or exceed the Difficulty Threshold, then you Succeed on the Test and the Game-Master will describe the effect of your Success in the Game. If your Total is below the Difficulty Threshold, then you Fail the Skill Test and may suffer consequences such as failing to Operate the Machinery or being noticed by the Posted Guard.

Damage Rolls are Rolled when determining Damage Dealt to a Target. A Target is the subject or recipient of an Attack or an Effect. For example, if you Attacked and Hit a Hostile Character, you would make a Damage Roll based on your Characters Power Stat, Equipment, and any other Bonuses or Modifiers your Character has. For example, if you score a Hit you may Roll 4d6's, 1d8,

and add 4 from your Power Stat. The amounts Rolled and all added together with your Bonuses would be your Total Damage from your Damage Roll.

THE DEVELOPMENT PATTERN

T.E.R.R.A. uses a unique Leveling-Up system called The Development Pattern. The Development Pattern is a matrix of Level-Up options that you, the Player, may pick based on your preferences, limited by the Primary Tuning you choose during Character Creation.

All Tunings follow the same Development Pattern structure shown below, creating a Path by Gaining Levels in your chosen Primary Tuning that you can follow linearly as your Character Levels-Up, and the option to take Levels in the two joined Specializations that are available to your Tuning.

When and how you Gain a Level in your Primary Tuning or either Specialization is up to you, drawing a line along the Development Pattern Path you take as you Gain Levels in your Primary Tuning and Specializations. Your Character must have a connecting Level in the Primary Tuning or Specialization to be able to Gain the next adjacent Level in the Primary Tuning or either Specialization.

ILLUSTRATION – THE DEVELOPMENT PATTERN



For example, a Player may choose to take the Trooper Primary Tuning, which has two Specializations: Bulkhead and Guerilla. The Player would start as a Level 1 Trooper, then Level-Up to a Level 2 Trooper. When their Character Levels-Up again they would have three options available: take Level 3 Trooper, or take Level 1 Bulkhead, or take Level 1 Guerilla. For this example, let's say they take Level 1 Guerilla. Upon Leveling-Up again, the Player would have the option to take Level 3 Trooper, Level 1 Bulkhead, or Level 2 Guerilla.

ACTION ENERGY

Action Energy, AE, is what fuels all of the Actions your Character can make during Engagements. The Actions you can make on your Turns are described later in this book, and fit into categories like Skill Test, Attack, Operate, and more.

To perform the Actions you'd like to take, you must have the stored Action Energy to pay the Action Energy Cost associated with your chosen Actions. Your Character has an amount of Stored Action Energy at the start of all Engagements, which is determined by your Characters Action Energy Baseline. Your Character also Generates an amount of Action Energy at the beginning of each of your Turns, which is determined by your Characters Action Energy Rate of Generation, or ROG.

You are able to perform as many Actions on your Turn as the amount of Stored Action Energy you have will permit. You, the Player, can decide which Turns to make fewer Actions and save up your Stored Action Energy, and which Turns to make multiple Actions in one Turn by expending your Stored Action Energy. The choice and strategy is up to you.

ACCELERATION

Acceleration is a Bonus your Character has when your Character is attempting to do things that they are especially good at. Your Character can have Acceleration in just about anything that requires a Dice Roll, adding your Acceleration Dice to the total number of Dice you Roll. For example, if your Character gets an Acceleration Bonus when you Attack with a certain type of Weapon, Operate Machinery, or Break through High Security Clearance Protocols, you make the Dice Roll as normal and add your Acceleration Dice to the Total amount Rolled.

Acceleration can be Gained from Levels in chosen Primary Tuning, Levels you take in your Tuning Specializations, by Donning Equipment, or by Applying MODs to your Character.

Your Acceleration Bonus is determined by your Acceleration Level, which generally starts as Level 1, and increases with your Total Character Level

when Leveling-Up, and also by Applying certain MODs.

ILLUSTRATION – ACCELERATION LEVELS

ACCELERATION LEVEL	ACCELERATION BONUS
Level 1	1d4
Level 2	1d6
Level 3	1d8
Level 4	1d10
Level 5	1d12

ROUND-UP

Sometimes when making a Dice Roll, a number might be multiplied or divided. When that happens, sometimes the number comes out to a fraction rather than a whole number. In the cases where the result is not a whole number, Round-Up to the nearest whole number.

RULES AND EXCEPTIONS

This Rule Book is pretty big, and we have provided Rules and guidance for everything we could think of in T.E.R.R.A. Occasionally you may come across an Item, or MOD, or a described event that seems to break the Rules. In those cases the described written Exception overrides the Rule. Play by the ordinary Rules detailed in this book, but when you come across an explicitly written Exception, defer to the Exception.

In the cases where something comes up and you aren't sure of the rule, or maybe there isn't an official rule for it, then the Game-Master has the authority to make the best Ruling they can and keep the game moving forward.

Remember, if you are unsure of what Ruling to make, the default should be to Rule in favor of the Players.



PART 1

FIRST DEPARTURE

CHARACTERS

CHARACTER CREATION

Now that you have a taste for what T.E.R.R.A. is about and some of the Gameplay ideas, it's time to create a Character of your own imagination. Is there a character in a book, television series, or movie that you have imagined as yourself? Perhaps a certain archetype has always had your interest? Maybe you have your own completely original idea for a Character? In any case, Character Creation is the first step toward Playing T.E.R.R.A. with your friends. Even if you are learning the rules of T.E.R.R.A. so you can run the game for your friends to play in, you should still create a Character or two so that you have a good grasp of how to do it. Your Players will be looking to you for guidance in their own journey through Character Creation and Gameplay.

Characters are made up by your Characters personality, appearance, Background, Body Model, Tuning, MODs, and Equipment, all of which fit into two categories of attributes: **Personal** and **Mechanical**.

The **Personal** attributes are things like, what is the background of your Character? Are they associated with a particular faction? Do they have a certain moral code that they follow? What is your Characters personality, interests and goals?

The **Mechanical** attributes are the raw numbers and stats that are used to express your Characters Personal attributes. Is your Character associated with a Mercenary Faction, so you have a Body Model built for infiltration or brute strength? Is your Character's Background marred with a dishonorable discharge from military service and you seek redemption by using an Intelligence Tuning to Hack Classified information and prove your innocence?

All of these things meet and take form on your **Character Sheet**. The Character Sheet is whatever you use to track your Character as you Create and Play the Character at the table. This can be an official Character Sheet, like the ones included with this Rule Book, a piece of scratch paper where you write everything down, or a digital tool you use for playing Role-Playing Games.

I highly recommend Creating your first Character/s on the Character Sheets provided with this Rule Book because the Character Sheet has been carefully created to facilitate streamlined Gameplay for T.E.R.R.A.

CREATING A SAMPLE CHARACTER

The Rules and details for Creating your own Character are best expressed through a step-by-step Character Creation example. A Player called Tim is going to Create his new Character: a Trooper called Timofski Grenallor of Mars Mining Colony B23.

STEP 1 - HISTORY AND PERSONALITY

Your History and Personality define the background of your Character, as well as their outlook and how they may respond to events. We don't want to write too much of a background story for Timofski since his grandest adventures are just about to begin, but he wasn't born yesterday either.

Picking a History option can answer questions about where you come from, the lifestyle you have been accustomed to, and your motivations for joining a Faction to go on Missions.

STEP 2 - CHOOSE A BODY MODEL

A Body Model gives your Character their raw starting Ability Scores and a unique Feature of your chosen Body Model. Look them over and think about the type of Character you would like to make. What would you like to be good at? What is okay to be bad at? How do you envision your Character existing in the world?

The Body Model, Primary Tuning, Specialization, and, to a lesser extent, History all can work together harmoniously to make your Character well-rounded or hyper specialized on a small number of things. The choice is yours.

STEP 3 - CHOOSE A PRIMARY TUNING

The Primary Tuning gives your Character a rough archetype. Is your Character a front line Trooper.

STEP 1: CHOOSE A HISTORY

HISTORY

You weren't born yesterday, and neither was your Character, unless perhaps your Character is an Adamoid. But even in that case, there is a wealth of History that defines your Character, whether it is lived Humanoid Character's experiences, or the history and programming in the development of your Adamoid Character.

How will your History inform your future? Will you be able to continue in your ways while embarking on Missions, or will you reform your ways to forge a new path? Is your History something you're proud of, or does it loom over you like an unescapable cloud?

TYPES OF HISTORY

History comes in two types: Starter History and Seasoned History. A few History's can be taken either as your Starter History or as your Seasoned. You may select a History option at two stages in your Character's life: first you select a Starter History at Character Level 1 during Character Creation, and then you select a Seasoned Character History at Character Level 6 to reflect experiences and skills gained over the course of Mission Engagements.

ACCELERATION

Each History option gives your Character one Acceleration with an Ability Check or Equipment Type. If your Character already has Acceleration with that Ability Check or Equipment Type, increase the number of Acceleration Dice you may Roll when attempting that Ability Check or using that Equipment Type by 1.

EQUIPMENT

Each History Option includes Equipment associated with the chosen History. This includes some combination of currency, Weapons, Tools, and Vehicles.

PERSONALITY

Each History option comes with suggestions for Personality Characteristics to inform the kind of Character you may be running, along with some Roleplaying suggestions to further develop your

Character's identity. You can pick from the suggestions, Roll Dice to determine them at random, or create your own Personality Characteristics.



ARISTOCRAT STARTER

You grew up in the lap of luxury. Rarities and special treatment aren't alien to you, they are expected. You can carry yourself with a certain confidence that comes from a pedigree of high upbringing, and generations of success and distance from the more unpleasant experiences of lack and poverty.

If you choose this History, discuss the type of upbringing you had in some detail. Were you taught by your father and mother, or were they too busy and your upbringing was left to the servants? Will you inherit great wealth, or have you been disowned and cut out of the family will?

What are the reasons you have left your life of fine luxuries and are joining a Faction to participate in Missions? Do you have something to prove? Do you have something to lose?

EQUIPMENT — 100 Terans, a set of Fine Clothing, and a piece of Fine Jewelry, such as a Ring or a Time Piece.

FEATURE — SOCIALITE

You have a great deal of experience and practice in a variety of social situations, especially with the higher echelons of society. If you encounter someone who is of a higher station, such as a high ranking officer, noble, or Aristocrat such as yourself, you Gain 1 Bonus Acceleration Dice when you make a Customs and Culture Skill Test to Interact Socially.

PERSONALITY — Aristocrats can have a wide variety of experiences, but some things are common to most: high class living, a disconnect from the lives of the lower classes, and the benefits of personal connections. Ultimately your Characters Personality is up to you, but here are some suggestions to inspire your imagination.

QUIRK	GOAL
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SECRET	FLAW
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CRAFTSMAN STARTER

It's not an accident that you are respected and have found success. Everything you have, you earned through hard work and developing expertise in your chosen craft. While many mistake your vocation as mundane and ordinary, you are intimately familiar with the tens-of-thousands of hours that separate an apprentice from a master craftsman. As such, you can carry yourself with a forward sense of confidence, sure that if everything came crashing down, you could rebuild it all with your own two hands.

If you choose this History, think about how you started down the path of being a craftsman. Are you part of a long line of expert artisans making your mark on the world? Were you left with nothing, and, from poverty, built a reputable business? Have you, yourself, taken on apprentices to pass on the knowledge gained by experience?

Ask yourself why you have left your craft behind to embark on Missions. Is this a new avenue to practice your craft? Has a disaster befallen you such that the only option is to fight your way out? Would you rather be practicing your craft, but duty calls you forth?

EQUIPMENT — 50 Terans, one digital certification or license and one set of Tools from the following Crafting Vocations: Welder-Fabricator, Mechanic, Antiquities.

FEATURE – ELBOW GREASE

You have learned that through hard work and determination you can accomplish anything you put your mind to. When you make a Skill Test using a Tool Set you have Acceleration with, Roll an additional Acceleration Dice and discard the lowest Rolled Acceleration Dice.

ALTERNATIVE FEATURE – I KNOW A GUY

In development.

PERSONALITY — Craftsmen can have a wide variety of experiences, but some types of experiences are common among most Craftsmen, like: hard work, a disconnect from the lives of the upper classes, and confidence that the job can be done. Ultimately your Characters Personality is up to you, but here are some suggestions to inspire your imagination.

QUIRK	GOAL
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SECRET	FLAW
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DESPERADO STARTER

Things don't always go according to plan. Sometimes you're in the wrong place at the wrong time, sometimes you're dealt a bad hand of cards, and other times it's just bad luck. Or worse, someone maliciously ruined whatever chance you had at living a normal life. As a Desperado, your story might have started out in one of those ways, but it won't end that way if you have anything to say about it.

If you choose the Desperado History, consider how you arrived at this life, and what is driving you to take on Missions. Were you born into this life? Were you once wealthy, then fell from grace when a backroom deal went south? Were you in a great accident and lost everything in the process? Did you offend the wrong Magistrate, and they are systemically punishing you into oblivion?

Are Active Missions and Deployments your ticket to fame and fortune? Or maybe this is your ticket out of the dump you've been stuck in your entire life? Maybe someone more powerful than you is blackmailing you, forcing you to embark on Missions that benefit them, or else?

EQUIPMENT — 10 Terans, 1 set of Basic Hackers Tools, and 1 piece of valuable or incriminating information about a Key Plot Non-Player Character that you discuss with your Game-Master during Character Creation.

FEATURE — DIRTY DEALINGS

The life of a Desperado comes with some positive sides, not least of which is gaining understanding about what makes people tick. What are people afraid of, or motivated by? What are people interested in? What are people thinking about, or feeling? These are things you have gained a keen perception of through dealing with people in above-board and shady circumstances alike. When you use your Intuition to make an Insight Test, you may Roll 1 additional Acceleration Dice.

PERSONALITY — Desperado's live in a wide variety of environments. Perhaps you grew up in riches and fell upon hard times, or maybe you were born into poverty. In any case, your experiences and background likely have placed you in contact, or even doing work, with a wide variety of people, from blue-collar workers to black-hat crime. Ultimately your Characters Personality is up to you, but here are some suggestions to inspire your imagination.

QUIRK

GOAL

SECRET

FLAW

DEVELOPER STARTER / SEASONED

These days Developers are a dime a dozen. But, a truly good Developer, one who, through trial and error, has honed their skills and predictive capabilities, well, those kinds of Developers are quite rare indeed. At least, that's been your experience with fellow Developers.

You have put in the work to set yourself apart from the rest of the pack. Whether through official business through scrutable professional contracts, or through less-than-legal means, your skills and interests have been put to the test again and again, proving yourself to be very useful to those who have the means to pay. But you: you have your own goals to pursue.

What motivates you to join a Faction and embark on dangerous missions? Do you have something to prove? Something to gain? Perhaps you'd like to test your skills against the best in the galaxy. Or maybe an enemy has taken something, or someone, who is precious to you, and this is the means to recover what has been taken.

EQUIPMENT — 85 Terans, a set of Security and Utility Tools, and a Developers License or Professional Portfolio.

FEATURE — DEBUG / EXPLOIT

Your own trial and error in development gives your great insights into the common strengths, pitfalls, and workarounds that even trained professionals tolerate in their projects, hoping they won't be noticed. But you do notice them, and are happy to exploit them, and shore up your own work through careful debugging. You Gain 1 Bonus Acceleration Dice when you make a Skill Test using Security and Utility Tools.

PERSONALITY — Developers are often known for being introverted, quiet and reclusive, but many Developers break this stereotypical mold, being outgoing go-getters. No matter your personal disposition, the greatest Developers have a confidence that can only be gained through the great effort and discipline of being self-made, with all the knowledge and skills to be as attached or independent as they choose. Ultimately your Characters Personality is up to you, but here are some suggestions to inspire your imagination.

QUIRK	GOAL
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SECRET	FLAW
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ENGINEER STARTER / SEASONED

Whether born a prince or a pauper, you've always had a different perspective and approach to life from others, thinking in terms of causes and effects. While some might find you impersonal, you can't help but notice that everything can be understood in terms of logical machines: push here, and it pulls there. Press down, and it goes up. The machines you tinkered with since your childhood work these ways, and as you've grown older you have noticed people work that way too.

If you choose this History, think through the type of upbringing you had: was your Engineering talent appreciated, or stifled? Was it found useful, or obnoxious? What is your attitude toward others who have an Engineering knack like you, and what is your attitude toward those who aren't like you?

What has influenced or driven you to join a Faction and embark on Missions? Do you think your talents are being underutilized or underappreciated? Have you simply been hired for a job? Or perhaps you owe someone something: restitution for a misdeed or a favor for the master of your apprenticeship?

EQUIPMENT — 85 Terans, a set of Engineers Tools / Mechanics Tools, and an Engineering

License or Professional Portfolio.

FEATURE — PROBLEM SOLVER

You approach problems as welcome opportunities to learn and problem solve, intuiting the purposes of the literal and proverbial cogs of the problem. Gain 1 Bonus Acceleration Dice when you make a Skill Test using Engineering / Mechanical Tools.

PERSONALITY — Engineers can have a wide variety of experiences and temperaments, but some things are common to most: misunderstood perspectives, a disconnect from the experiences of the less technical, and the drive to understand and solve problems. Ultimately your Characters Personality is up to you, but here are some suggestions to inspire your imagination.

QUIRK	GOAL
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ENTERTAINER STARTER

The stage, the lights, the camera, the action, all have always come naturally to you. Not to be cliché, but, you didn't choose this life; this life chose you. Maybe that's true, or maybe it's just what most people assume. In any case, you have a charismatic magnetic quality that draws eyes and ears everywhere you go.

If you'd like to take on this History, discuss what type of background you come from. Did you go to a formal school for music and the arts, or did you cut your teeth busking at the Magno-Rail Station downtown? When did you first discover that you had some charismatic quality? What is it about you that other people find likable, or magnetic? How have you handled or used your particular talents?

What has drawn you out of the limelight of the entertainment scene to join a Faction? Are you going undercover? Do you have a particular debt to pay? Has a deal gone south and you need a safe place to hide away? Perhaps you have grown sick of the angels and demons that occupy the industry and want to turn over a new leaf?

EQUIPMENT — 60 Terans, a costume fitting your particular talent, and an aid for expressing your talent, like a Musical Instrument, painting utensils, or a set of flammable juggling pins.

FEATURE — AMUSER / BEGUILER

Your experience as an Entertainer can come in handy in a wide variety of circumstances, from entertaining prestigious guests to causing a distraction for onlookers to keep their attention away from your Squad. You Gain Acceleration when making a Stunt / Acrobatics / Aerobatics Skill Test using your skills as an Entertainer to entertain or attract Characters attention.

PERSONALITY — Entertainers can have a wide variety of experiences, but some things are common to most: traveling for performances, constant pressure from eyes watching, and finding it hard to relate to those outside of the artistic scene. Ultimately your Characters Personality is up to you, but here are some suggestions to inspire your imagination.

QUIRK

GOAL

SECRET

FLAW

HOMETOWN HERO

STARTER / SEASONED

You're just a normal sort of person, humble even. You didn't set out looking for greatness. You had a duty to uphold, and you were just doing the right thing. As it turns out, doing the right thing and valuing a sense of duty is a rarer quality than you first believed.

If you choose this History, consider where you came from. Did you grow up poor, rich, or maybe somewhere in the middle? Small town, or big city? Did you get to pursue any of your dreams, or did duty call when you were still rather young? Did your heroism manifest in a local Sheriff Department, busting criminal smugglers in your town? Or maybe the Military force you joined protects smaller nations from bigger bullies? Or maybe you are from the smaller bullied nation, and you are part of a vigilante' resistance force keeping the predatory tyrants at bay? Perhaps all of those things are in the past, and you've only just settled into retirement?

How did you come to join a Faction? Has your hometown fame spurred you to pursue honor and glory on a larger scale? Is there a greater fight happening, and duty calls? Have you been picked out because you have a valuable set of skills? Or maybe you're being blackmailed into service by abusive dictators who tire of your heroism?

MORE HISTORIES – IN DEVELOPMENT

The roster below is planned and reserved; full flavor, Equipment, Features, and Personality suggestions are still being written.

LABORER

STARTER · IN DEVELOPMENT

Entry in development.

MERCENARY (Outlander)

STARTER / SEASONED · IN DEVELOPMENT

Entry in development.

MOUNTEBANK (charlatan)

STARTER · IN DEVELOPMENT

EQUIPMENT — 30 Terans, a personal treasure that inspires you, and a Basic Melee or Ranged Weapon worth 50 Terans or less —OR— a set of some sort of Tools?

FEATURE – GRIT

Life hasn't been easy, and people have always depended on you. When things get tough, you grit your teeth and summon strength from within, no matter how hard the situation may be. Once per day when you Fail a Dice Test, you may Reroll the Dice for a second attempt. You must use the new result.

PERSONALITY — Hometown Heroes can have a wide variety of upbringings and experience, but there are some things that tend to be common to most: a sense of moral character, willingness for self-sacrifice, and determination in the face of impossible odds. Ultimately your Characters Personality is up to you, but here are some suggestions to inspire your imagination.

QUIRK	GOAL
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SECRET	FLAW
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From a young age you found getting what you wanted could be gained by hard work, or could be gained by someone else's hard work. From then on the game was afoot, challenging yourself to see to what lengths you would reach to make people listen to you, trust in you, acquiesce to you. After all, it's not actually trickery or theft if they get something in return, and they do: they were given the rare experience of being hoodwinked by you.

Remainder of this History — Equipment, Feature, and Personality — in development.

OUTCAST (hermit)

STARTER · IN DEVELOPMENT

Entry in development.

PILOT *(sailor)*

STARTER / SEASONED · IN DEVELOPMENT

Entry in development.

SKULKER *(criminal)*

STARTER · IN DEVELOPMENT

Entry in development.

SOLDIER

STARTER / SEASONED · IN DEVELOPMENT

Entry in development.

STUDENT *(sage)*

STARTER / SEASONED · IN DEVELOPMENT

Entry in development.

TECHNICIAN

STARTER / SEASONED · IN DEVELOPMENT

Entry in development.

TEMPLAR *(acolyte)*

STARTER / SEASONED · IN DEVELOPMENT

You have an affiliation with a religious order, believing in a god or gods that have given structure and order to the universe. Depending on the kind of deities you worship and pledge allegiance to, you may see strict adherence to order as the path to blessing, or you may see surrender to chaos as the chance for greatness. In any case, your faith in what is beyond motivates you and touches your whole value system.

Remainder of this History — Equipment, Feature, and Personality — in development.

FACTION AFFILIATION

Factions are Governments and Organizations within the worlds of T.E.R.R.A. Some Factions are larger and carry more influence, while others are smaller. There are formal Governments, organized Rebels, Insurgent Groups, and Mercenaries, all of which have their own pasts and reasons for why

they exist, what they believe in, and why they do what they do.

LIST OF FACTIONS

T.E.R.R.A.

TERRESTRIAL AND EXTRATERRESTRIAL
REGIMENT OF REGULATED ADAMOIDS

THE C.K.P.

THE CONFEDERATION OF KERTESH PEOPLES

THE I.F.A.

INTERSTELLAR FREEDOM ALLIANCE

CYBERNAUTS

INDEPENDENT CYBERNETIC MERCENARY FORCE

An independent mercenary force of cybernetic human mercenaries. In many ways they are a leftover from yesteryear, although they are a formidable force and seen as an elite select group, steeling nerves and exceptional strategy. This group of human–cybernetic mercenaries is alien and intimidating to all. Fragile humans who, through determination and repeated survival of injury, have slowly but surely replaced 50% or more of their bodies with cybernetic robotic parts, enhancing their abilities while retaining their humanity.

DOES A FACTION AFFILIATION GIVE A BENEFIT?

Yes. Faction Affiliation directly influences your Starting Equipment, as well as granting Bonus Acceleration Dice when dealing with people who are part of your Faction, or are friendly to your Faction.

DOES A FACTION AFFILIATION CAUSE A PENALTY?

Yes. Faction Affiliation causes a penalty when dealing with those opposed to your Faction, rolling a number of Acceleration Dice equal to the Penalty value and subtracting them from the total Rolled rather than adding them.

PRIMARY & ROOT STATS

BASIC / HULL / CORE STATS

CHARACTER LEVEL — No abilities/skills, though

Character Level can be factored into some things — e.g. History is Gained at Character Level 1 and Level 6.

LIFE ENERGY — no abilities/skills

SHIELD CLASS — no abilities/skills

ARMOR CLASS — no abilities/skills

ACTION ENERGY — no abilities/skills (Action Energy
Baseline; Action Energy Rate of Generation)

MODIFICATION TOLERANCE — no abilities/skills

ADVANCED / ACTIVE / IMPACT STATS

STAT	GOVERNS
Power	Damage, Grapple, Strength / Force
Speed	Sneak, Stunt / Aerobatics / Acrobatics, Turn-Order, Evasion
Clearance	Operate, Hack, Security (Secure, Encrypt, Lock)
Detection	Examine, Scan, Jam
Intuition	Insight, Customs / Culture, Academics / Knowledge

TESTS THAT USE STATS (NOT SKILLS / ABILITIES)

EVASION CHECK — Character Level + Speed + Tuning +
Equipment + MODs

TURN-ORDER CHECK — Speed + Tuning + Equipment +
MODs



PART 2

NUTS AND BOLTS

RULES FOR GAMEPLAY

— IN DEVELOPMENT FOR A FUTURE EDITION —



PART 3

THE UNIVERSE

ADAMOIDS, ENVIRONMENTS & LORE

— IN DEVELOPMENT FOR A FUTURE EDITION —



PART 4

MISSION 001

A SAMPLE MISSION

— IN DEVELOPMENT FOR A FUTURE EDITION —

GLOSSARY

Keywords and phrases are Capitalized throughout this book for ease of searchability. This glossary is a living reference — some entries are complete, others are still being defined, and the author's working notes are preserved in italics.

Ability

Ability Check

Ability Check Threshold (ACT)

Acceleration

Access

Action

To perform an Action the Cost of that Action MUST be paid in full by Fueling the Action with the required amount of Ae, unless otherwise specified by a Tuning, Specialization, Loadout, or MOD. *(List of Actions goes here.)*

Action Energy (Ae)

In addition to using Body Model, Tuning, Specialization, Loadout, and MODs to increase their Ae Baseline and Ae ROG, players can also use all those vectors to increase or reduce Ae costs for Actions — for example, a MOD that reduces all Melee Attack Ae costs by 5 Ae, or an Attack that imposes an Effect increasing the Ae Cost of all Evasive Maneuvers by 5 Ae.

Active Deployment

There are things PCs cannot do while in Active Deployment, like change MODs. Active Deployment is considered to be any time a PC is in an Engagement or Mission.

Active Engagement

Ambush / Ambushed

The act of causing the Status Condition Ambushed, or the Status Condition "Ambushed."

Armor

Attack

Attempt

Baseline

The starting point of a particular stat. The Baseline is not necessarily the minimum of a stat, but the default starting point for the individual Character, Object, or Machine.

Bounded Space

Capacity

Character

Character Creation

Character Sheet

Check

Clearance Rating

Cloaked

A Status Condition which makes it more Difficult to be noticed, Detected, and Targeted.

Combatant

Not necessarily a Hostile.

Competent

Condition

Conflict

(See also: Conflict Start) the stage of the game when Player Characters are engaged in a combination of one or all of the following Engagements: Combat, Breach, Challenge, Test. *(Breach already in use? Test — redundant term?)*

Contested Check

When two Ability Checks are made in opposition to each other to determine a winner. For example, a Sneak Check is contested by a Detection Check. If the Sneak Check is higher, the Sneak Check wins. If the Detection Check is equal to or higher than the Sneak Check, then the Detection Check wins.

Cost

In Action Energy. In Currency when making Purchases?

Create

maybe say craft instead?

Defense

An Action a Player Character may choose to take on their Turn.

Detail Text

Text which gives Detailed and specific information about an Item, Character, Location, and so on.

Development Pattern

Dice

Define dice and all types of dice used in the game, and the ways dice are used — in checks, attacks, power dice, etc.

Distance

Distance is measured in numerical increments: 1, 2, 3, and so on. This vagueness is intentional to support a variety of imaginative combat methods including Theater of the Mind, the 1" grid rule, a Battlemat and Measuring Tape, or whatever your preference may be.

Effect

redundant with Condition???

Encrypted

Engagement

An active Engagement of Players and Player Characters where specific rules and conditions apply to referee and mediate time, actions, results, and consequences. — See Non-Engagement.

Equipment

Evade / Evasion / Evasive

Examine

Experience

Expert

Fail

Failed Check; Failure on a Check.

Failure Chart

A Chart included on the Stat Sheet of most Machinery, Technology, and Equipment.

Fuel

Fuel Actions with Action Energy.

Generate

In reference to Action Energy Generating. Maybe a Generation Rate? GR? ROG (Rate of Generation)?

Game

Game Master / GM

Game World

Hack

A Clearance Rating Ability Check to Access or Operate an Object that has a Defensive Measure protecting it from unauthorized use.

Hit

Hostile

Ignore

A denotation to signify when a normal rule, parameter, or effect gets Ignored as though it doesn't exist.

Impulse Action

Inactive Leave

There are some things a PC may only do while on Inactive Leave, like change their MODs. A Character is considered to be on Inactive Leave when they are not in an Engagement or Mission.

In-Game

Knowledge

Level

Life Capsules

Life Energy (Le)

Loadout

Locked

Lull

The time between Active Engagements. (*combat?*)

Machinery

Melee

Modification

Modifier

Non-Engagement

A non-active Engagement of Players and Player Characters where specific rules and conditions apply to referee and mediate time, actions, results, and consequences. — See Engagement.

Object

A catch-all term for Equipment, Technology, Machinery, and any other Item or object that is itself Inanimate and Unintelligent, Artificially or Naturally.

Object Sheet

Open MOD Slot

Operate

Competently use Machinery, Technology, or Equipment.

Overclocked

The Condition of your Player Character exceeding their Modification Tolerance Limit and suffering consequences for it as described on the Overclocked Penalty Table.

Penalty

Penalties that may be applied to Dice Rolls, Ability Checks, and so on. For example, see Sneak Check.

Penetrate

Penetrate is used to describe Damage which is directly and totally subtracted from Life Energy, Ignoring Shields, Armor, or both.

Permissions

The Permission to Operate Machinery, Technology, or Equipment that is Secured, Encrypted, or Locked.

Play Phase

The Phase of play that the Players are in, whether it be a Lull or Engagement. Rules for governing play are different and/or treated with different emphasis depending on the Phase you are in.

Player

Player Character

Plot

Power

Power Down

Prerequisite

Primary Action

Primary-Roll

The main, primary roll that is made when making an Ability Check, To-Hit Roll, Damage Roll, or Saving Throw.
(Maybe a different name for Saving Throw, like *Threshold Set?*)

Range

Rarity Class

How Rare an Object is, and a corresponding value. For example, a Common Object has a value of 1, an Uncommon Object has a value of 2, and so on through Legendary.
(*Legendary?*)

Repair

Research and Development

Resource / Resources

Retreat

Abandoning or Retreating from a Mission or Mission Zone.

ROG

Rate of Generation, in reference to Action Energy Rate of Generation.

Role-Playing

Round

A cycle of Turns determined by Turn-Order where everyone has one Turn during the Round. Play proceeds from the first Player in the Turn-Order. When Play returns to the first Player in the Turn-Order, the preceding Round has finished and a new Round begins at the start of that Player's Turn.

Rule

Rules of the Game, or the Ruling of the GM.

Ruling

The act of interpreting the Rules of the game, or making a decision on how to adjudicate a situation when the Rules are either unknown or unclear.

Rush

Secured

Security Measure Status

Available, Secured / Security, Locked, Encrypted.
(*Available?*)

SE / Solar Expansion

The great event of successful Solar Expansion, with the first successful colony being founded on Mars. At this point in time scholars and historians set the year to 1 SE as a marker of the dawn of a new age.

Self-Destruction

Senses

A blanket term used to describe a character's or equipment's ability to see, hear, smell, touch, or otherwise detect matter.

Setting

The game world or Setting in which a game and/or story takes place.

Sheet

The sheet or sheets of paper that describe a Character, Object, or otherwise.

Shield

Skill

Skill Check

Sneak

Specialization

Stat

Stat Sheet

Status Condition

When a Player Character's Status is affected by a Condition's Effect.

Strong Versus (Strong VS.)

Used to show that something is doubly effective at dealing Damage, Reducing Damage, or in other interactions/Actions where there is a contest.

Speed

Sub Action

Succeed

(Skill / Ability Checks.)

Success

See Succeed.

Super Failure

Failing an Ability Check Threshold by 5 or more.

Super Success

Beating an Ability Check Threshold by 5 or more.

Surprise

A flat +5 or -5 modifier to Turn-Order during Engagements.

System

A computer or set of computers, or an A.I. or set of A.I.s, that govern an organized unit — used with things like making a Hack Check to break into a System, or a Security Check to install Security Measures into a System.

Target

Technology

Teran

Working term for the game's currency.

Terra

The name of the Default Setting of the T.E.R.R.A. TTRPG.

Time

The Time in-game it takes to do or accomplish things. Time in-game does not pass at the same rate as the Players experience in real life. During a Lull, the passage of Time is measured and mediated by the Game Master and Players working together and discussing what they'd like to do and how. Minutes, Hours, even Days can pass in a matter of seconds, or inversely it may take several Minutes, Hours, or even Days to play out what takes place in-game in a matter of seconds. This is all up to the Game Master and Players to decide, guided by the Rules in this book. Time passes at a consistent rate of 12 Seconds per Round, or 5 Rounds per Minute.

Tools

Specific Items called Tools which can be used for specific purposes, such as Repairing Armor during an Engagement.

Total Character Level

The total Level of your Character added up from all the Levels you have taken in your Primary Tuning and Specializations combined.

Tuning

Turn

Upgrade

World

Zone

The Locale where a Mission takes place.