What You Will Need To Play
-These core rules.
-Normal six-sided dice (shortened as "d6").
-Pencils and paper for notes, character sheet, etc.
-Friends who will play (recommended, but not required).
-Imagination. Roleplaying games can't work without a good dose of creativity. For those of you who are used to having a controller in your hand to play a game, this may be a challenge.

1. CREATING A NEW CHARACTER
-Your new character has four main attributes:

　　　*Fortitude: Used to determine how tough you are in combat, your character's "hit points". And determines your starting points for skills (see Skills later).

　　　*XP: Experience points. These are mostly gained through combat. They are used to upgrade your skills, increase your Fortitude, or buy new skills (see XP Points later).

　　　*Credits: The standard money denomination in this game. Used to buy items, weapons, and other things you may find important.

　　　*Arsenal: Your starting weaponry. You are allowed to have 1 melee weapon, and 1 ranged weapon "active" at any one time. If you wish to change them out, you'll have to spend an action to do so (see Gameplay Basics later).

-In order to get your character's starting Fortitude value, you will roll dice on the charts below. This will give you a general idea of your character's back-story "origins". Each result has a listing for Fortitude. After all the rolls, you'll add them up, which becomes your starting Fortitude value. The word "Fortitude" has been shortened for these charts to "Fort".

*You were born into…

ROLL	RESULT	FORT
1	Poverty.	1d6+1
2 - 3	Lower-class income.	1d6
4 - 5	Middle-class income.	1d3+1
6	Elite-class income. *Gain 100x1d6 credits	1d3

*You grew up in…

ROLL	RESULT	FORT
1	Rural area.	+0
2 - 3	Inner-city.	+1
4 - 5	Outer-city/suburbs.	+2
6	Colonial outpost.	+3

*Your childhood was…

ROLL	RESULT	FORT
1	Utter nightmare.	+3
2 - 3	Very rough.	+2
4 - 5	Challenging.	+1
6	Spoiled rotten. Gain 10x1d3 credits	-1

*Your parental guidance was…

ROLL	RESULT	FORT
1	You were an orphan.	+3
2 - 3	Both mom and dad	+0
4 - 5	Mom only.	+1
6	Dad only.	+2

*Your criminal history is…

ROLL	RESULT	FORT
1	Habitual.	+3
2 - 3	Repeat offender.	+2
4 - 5	Some history.	+1
6	Never been busted.	-1

-Add all the values together to get your starting Fortitude. If, by chance, your starting value is a 6 or less, add +7 to it to get a new total value.
-Your starting XP is 0, and your starting credits are 10x1d6 (if you roll a 6, add it to the total and re-roll. This can be done multiple times).

Example: I'm making a new character, named PornXombie. Here's what I get for his origins:
1. Born into: Lower class income (roll a 3 for Fort).
2. Grew up in: Inner-city (+1 Fort).
3. Childhood was: Challenging (+1 Fort).
4. Parental guidance was: Mom only (+1 Fort).
5. Criminal history: Some criminal history (+1 Fort).
-My total is: (3+1+1+1+1)=7. My beginning Fortitude is at a value of 7. The 7 also tells me how many points I have to buy my starting skills.
-My starting XP is 0, and I start with (1d6 roll of 4) 40 credits to buy things.

*Skills
-The skills you have help to "flesh out" who your character is.
-New characters are allowed up to 4 skills to start with. There's a special section later for using skills you do not yet have.
-You get as many points as your starting Fortitude to divide into the skills you want.
-The skill must have a minimum of 1, and a maximum of 5.

-Below is a basic starter list of skills. However, you (and/or the GM) might have ideas for skills that are not listed here.

-Skills listed below with (E) are considered Elite skills. Elite skills cost 2 of your allotted points per +1 rank (to the max of +5). These represent high-end skills, ones that needed formal training for you to get.

-IMPORTANT NOTE! If you do not use all of your allotted points when getting skills, any leftover points are simply lost. You DO NOT get to save them at all.

Weapon Master: Melee weapons like knives, swords, axes, etc.

Whoop Ass: Unarmed brawling attacks with fists, kicks, slams, etc.

Ranged Weapons: Attacks with pistols, shotguns, gatling cannons, etc.

Pilot Starship (E): Fly starships, regardless of the ship's size or class.

Alertness: How good you are at spotting things like hidden traps, secret panels, etc.

Sneak: How well you can hide, and move in stealth.

Science-Tech (E): Includes scientific things like research, experiments, biology, etc.

Drive Vehicles: Includes hover-cars, motorbikes, tanks, etc.

Lock Picking: You can force open locks on doors, secured chests, etc. Does not help if you want to crack codes to computer files and such.

Computer Use (E): Includes operating/repairing computers, surfing the hyper-net for information, hacking files, etc.

Lie: Tell false information to mislead someone, or to get something you want.

Seduction: Lay on the sexual charm to get something from someone.

Intimidate: Invoke fear into a target to gain some kind of advantage.

Repair Job: Covers any mechanical or electrical repairs. Does NOT cover some starship system repairs.

Enhanced Interrogation: Your evil ability to inflict pain in order to get information. The amount you succeed the roll by is how much damage the tortured soul takes. You don't roll for any damage during this; it's only how much you succeeded the roll by.

Demolitions (E): The ability to arm or disarm explosives. If arming, the amount you succeed by is added to the damage the explosive does (so, a bomb that does 4d6 damage, and you succeed by 3, would do 4d6+3 damage upon detonation).

Arm/Disarm Trap: Allows you to set up traps, or disarm ones that have already been set. Failing the roll while disarming will cause the trap to go off, causing damage.

-Once you have your skills and starting values, your character is ready for the "Great Expanse" of outer space. Welcome to ***Terra-Xeno***!!

Example: Using PornXombie from earlier, he decides to get the following skills and skill values: Whoop Ass-3, Pilot Starship-1, Alertness-2, and Computer Use-1. This uses all 9 points (which was his starting Fortitude value). PornXombie now looks like this:

Fortitude: 7   XP: 0   Credits: 40
Whoop Ass: 2   Weapon Master: 2
Alertness: 2   Computer Use: 1

2. GAMEPLAY BASICS

-Turn order is determined by Fortitude. Highest Fortitude goes first, then second-highest, and so on until all characters and NPC's have gone. In case of ties, add +1d6 roll to Fortitude until tie is broken. As you can see, the turn order will change as Fortitude values change.

-Before a player performs any actions, they must first roll 1d6 on the X.Factor Chart, and follow those instructions. Provided nothing bad happens, they can then perform their action.

X.Factor Chart (1d6)

ROLL	RESULT
1	Time Blip! You may re-roll any single dice roll this turn only. You must accept the 2nd roll, regardless of what it is.
2	Knowledge Flashback. Gain a -1 mod to a single skill check this turn only.
3 - 4	No special Game FX. Continue as normal with your action.
5	Panic Mode! Take a +1 mod to all of your skill checks this turn only (if healing, attach a -1 mod to the roll).
6	Brain Fart! You get no actions this turn. Your turn is done.

-Each character is allowed to perform 1 action during their turn.

-Below is a basic starter list of actions. A scenario, or the GM, may have other actions not listed here.

-The basic starter actions are:

1. Move: There are 2 ways to move. First, you can spend your action and move to whatever location you want. Or, you can save your action and move by rolling the dice (this can be done once per turn). Each has its own advantage to it, so it's up to you to decide which works best for you.

2. Make A Skill Check: To make a skill check, simply roll 1d6 against your chosen skill's value. If the roll is equal or less than the value, you succeed. If it is higher, you fail. Rolling a 6 fails the check, no matter what. You can try to make a skill check with a skill you don't have (see those rules later).

3. Use 1 Item: Use 1 item that you have in your inventory of stuff. Any SPFX it has happens immediately, and the item is removed from your inventory. You can carry up to 10 items, and up to 3 of the same item (except weapon ammo. You can carry as much of that as you want).

4. Switch 1 Weapon: Change 1 weapon in your Arsenal for one in your inventory.

5. Reload A Weapon: Add ammo to a weapon you have in your Arsenal. The weapon must be in your Arsenal for you to reload it.

6. Heal Fortitude: To try and heal, simply roll 1d6 on the chart below (if you are trying to heal while KO'd, attach a -1 mod to this roll). Apply healed points immediately. You can't heal your Fortitude beyond its original value. Some items can heal Fortitude as well (which would be covered under Use 1 Item instead).

ROLL	RESULT	ROLL	RESULT
1	0 points	4 - 5	2 points
2 - 3	1 point	6	3 points

*Basic Generic Outcome
-Used to get a simple "yes/no" style answer to something. Simply roll 1d6.

EVEN	YES
ODD	NO

*Rolling a 1d3
-The notation "1d3" will be used a lot in this game. Converting a 1d6 roll to 1d3 is easy, just look on the chart to see how.

1d6	Converts
1 - 2	To a 1
3 - 4	To a 2
5 - 6	To a 3

*Game Modifiers (aka "mods")
-"Mod" is simply a shortened version of "modifier".
-Mods that make a check easier are (-) mods. Ones that make a check harder are (+) mods.
-It is possible for a skill check roll to have multiple mods attached to it.
-Any mods that take a roll to below 1 is treated instead as a 1. Likewise, if mods take a roll above

6, treat it instead as a 6. Remember, a roll of 6 is an auto-fail result.
    +mod: A mod with a + number to it. Mods with the + are harder to succeed at.
    -mod: A mod with a - number. Mods with the - are easier to succeed at.
-Usually, mods never go above +2, or below -2.

ACTION	MOD
So easy, a retard (or George W. Bush) could succeed at it.	-2
Not much of a challenge at all.	-1
Average skill check	+0
A bit of a challenge for you.	+1
Tougher than breaking up with a clingy psycho ex-girlfriend/boyfriend!	+2

Example: PornXombie wishes to use Pilot Starship-2. But, the GM gives him a -2 mod to the roll for some bonus! He then rolls the die, and applies the -2 mod to the roll. I the new total is equal or less than his skill value, he succeeds. In this case, he could roll a 4 or less and succeed the roll.

*Using A Skill You Don't Have
-The rank of the attempted skill check sits at a default of 4. But, you roll **2d6 instead of 1d6** when making that skill check. You can't adjust the default skill rank by any means, it is always at 4. If the skill is an Elite Skill, the default rank is still 4, but you now roll **3d6 instead of 2d6 or 1d6**.
-Succeeding the check doesn't give you the skill, it just means you "pulled one off". However, it DOES give you a +1 XP bonus each time you successfully use a skill you don't have. Get +2 XP bonus if the skill was an Elite Skill you tried.
-Using a skill you don't have can be done up to 3 times during a game session, regardless if it was successful or not.

3. COMBAT AND DAMAGE AND DEATH
-Attacking another character is as easy as making a skill check (see Skill Checks above). If you succeed the roll, you hit the target…simple!
-If the attack is a brawl (unarmed) attack, you roll as many dice as your Whoop Ass skill. Remove any 6's rolled (remember, they are bad in this game). Add up the rest, and that's the damage you did from the attack.
-If the attack is a melee weapon or ranged weapon attack, you get bonus dice. The weapon's Damage listing tells you the number of extra dice you get. Add those to your skill value, and roll them. Again, remove any 6's rolled, and total the rest. That is how much damage you do.

-All damage is applied to the target's Fortitude value (hence the whole "hit points" reference earlier).
-A question comes up during this. What to do if you roll *ALL* 6's for your damage? For this situation only, you would take the rank of your skill, and add the value of the weapon damage. That is the number of points in damage you do.
-So, if you have Weapons Master at 3, with a +2 machete, you'd do (3+2)=5 points of damage.

*Getting Knocked Out
-If your Fortitude drops to a 1, you are considered Knocked Out (or KO'd for short).
-While KO'd, the only action you get is to try and heal Fortitude points.
-However, since you are KO'd while doing this, you use a -1 mod towards the 1d6 roll (see healing Fortitude above).
-It is possible for other players to use a healing item on you.
-Once your Fortitude heals to at least 2 or more points, you revive from being KO'd. However, all your actions are lost for the current turn.

*F V 0 = D: Fortitude Value 0 = Dead. And, dead is dead is dead. It's not "dead-is-kind-of-dead-but-maybe-not-really-as-in-a-zombie-sort-of-way-or-maybe-shows-up-later-in-some-low-budget-sequel-that-was-only-released-on-DVD-and-not-in-the-theaters-because-it-sucked-donkey-balls". Dead, expired, kicked the bucket, shed thy mortal coil, etc. etc. etc. Dead. If need be, see Heal Fortitude earlier (under basic actions list). For those of you just joining us…
F V 0 = D: Fortitude Value 0 = Dead

-The good news, however, is that half of any XP your character had (round partials up) when they died gets automatically transferred over to your new character's starting XP. Think of it as a gift from your old character as they spasm and scream while lying in a pool of their own blood, puke, and shit as they head into the afterlife (sorry, but those peaceful "I'll always be there for you" and "I love you, ditto" type deaths don't happen here).

*Chicken Shit Escapes
-This can be tried only once during combat, regardless if it is successful or not.
-It costs your action for the turn to try this.
-You must declare out loud that you are a Chicken Shit, and are going to try an escape.
-Roll 3d6, but DO NOT add them. Instead, you're looking for even rolls, and odd rolls, from the dice. Then check the chart for the result of your roll.

-If the result says you move, you move by random dice roll. This is automatic, and does not use up any of your actions.
-Re-roll the dice if you wind up rolling your current location.
-NPC's will never try a Chicken Shit. They're too brave (or too stupid) to try and flee combat.

Chicken Shit Escape (3d6)

ROLL	RESULT
All Even	Earned your "pussy badge" today. Totally chicken out, and make a run for the hills! You take no damage, and roll for location change.
2/3 Even	Partial success. Your opponent fell for the "look over there!" trick, but just for a second. Suffer 1d3 points damage, and roll for location change.
2/3 Odd	Partial failure. You tripped over your boot laces. Take 1d3 points damage, and stay where you are.
All Odd	Fucked *that* up, didn't you?! Stay where you are, and your opponent gets 1 free attack immediately against you. This does not use up the opponent's action.

*Gaining And Using XP
-Most of the XP you get will be from combat. However, your GM (or a scenario) may have other ways of getting XP.
-See the chart below to tell you the amount of XP you get, based on who or what your target was.

ACTION	XP GAIN
Defeat Omega NPC by yourself	+1
Help defeat Omega NPC*	+1
Defeat Beta NPC by yourself	+2
Help defeat Beta NPC*	+1
Defeat Alpha NPC by yourself	+3
Help defeat Alpha NPC	+2
Other Ways To Earn XP	--
Succeed a skill check with a +2 mod attached to it	+1
Defeat an Alpha NPC without suffering any damage (whether by yourself or with help)	+1
Good in-character role-playing (this is the GM's discretion)	+0 to +3

*Given to all players who helped.

-When you reach 20 XP, you gain what is known as an Upgrade Point. This point can be used for a number of things to upgrade your character.

      1. Increase Fortitude: Apply the Upgrade to increase your Fortitude value by +1. There is no absolute maximum for Fortitude points. If you can keep your character alive long enough to get their Fortitude value up to 100 (for example), then they deserve it!

      2. Increase An Existing Skill: Apply it to a skill you have, and increase its value by +1 (to a max of 5 for the value). If the skill is an Elite skill, it costs 2 Upgrade points per +1 value.

      3. Buy A New Skill: Gain a skill you currently don't have. You gain the skill with a value of 1. It is then increased as normal with future Upgrade Points. If the skill is an Elite skill, it costs 2 Upgrade points to get it at the starting value of 1.

      4. Increase Your Available Actions: It will cost 3 Upgrade Points to do this, which will allow you to have up to 2 actions per turn, instead of 1. This can only be done once, you can never have more than 2 actions per turn.

-You don't have to spend Upgrade Points as soon as you get them (as you can see by option #4).
-You can save them up if you'd like (just remember, if your character dies, they lose all those Upgrade Points you had. Unlike XP, Upgrade Points DO NOT transfer over to a new character, they are lost forever).

*Other Ways To Spend XP
-There are a few limited options for spending XP during a game.

ACTION	COST
Adjust a single dice roll by +/- 1	-5
Re-roll a single failed dice roll (must accept 2nd roll, regardless).	-10
Move to a locale adjacent to your current locale without the cost of your action. *Adjacent: directly next to your current locale on the Location Chart.	-15

4. GAMEMASTER DATA AND OTHER FLUFF
-If you really look at the game core, you will see that it can be played just as easily with only 1 player, and no Game Master (GM for short).
-While it certainly allows for playing with multiple people, it's main factor is to insure that it can be played "solo-style" by 1 person. Behold, the power of 1...you're welcome.

*Non-Player Characters (NPC's) In *Terra-Xeno*
-Any character not controlled directly by a player is considered a non-player character (or NPC).
-Each NPC falls into a certain class, listed below.

      <u>*Alpha:</u> These NPC's are just like the player characters. They have all the attributes and abilities that a character has. Alphas will have 3+4d6 for their Fortitude value, and whatever skills the GM (or scenario) thinks they should have. These are the types of NPC's the players may run into repeatedly during their journey. Maybe that evil villain that keeps getting away, or that starship captain that shows up right when the players need him the most.

      <u>*Beta:</u> These are "semi-important" NPC's. They can be right-hand men, nerdy research allies, and so forth. These NPC's have 3d6 for Fortitude. They get 2 skills (up to a max value of 3), and neither has to be combat-related if desired (but keep in mind, if this is the case, you may wind up with a lot of dead betas). If needed, they can have a max of 1 weapon.

      <u>*Omega:</u> These are the "cannon-fodder" people in a game. They get 2d6 for Fortitude, and 1 skill (max value of skill is 2), which doesn't have to be combat-related. Omegas don't stay alive for very long in *Terra-Xeno*; a paper-cut at the wrong time could kill them. If need be, they can have a max of 1 weapon.

*Interacting At Outposts (cr = credit)
-You can buy and sell items at outposts.
-If a location has an outpost, it will be listed. Not all locations will have an outpost.
-Selling an item will get you half (round down) its original buy cost. If an item costs 20 cr to buy, you get 10 cr back if you sell it.
-When buying an item/weapon, roll on the Inventory Chart before you pay for it. After you roll on the chart, you can choose whether or not to buy it. You never know, you might catch the item/weapon on sale, or even on clearance! Then again, it could be sold out and you're just SOL.

Inventory Chart (1d6)

ROLL	RESULT
1	Sold out. You cannot get the item at this time.
2	Hot seller. Add +5 cr to the cost of the item.
3 - 4	No change in price this time. Continue normally.
5	On sale. Lower the cost of the item by -3 cr (to a min of 1 cr).
6	On clearance! The item costs half its original value (round up).

-Outposts have one additional feature to them, the storage pod. With this, you can "dump" any extra gear you might have on you into a storage pod.

-All outposts carry storage pods. It does not cost any actions to access your storage pod; nor does it cost any actions to swap items out.

-There's a 1-time flat fee of 10cr to buy a storage pod. But, once you pay it, the pod is now yours; you do not owe any more credits to keep the pod.

-Because of space/time rift continuum babble bull shit, any items you have in a storage pod can be accessed at any outpost.

-The same technology allows an infinite number of items to be placed in a storage pod. In other words, there's no limit to how much stuff you can get into a pod.

-Your storage pod can only be accessed by you. No one else can access the pod. If you die (more *when* than *if*), any items in your storage pod are returned to the outpost for re-sale.

*Other Special Locales

-These locales may not be at every location you go to. If a location has any of these, they will be listed.

Diner / restaurant / bar & grill: For every 10cr spent here, heal 1d3-1 Fortitude points (0-2 point range). You can go here up to 3 times per game session.

Strip club / titty bar: Costs 10cr just to get in the door. Once inside, there are 3 options:

1. Pay 5cr for a **lap-dance**. Get a +1d3 to Fortitude for the next 3 turns. Then, your Fortitude returns to normal.

2. Pay 15cr for a **private VIP dry-hump**. Roll 1d6: roll a 1 = she makes you cream your jeans! Get a +1d6 to Fortitude for next 2 turns. Add +1 to that if you creamed your jeans. Then, your Fortitude returns to normal.

3. Pay 30cr for a **sloppy-wet blowjob**. Roll 1d6: roll a 1 = cum all over her face! Get a +2d6 to Fortitude until end of your next turn. Add +2 to that if you came on her face. Then, your Fortitude returns to normal.

Mercenary Klan: Many freelance "side-jobs" will be listed here. Always check to see if any are available. Great way to earn sum credits, and even some XP!

*Starter Melee Weapons List

-The damage listed (DMG) is bonus dice to your Weapon Master skill rank when rolling for damage.

WEAPON	DMG	CR
Box cutter	1	5
Chainsaw	3	35
Fire axe	2	15
Hatchet	1	8
Hedge Clippers	1	10
Iron pipe	1	7
Knife / dagger	1	5
Large mace	2	40
Heavy log chain	1	12
Pitchfork	2	15
Small mace	1	20
Sword / machete	2	30
Torch (lit)	3	0
Torch (unlit)	1	10
Whip / cat-o-nine tails	1	15
Wooden club	1	5
Wooden staff	2	11
Brass Knuckles	1	5

*Starter Ranged Weapons List

-The damage listed (DMG) is bonus dice to your Ranged Weapons skill rank when rolling for damage.

WEAPON	DMG	CLIP	AMMO	CR
9mm Pistol	1	15	Bullets	30
Blaster	3	10	Bullets	75
Crossbow	1	1	Arrows	30
Flame-Shot	3	10	Gas	1500
Gatling cannon	4	100	Bullets	3000
Grenade launcher	4	6	Grenade	750
Laser pistol	2	25	Battery	200
Laser rifle	3	20	Battery	750
Shotgun	3	7	Shells	200
Rifle	2	10	Shells	100
Sonic Pop	1	5	Battery	500
Long Bow	2	1	Arrows	100
Slingshot	1	1	Rocks	5
Ion Pulsar	2	10	Battery	2000
Taser Shot	1	15	Battery	75
Photon gun	2	10	Battery	200

*Starter Items List

CR	ITEM	SPFX
100	Thermal-Glo Goggles	-1 Alertness mod when looking for things in the dark.
20	Comm-unit	Talk to others who also have one.
80	Scanner	-1 Alertness mod when looking for something.
250	Hacker kit	-1 Computer Use when trying to hack files/security codes.
85	Repair kit	-1 Repair job mod when fixing something.
60	Laser scope	Must be attached to a ranged weapon. -1 Ranged Weapon mod for that weapon.
25	Bio-Fill Pack	Heal 1d3 Fortitude.
100	Bio-Med Injector	Heal all Fortitude.
10	Flash-Pill	Heal 1 Fortitude
175	Stealth-Suit	-1 Sneak mod while wearing (provides no damage protection).
30	Enviro-Suit	Can go into hazardous areas without harm (provides no damage protection).
15	Bullet Ammo	Quantity: 15 bullets
20	Shell Ammo	Quantity: 10 shells
10	Arrow Ammo	Quantity: 20 arrows
35	Battery	Quantity: 1 battery
65	Grenade Ammo	Quantity: 4 grenades

*Sample NPC's To Try Out

-Here are some generic typical NPC types to get you started. Maybe they'll spur some ideas for you to make your own (just remember the limits for NPC's discussed earlier).

-Toxic Sewer Rat   **Type:** Animal (Omega)
Fortitude: 9   Whoop Ass (Bite): 2

-Drugged Out Whore Type: Omega
Fortitude: 6   Weapon Master: 2
*Has a dagger (dmg 1)

-Shambling Zombie Type: Omega
Fortitude: 10   Whoop Ass (Bite): 2

-Inner-City Gang-Banger   Type: Beta
Fortitude: 13
Ranged Weapons: 3   Intimidate: 1
*Has 9mm pistol (dmg 1, clip 15, ammo bullets)

-WarBot Sentry Drone   Type: Beta
Fortitude: 15*   Ranged Weapons: 3
Alertness: 3
*All sentry WarBots are armored. Lower all damage done to a WarBot by -2 (to a minimum of 0 points damage).

Terra-Xeno Character Sheet

Character Name:_____
Player:_____
Height:_____   Weight:_____
Eyes:_____   Hair:_____
Skin:_____   # Actions:_____

*Origins Back-Story: **Fort:**
1. You were born into:_____
2. You grew up in:_____
3. Your childhood was:_____
4. Your parental guidance was:_____
5. Your criminal history is:_____

ATTRIBUTES
FORTITUDE: _____/_____
XP: _____
RUNNING XP TOTAL   _____
CREDITS: _____ cr
ARSENAL:
1._____
2._____

SKILLS

_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____

*INVENTORY

_____   _____
_____   _____
_____   _____
_____   _____
_____   _____

*Permission is granted to copy this character sheet for personal use only.

5. EVEN MORE "OTHER STUFF"
(aka "semi-quasi-partial advanced" *Terra-Xeno*)

*Terminology (in no particular order)

Turn: A single player decides, and resolves, their action choice.

Round: All players, and NPC's (if there are any) have decided, and resolved, their action choices. A round is made up of a series of turns.

Game Session: The period of time from when game play is started, until the time when game play is ended for the day. Game sessions consist of multiple turns and rounds.

Game FX: Special "wildcard" game options that will bend the basic rules in some way. If Game FX options contradict the basic game rules, then the Game FX has priority.

Location: A general area, made up of a series of locales. For example, HellFire Colony 420.69 would be a location.

Locale: A specific area within a location. For example, a whorehouse at HellFire Colony. The whorehouse is the locale, and HellFire Colony is the location. Not all locations will have the same locales in them.

Sub-Locale: A specific area located within a locale. An example would be the restrooms (sub-locale), at the titty bar (locale), on HellFire Colony 420.69 (location).

Mod: Short for "modifier". A number attached to a dice roll that will make things easier (-mods), or harder (+mods), to succeed at. They are the variables encountered in nearly all tasks.

"Xd6": The "d6" simply means six-sided dice. The "X" is usually replaced by a number, which tells you how many of the dice you should roll. For example, if it says "3d6", you'd roll three dice and add them together.

Non-Player Character: Any character in the game not under direct control of a player. These fall into 3 classes: Alphas, Betas, and Omegas. Alphas are just like the players' characters, while Omegas are the lowest on the food chain. Also includes groups of NPC's called "cluster fucks".

Player Character: Sometimes referred as "PC" for short. A character directly controlled by a player, and not a GM.

Game Master (GM): A "player" in a group assigned with controlling NPC's, describing environments, and resolving game rules. Sometimes nicknamed as "God" by players.

House Rules: These are "unofficial" rules that were created by either the players, or the GM, or a particular group. Not all house rules are used by all players of *Terra-Xeno*. Creating house rules

is always encouraged (to customize the game to your particular liking). House rules may also include the removal of certain core rules as well.

Rules Whore: A player who thinks everything needs to be run strictly by-the-book, with no give for expansion, or "winging it". Most Rules Whores are quickly removed from any play groups (just because they're so fucking annoying).

*NPC Groupings ("Cluster Fucks")
-Some NPC's travel around in a collective group, called a "cluster fuck". Examples would be a pimp (Alpha or Beta NPC) and their whores (Omega NPC's), a biker gang leader (Alpha NPC) with a biker gang (Omega NPC's), and so on.
-Normally, NPC's don't move from locale to locale; but that isn't always the case. If the Alpha/Beta NPC does move, any Omega NPC's with them will also move. However, Omega NPC's will not move on their own; unless they are attached to an Alpha or Beta NPC.
-A cluster fuck consists of 1 Alpha/Beta NPC, and (1+1d3) Omega NPC's. These can all be of the same type, or of different types.

*Random Encounter Chart
-Whenever a player enters a locale, roll on this chart.
-This is even if a player has already been to a locale, and is returning for whatever reason.

ROLL	ENCOUNTER
1	**Cluster fuck!** Roll 1d6: Even: 1 Alpha NPC and (1+1d3) Omegas Odd: 1 Beta NPC and (1+1d3) Omegas
2	Roll 1d6: 2 - 5: **1 Beta NPC** (with no Omegas) 1 or 6: **1 Alpha NPC** (with no Omegas)
3 - 4	**No encounters this time…**
5	**1+1d3 Omega NPC's** (roll 1d6): Even: All NPC's are of the same type. Odd: All NPC's are different types.
6	**Cluster fuck!** Roll 1d6: Even: 1 Alpha NPC and (1+1d3) Omegas Odd: 1 Beta NPC and (1+1d3) Omegas

*Alternate Moving Option: Hover-Cab
-Some of the larger location cities may have a new way to get around: the hover-cab.
-It allows you to go to whatever locale you wish to go to, without the pesky cost of your action. The downside? It costs 45cr to use a hover-cab.
-When you wish to use one, simply declare you want to "hail a hover-cab". This can be tried up to 3 times per game session, regardless of whether a

cab shows up or not. After hailing for a hover-cab, you then roll 1d6.

-If the roll is a 1 or 6, you do not get a hover-cab to come pick you up. This uses up 1 of your 3 for the session, but you don't lose any credits.

-If the roll is a 2-5, a hover-cab will arrive in 1d3-1 turns to pick you up. You are charged the 45cr before it even picks you up (this is in case you suddenly change your mind). Whether or not you get in is up to you, but you still paid for it.

-You can then choose the locale you wish to go to, and the hover-cab takes you there.

-Unless noted by another Game FX rule, you can hail a hover-cab at any locale within a location. There's no certain locale you need to be at.

*Easing The Arsenal Restriction

-As an alternate, you can allow players to have 2 melee or 2 ranged weapons for their Arsenal (the basic rule states you can have 1 of each).

-This does not allow you to have any extra attacks by doing this. It is only so you can carry related weapon types that would suit you better.

-Having 2 of the same weapon provides no bonus to any of your attacks (unless you get house rules for some Johnny Woo style gunfights).

-It still costs your action to switch any weapons into your Arsenal.

*Blood And Bleeding

-You will need some type of markers for this option; pennies, glass beads, etc.

-For every 4 points of damage you take from a single attack, you get 1 Blood Token. So, if an attack did 13 points damage, you'd get 3 Blood Tokens. The remaining 1 point is simply dropped.

-Every Blood Token you have is 1 point of auto-damage to you at the start of every turn.

-Bio-Fill Packs and Flash-Pills do not remove Blood Tokens. Bio-Med Injectors remove all Blood Tokens, as well as healing all Fortitude points.

-You can also buy plasma bandages at outposts.

ITEM	FX	CR
Plasma Bandage	Removes 1+1d3 Blood Tokens. Discarded once used.	15

*Alternate Turn Order

-For this, you'll need a standard deck of playing cards, with the jokers removed.

-Give the deck a good shuffle, then hand each player a number of cards equal to the number of actions they get per turn.

-NPC's get 1 card for the whole group of NPC's, 1 card for each.

-The GM then starts at king, and works down to

ace. If you have a card for the value he calls out, you discard your card and perform your action.

-If two or more cards are of the same value, then suit order is used to break the tie:

Hearts → Diamonds → Clubs → Spades

*KEEP AN EYE OUT FOR…

Hardcore OverDrive: The first generalized expansion pack for *Terra-Xeno*! Sure to have a shit-ton of cool stuff in it, like armor and clones and shit like that. Cool, eh?!

Xeno-Star: Some of the major xeno-races of the galaxy will be showcased! From the creepy Araknyds, to the barbaric Kezthar, to the "schoolgirl hot" Jadimans; just to name a few!

Oceans Of God: An uber-pack stuffed full of options for using starships in your games. What would sci-fi be without starships?! That's like porn without the fuck scenes…

Population Control: A special expansion pack showing just some of the inhabitants of the *Terra-Xeno* galaxy. Will have Omega, Beta, and Alpha NPC lists. And, there's always the dreaded Hall Of Laws! Wait until you get in on that!

HellFire Colony 420.69: An open-world fictional setting for your *Terra-Xeno* games! The largest collective of locales and sub-locales, all right at your fingertips.

***Terra-Xeno: This Alien Earth* IMAX 3D Movie:** No, I wouldn't go banking on this coming out any time soon. I just wanted to see how it looked in print. Would be nice, though…