

TM

TORG

ETERNITY



CORE RULES

TORG

ETERNITY

ORIGINAL DESIGN TEAM

Mythos and Game Design: Greg Gorden, Bill Slavicsek, and Douglas Kaufman, with Ed Stark, Greg Farshtey, Stan!, Brian Schomburg, Christopher Kubasik, Ray Winninger, and Paul Murphy

Additional Concepts and Playtesting: Daniel Scott Palter, Denise Palter, Jonatha Ariadne Caspian, Michael Stern, Richard Hawran, C.J. Tramontana, Martin Wixted

Technical Assistance: Dr. Michael Fortner, Dr. George Exner

Original Cover Illustration: Daniel Horne

Playtesting and Advice: Eric Aldrich, Paul Balsamo, Jeff Brown, Laura Brown, Tim Brown, Gary Corbin, Troy Faraone, Mike Landsdaal, Letha Owens, Barbara Schlichting, John White

Original Logo Design: Tom Tomita

Revised & Expanded Developers: Eric Gibson, Jim Ogle, Gareth Michael Skarka, Nikola Vrtis, Stephen Marsh, Talon Dunning

Dedication: To Stewart for the Land Below and all your other excellent work. You are missed.

TORG ETERNITY DESIGN TEAM

Writing and Design: Shane Lacy Hensley, Darrell Hayhurst, Markus Plötz, Dean Gilbert, Ross Watson

Editing: Matthew Cutter

Contributors: Greg Gorden, Jim Ogle, Steve Kenson, Ed Stark, George Strayton, Henry Lopez, Aaron Pavao, Angus Abranson, Steven Marsh, Patrick Kapera, Bill Keyes, John Terra, James Knevitt, Jonathan Thompson, Andy Vetromile, Joseph Wolf

Art Director: Aaron Acevedo

Graphic Design: Aaron Acevedo, Jason Engle

Layout: Darrell Hayhurst, Shane Lacy Hensley, Thomas Shook

Cover: Shen Fei

Interior Illustrations: Chris Bivins, Matheus Calza, Dennis Darmody, Talon Dunning, Bien Flores, Gunship Revolution, Alida Saxon, Andy Trabbold

Playtesting: Jimmy Macias, Michael Conn, Damien Coltice, Michael Mingers, Michelle Hensley, Ron Blessing, Veronica Blessing, Scott Sizemore, Golda Lloyd, Andrew Harvey, Dale Davies, Ed Rugolo, Scott Walker, Darrell Brooks, Melvin Willis, James Dawsey, Brad Rogers, Jamal Hassan, Jeremy Dawsey, Kevin MacGregor, Greg Nagler, Terry Cruse, Michael Howse, David Howse, Jon Crenshaw, JP Meisenburg



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TOKENS

Torg Eternity uses different conditions and damage types to show the effects of combat on a character and his foes. You can write these effects down or use tokens to represent them. Official tokens are available in the *GM Box*. Sometimes the official token's visual may be used to represent a condition, as shown below:



Stymied / Very Stymied



Shock



Wound



Vulnerable



Waiting



Aiming



Disconnected



Malfunction



Concentrating



Restrained



Step Marker

**THE INVASION OF EARTH TOLD IN PREVIOUS TALES OF
TORG TOOK PLACE ON ONE VERSION OF OUR WORLD.**

**THE HIGH LORDS THERE WERE SUCCESSFUL FOR MANY
YEARS, BUT WERE EVENTUALLY STOPPED BY THE PLANET'S
VALIANT STORM KNIGHTS.**

BUT THERE ARE INFINITE VERSIONS OF OUR WORLD.

THIS IS A TALE OF A DIFFERENT EARTH.

ONE WHERE THINGS DID NOT GO AS WELL...



FOREWORD

By GREG GORDEN

A bit of business first: this is the best version of *Torg* ever produced. Don't get me wrong, I am proud of the work I did on the original game, and the talent of the team and freelancers I worked with at West End still has me wondering how I got so lucky. But the book you hold in your hands contains a better game than the one I designed while at West End, building on the best of their ideas, and modernizing the game system. Perks, enhanced card play benefiting from two decks, improved combat, clean-up of many of the varied systems, and artwork with that radical concept of...color.

If you have not yet explored the idea of realities at war with each other, welcome, you have come at the best possible time. If you are an old hand at realm running, you will find familiar faces and mechanics. Dr. Mobius and the Cyberpope Jean Malraux are still scheming, Tolwyn of Tancred battles Uthorion more furiously than ever, darkness devices lurk, and the benchmark chart is still there to figure out what number you need for that kaiju. I believe you will find a cleaner, more consistent game system which will allow you to explore the many new bits the crew from *Ulysses Spiel* has added: The Law of Wonders, Tharkold in Russia, edeinos that look bad ass, perks that are specific to races and cosms? Yes, please. I give a heartfelt thank you to Markus Plötz for realizing his vision of *Torg* and bringing the game back better than ever.

Torg still stands as my most personal design. It came at a time when I was shifting design gears. I had started firmly in the simulationist camp of roleplaying game design, building mechanics and games to faithfully recreate the world of James Bond 007 and DC Heroes. As I was mulling over the ideas behind *Torg*, I was branching out into narrative styles of gaming in my personal gaming. Yes, I wanted the unicorn GNS theory said you shouldn't bother with.

I had a ridiculous number of goals for *Torg*. Chief among them, I had come to appreciate the power of RPGs as explanatory shorthand for real-world behavior. You could tell a fellow player that your co-worker Thorton had an intelligence 17, wisdom 3, and the player would have a basic understanding of what problems Thorton caused at work. But almost all game metaphors were at the character level. I wanted game metaphors at the social and cultural level, to feed into a different discussion.

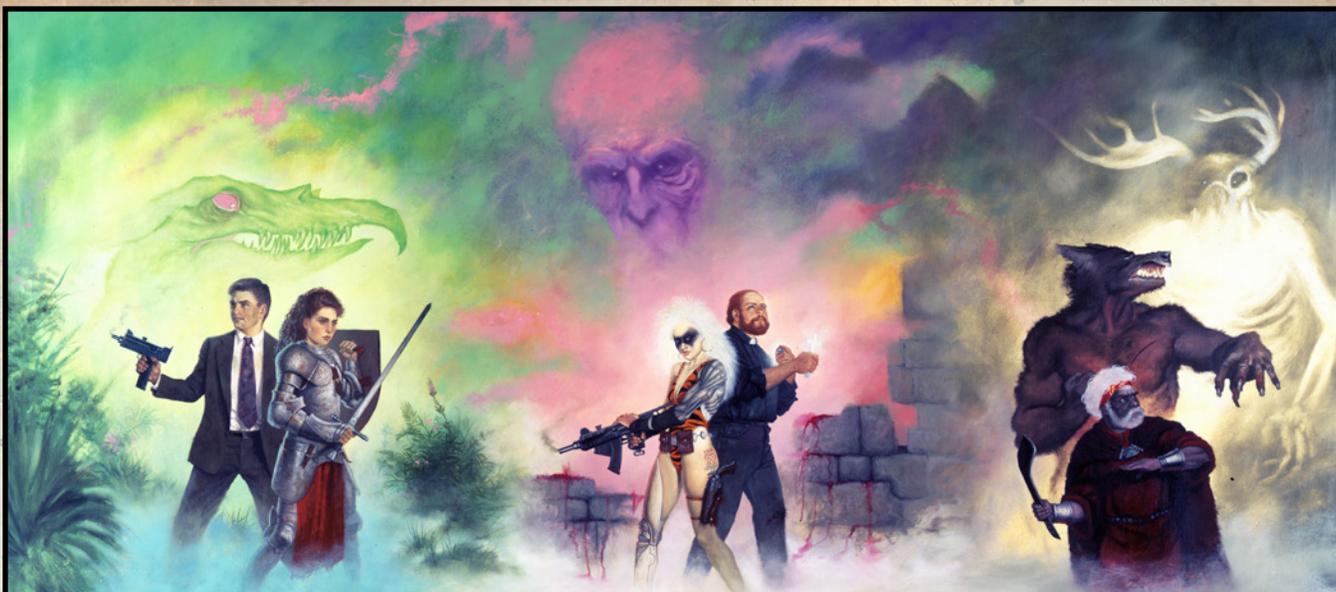
I was living in Chicago at the time. I was freelancing; most of my friends were fellow freelancers or actors. My then-wife Barbara was working for Continental Bank. Let's just say our two constituencies did not see the world the same way.

Continental Bank had recently become the largest bank failure in American history. The bank had been purchased by the FDIC to prevent financial panic; Continental had fallen into the "too big to fail" niche. One night at a Continental function, a senior manager was telling me that the arts deserved to fail because they did not respect market forces. I smiled, slid his drink from in front of him to in front of me, and wished him luck respecting market forces until taxpayers no longer had to buy his alcohol. A kerfuffle perhaps followed.

On the drive home, Barbara said the manager and I were just from different worlds, and could I please be more careful. I apologized for my failure as professional spouse sidekick, then fell into one of my bad-husband moments semi-listening, staring over the moonlit waters of Lake Michigan as we made our way up Lake Shore Drive. The idea was just about there.

The senior manager and I shared the same world, but something else was off. The same thing that was off when I could get a police escort to the polls to vote in a mayoral election and my friends could not; or when my wife couldn't get heard at a tech meeting where she worked; or when they lined us up for lunch by religious affiliation when I attended elementary school in Colombia. There were plenty of -isms that would explain that, but how could I generalize these conflicts and blow them up to game size? Ah...the world was the same, but reality was different for each participant, the realities were in conflict, and there was a price to be paid for that. That was the metaphor I was looking for. It wasn't yet enough for a game; but if the realities governed every aspect of existence, technology, magic, spirituality, even what ideas could be successfully expressed? That. Could. Work.

The next few days were the sort of days for which I have lived for my whole life. I was consumed by the ideas central to *Torg*, in a flow where hours just evaporated, and the design notes just seemed to appear. Realities organized along the lines of familiar genres, with a few twists. How the realities were contained, what the price was for those who lived in a reality that wasn't theirs, how the conflicts might play out, how realities could flip. Could dinosaur



creatures violate the inverse square cube law and ravage Manhattan? Sure, at a cost. Could demons patrol the Chicago skylines? Sure, but that should be this much riskier than dinosaurs. What if the demons created magically enchanted cavalry out of dinosaurs to take on the 1st Armored Division? Er...okay, some things I might have to figure out later. But I was ready to start playing.

Before Hollywood, before he wrote for *Torg*, Chris Kubasik was a player in my homebrew campaigns. One of these was the Stillearth War, a campaign where the ideas for *Torg* percolated. Chris was playing a priest; his character was facing a demon at the top of the Hancock Tower in Chicago. The demon was injured, but currently having the better of the confrontation, calling on the powers of the night to finish off our hero. His character about to be tossed a few dozen stories to his doom, Chris attacked the demon...with an impassioned speech about the value of humanity. A couple of rolls later and the demon cratered into the streets, another problem for the recently busy Chicago Department of Public Works. Chris had won, not through firepower but through superior expression of ideals. That was cool; I now knew I had the core of the game.

The project went on my mental back shelf, the one way in the back, when I took a job at West End Games. I was happily designing bad guy stuff for their Star Wars line, and enjoying the rigor of working with a talented team. A little over a year after I joined, West End started considering publishing a new roleplaying game. I pitched my idea to Bill Slavicsek. A week later he came back and said, "We can do this. But you have to remember we cannot put Greg in the box with the game." He meant my ideas had to rub against ideas from the team, to be tumbled smooth, to be modified or replaced by their suggestions so we could have a less idiosyncratic game. That was a great call, and an easy one to accept.

The work began in earnest, albeit without a title. We bandied titles about, but nothing completely stuck. Internally it was called *TORG*, for The Other Roleplaying Game, until we could come up with something better. Well...er...we may have failed in that task. Gradually, *Torg* grew on us as a game title, and as the ultimate title for which High Lords were striving.

The people I was working with really bought in and did great work. Other experiences since have taught me that collaboration can sometimes mean a race to the mediocre, with great ideas dying in the arena to good ideas, in the name of consensus. My experience with *Torg* was exactly the opposite; the strange, the cool, the unique, each idea brought by the team made the game better.

The story arcs benefited; Bill Slavicsek worked tirelessly to create a coherent narrative from all the disparate pieces. As soon as he succeeded,





I would walk into his office and blow it up by adding just one more cool bit the team had discussed. He still talked to me throughout the entire process, which was an amazing feat of patience.

The setting benefited; Ray Winner championed a world of Saturday Morning serials, and my low power supers idea transformed into the Nile Empire. Jim Bamba brought a great dose of horror to my religious technology vision for the Cyberpapacy. Chris Kubasik told me I needed to be all-in with the Living Land, spirituality absolutely triumphing over technology and magic.

The game systems benefited; the Drama Deck in particular improved with team ideas, many championed by Doug Kaufman and Jonatha Ariadne Caspian. Ed Stark proved to me that the magic system could convert the entirety of England to glass. The axioms and world laws were made for debate with the team, especially Ray, Chris and Paul Murphy. Never since have I had so much fun losing arguments; all manner of philosophical, social, and technological points were debated. Everything from edeinos surviving in the cold, what it was like to cause a Contradiction, how possibility energy might manifest, the ethics of living in Orrorsh, how would a Kanawa agent's penchant for subtle subversion translate when

dropped into the four-color good guy versus bad guy world of the

Nile Empire, came up for debate. The discussion was fun, it was pertinent, and it resulted in a richer, better setting.

I am grateful for Bill's support of perhaps my craziest idea. I thought that the discussions we were having in the office around Torg could be scaled into an interactive campaign called Infiniverse. This was before the world wide web, so was done by printed newsletter. The dispatches and comments returned by players would be crunched through a primitive amalgam of Excel and Fox Pro, to modify a 10-foot wide world map on which we charted the progress of the Possibility Wars with push-pins and string. I know, right?

The players who joined the Infiniverse did not disappoint. Almost immediately, they seized on an idea Bill Slavicsek had used as a bit of color in his book; the failed invasion from the techno-demon realm. The results of the Infiniverse campaign became the basis for West End's cosm book on Tharkold. The players hadn't just played with the story, they had created a whole new storyline. This emergent storytelling was really exciting for me, and was everything I had wanted for the game.

The players' influence did not stop there; a few of the players I met became designers for *Torg*. Shane Hensley, Brian Schomberg, Jim Ogle, and Stan! Take a bow; it was great fun watching you guys at liftoff of your careers.

A quarter of a century later, I am once again excited by *Torg*. Another great team has put together the game you are now reading. You are the new players for this new version of the Possibility Wars. The settings, characters, and ideas are yours to play with. May your imagination build epic stories out of this clash of cosms. May the High Lords come to fear the opposition of your Storm Knights. And may the best reality win.



Greg Gerdner

DESIGNER'S NOTES

BY SHANE LACY HENSLEY

Within our college gaming group, our annual Halloween adventure was a big deal. We put real effort into it and turned it into something of an event. The Living Land cosm book had just come out, so I decided I'd write a *Torg* adventure where there was a rival god to Lanala — Death. I wrote it up in quite a bit of detail, called it the *The Temple of Rec Parka* (later renamed Rec Stalek), and ran it. My friends seemed to enjoy it, so when West End Games called for writers in their budding *Infiniverse* magazine I sent it in. Miraculously, Greg Gorden read my submission, made some edits, and said that if I cleaned it up they might publish it. I did, they did, and with that my entire life changed.

Years later, after West End Games closed up shop, Markus Plötz wound up with the rights to *Torg*. He asked me to write a new edition, but I had to decline as my own *Savage Worlds* was keeping me more than busy. A year passed. Pinnacle had grown enough that I had help, so when Markus approached me again, his enthusiasm for the game — his genuine grin from ear to ear — captured me. I was in.

Markus isn't just a businessman who made a wise investment, he's a fan. In fact, he's a superfan who knew the game far better than I did. He'd run many long campaigns over the years, long after it had gone out of print. He and his group also changed some aspects of *Torg* I felt added greatly to it, like the heretical "cyberwitches" of the Cyberpapacy. Markus also allowed and encouraged us to make changes we felt were truly necessary, like changing the outdated Nippon Tech to Pan-Pacifica (an idea brought to us by Ross Watson and his friends). We're super excited about that realm — it starts out with a *Resident Evil* feel and becomes something entirely different in year two. (Yes, we've planned out the major plot lines of the cosms for years two *and* three.)

Creating the new edition has been a great challenge. It did not happen quickly or easily, and there were numerous stumbles along the way. Keeping the core of the game while trying to streamline and update the rules was far more difficult than we'd imagined. We were resistant to add any additional dice, for example, but once we tried the Bonus Dice idea we knew they were the right answer to the "glass jawed ninja" problem of original *Torg*. We also knew we had to have a system to balance out the various character types, make Core Earthers as interesting as knights and ninjas, and get enough of *all* the cosms in the core book that long-time fans would know how to return to their favorite settings. Hence the Perk system was born.

A lot of amazing people contributed greatly along the way. Greg Gorden pushed us to make the core system more streamlined. Steve Kenson helped transform the cyberdemons of Tharkold into something far more rare and terrifying. Tim Brown kept us on track. Michael Conn, Michelle Hensley, and Jimmy Macias playtested every week. Dean Gilbert challenged every rule, especially reality, and wrote tons for both the core book and our marketing previews. Darrell Hayhurst proved such a strong force he's now in charge of the line — his unbreakable attitude and willingness to run *Torg Eternity* any time, any place, was inspirational. Perhaps best of all, Markus never lost faith in us, giving the team the time and space to make the best version of *Torg* we could.

What you have in your hands now is our best attempt at the game we want to play and have been playing for the last two years. We sincerely hope you enjoy it.

—Shane Hensley

May, 2017

THE POSSIBILITY WARS

They came from other cosms — other realities — conquerors joined together to steal the Earth's living energy...to consume its *possibilities*. The Reality Raiders brought with them their own realities, turning portions of our planet into someplace *else*.

Led by a mysterious and ancient individual known only as the Gaunt Man, the High Lords each claimed a piece of Earth for themselves. Each established his or her primitive, pulp, dark fantasy, cyberpapacy, high tech, or horror realm on our world, setting the conquest in motion.

In some realities, the raiders encountered stiff resistance from the residents of Earth and those defenders full of Possibility Energy, the "Storm Knights." They rose up against the Gaunt Man and his allies, battling back with the full fury of their will and eventually overthrowing the invaders.

But this is not one of those realities. In this reality, in this time, the High Lords are winning.

THE HIGH LORDS

Earth is under attack by invaders from other realities — other "cosms." Each cosm reflects a different reality, such as a grim world of classic horror, a lush primeval world of savagery, or even a fantastic realm of swords and sorcerers.

The High Lords prepared for the invasion of Core Earth for years before their arrival, using ancient relics called "Darkness Devices" to enter our world and flood our reality with theirs. But even their great power has limits. Their cosms' influence must be supported by "stelae." These markers bind and support the invaders' realities, slowly transforming Earth to their environment and bleeding the world of its precious Possibility Energy.

Humans living in these transformed zones eventually become alternate versions of themselves. An architect in London, for example, might become a master stonemason under High Lord Uthorion's fantasy reality of Aysle. A cashier in the Living Land might become a hunter-gatherer in the primitive world North America has become.

THE TORG

Why are the Reality Raiders here on Earth? Most already rule their own cosms, so why do they risk it all to invade a realm across reality itself? Legend has it that whoever becomes the ultimate conqueror of our planet will merge his consciousness with his Darkness Device and ascend in power to become a legendary being called the “Torg.” It is an ancient word stretching back to the beginning of everything, and it is likely even the High Lords themselves don’t truly understand its meaning. But they are greedy, selfish beings, and it is the bright diamond in the sky they desire with all their black hearts. They will have it, and will destroy nations, lives, and even worlds if they must to attain it. They will even risk destroying their own immortal souls if it grants them a chance for this ultimate prize.

STORM KNIGHTS

But there is hope. Some beings have the ability to resist the invading realities, to innately control the reality within and around themselves. These people are called “Storm Knights,” and they are the Earth’s only chance at salvation.

The world’s conventional armies, agents, and ordinary men and women fight the crucial war against the invaders’ minions, but only Storm Knights can inspire the masses to make — and keep — Earth’s precious reality energy. With great success, they can destroy a stela and return the land to its normal state.

THE DELPHI COUNCIL

The truth about the High Lords, stelae, and Storm Knights isn’t widely known, but a worldwide organization calling itself the Delphi Council has pieced it together and is doing everything it can to coordinate the efforts of the world’s Storm Knights. Sometimes they include heroes from the invading cosms as well — dissenting men, women, and stranger creatures who fight against the oppression of their realm’s ruler.

YOUR MISSION

Your character is one of these heroes, a Storm Knight who is dedicated not only to protecting the Earth, but to stopping one of the Reality Raiders from becoming a being of unimaginable power and unparalleled evil — the “Torg.”



THE COSMS

Our world is called “Core Earth,” though even it is one of many in the “Infiniverse.” In some versions of our world, the Reality Raiders invaded in other times and even other places. Sometimes they were defeated, and sometimes they drained the world to lifeless dust.

As far as is known, however, none of the High Lords in any of the other realities have become the being called the Torg. Those who claim to understand such things say that should this happen, *all* realities would be affected. Whether this would result in destruction or not is open to some debate — and might even depend on *which* High Lord attained this goal.

What is known is that the High Lords come from other worlds in other realities, called “cosms.” Each one invaded over a series of “maelstrom bridges,” shattering our reality with theirs and causing cataclysmic reality storms.

North America was invaded by Baruk Kaah of the Living Land, a savage world of lizard men, ferocious dinosaurs, and mysterious wonders.

Egypt and parts of the Middle East are now home to a madman called Pharaoh (or sometimes “Doctor”) Mobius, a pulp villain who combines 1930s-era technology with the ancient Egyptian religion to murderous effect.

The British Isles and northern Europe were attacked by the High Lord Angar Uthorion. His Viking raiders ravage Ireland, Great Britain, and parts of Scandinavia while fierce terrors attack from below. Subways, basements, crypts, and tunnels have become entrances to a vast underworld of dungeons, dragons, and treasures transformed by this fantastic reality of swords and sorcery.

France and much of Western Europe are under the sway of the so-called Cyberpope, Jean Malraux. This tyrannical High Lord and his Church Police rule the land with an electronic fist — aided by extreme technology, surveillance, and fanatical devotion.

The leader of the High Lords, the Gaunt Man, struck the cities, towns, and villages of India, Pakistan, and outlying areas around the Far East. His many terrors skittered down a nightmare bridge of squirming corpses to terrorize the countryside.

Russia has suffered terribly from the invasion of a race of technodemons from a nightmare world

called Tharkold. The terrifying and powerful creatures are rare, but their human thralls are numerous and their technology is superior to most of Earth's. Even a Russian tactical nuclear strike on the Moscow maelstrom bridge failed to stop them — creating only an irradiated wasteland for desperate rebels to hide in.

Some believe Asia has fallen to a High Lord as well. Outbreaks of a plague that spread madness among the peoples of the Pacific Rim are signs that something sinister is afoot, though no High Lord has yet shown him — or her — self.

AXIOMS

Cosms are categorized by their Magical, Social, Spiritual, and Technology levels — called “axioms.” These are listed below the title of each cosm in the rest of this section. Core Earth, for example, has a Magic Axiom of 9, Social Axiom of 23, Spirit of 10, and Tech of 23.

This is the maximum degree of development in each category permitted in that cosm. The Living Land, for example, is a primitive place with a low Tech Axiom, while tech in the Cyberpapacy is extremely advanced.

If a being attempts an action that is higher than the zone's axioms, he causes a “Contradiction” and may disconnect from his reality. This is why the relatively advanced forces of the modern world fail against the 1930s technology of Dr. Mobius or the dinosaur hordes of Baruk Kaah. Sometimes, those who disconnect from reality transform to match the new axioms; other times they are simply consumed by the phenomenal energy of raw creation.

WORLD LAWS

Cosms also have a number of “World Laws” that give that region its own particular flavor and feel. Heroes in the pulp-action cosm of the Nile Empire, for example, are hard to kill and might have super powers. Storm Knights in the horror cosm of Orrorsh live in a world where Victorian terrors and far more sinister creatures are very real.

World Laws are listed with their cosm in this chapter. Return to them after reading the rules sections in **Chapter Four: Rules**.

INHABITANTS

The vast majority of denizens living within a cosm are just ordinary beings, or “Ords.” Over time, Ords adapt to the axioms and World Laws around them — often physically and mentally transforming into what they would have been if they'd lived their entire life there.

Some rare individuals, however, remain connected to their original reality even within other cosms. These “*reality-rated*” beings are capable of seemingly impossible feats, which makes them a danger to the High Lords' plans.

ZONES & STELAE

The invaders bind and control the reality of their home cosm on Core Earth via stelae, specially crafted talismans planted in triangles roughly 500 kilometers on a side.

Dominant Zones are areas where one reality is supreme, and any other reality is suppressed. Living beings can create Contradictions while still “connected” to their home reality, but they may become disconnected as the dominant reality pushes back. *Reality-rated* beings may reach out and reconnect with their home cosm, but Ords must return home to have any chance of reconnecting.

Mixed Zones contain two competing realities. Anything that is allowed in either reality can be done without Contradiction. Violent reality storms are common as each one strives for dominance. Stormers and Storm Knights find it easier to reconnect to their home reality in these zones.

Pure Zones are much like Dominant Zones, in that they consist of one prevalent reality. However, here the suppression of any other reality is incredibly strong. While *reality-rated* beings can still create Contradictions, once they're disconnected they find it quite difficult to reconnect to their home reality. Ords can't create any Contradictions within a Pure Zone.

Zones are not always bound by stelae. Some artifacts called hardpoints can impose their reality over a localized area, consisting of a Pure inner core, and a Dominant outer ring. Most of Core Earth is categorized as a Dominant Zone, as its reality is more forgiving to “alien” concepts and objects.



- ▲ Aysle
- ▲ Cyberpapacy
- ▲ Nile
- ▲ Orrorsh
- ▲ Pan-Pacifica
- ▲ Tharkhold
- Blasted Land
- ▲ The Living Land

- ▲ Hardpoint
- ◩ Maelstrom Bridge



RUSSIA

KAZAKHSTAN

MONGOLIA

CHINA

INDIA

INDONESIA

AUSTRALIA

INDIAN OCEAN

SOUTHERN OCEAN



**CLASSIFIED
TOP SECRET
BY ORDER OF THE
DELPHI COUNCIL**

CORE EARTH

MAGIC

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The world of *Torg Eternity* isn't quite our world. Magic, miracles, and monsters do exist, but all pale in comparison to some of the other realms of which we've now become aware. In this version of Earth, cultists lurk in the dark corners of the globe attempting to summon demons or old gods. Items like Excalibur are real. A priest's blessing may actually bring divine favor. Bigfoot may or may not be real, but *some* of the cryptids chased around the globe by overzealous individuals certainly are.

Core Earth is also more action-oriented and cinematic too. Heroes can do incredible feats and survive things that might kill a person in our world.

Most importantly, and the reason the Reality Raiders chose this planet, is that Earth is rich in Possibilities. Our world's inhabitants are full of potential compared to every other cosm in existence, even if they don't know it. This makes them prime targets for the greedy High Lords. Earth's denizens are essentially Possibility farms for these interdimensional monsters. But it also means our world has more heroes — more Storm Knights — brimming with Possibility Energy who can withstand the assault of these remorseless raiders.

The rest of the planet's defenders fight as best they can. Soldiers and civilians battle legions of scaly lizard men in North America or hold off hordes of Orrorshan undead in South Asia. They have no real control over Possibility Energy and are subject to transformation whenever they contradict reality.

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This means small groups of Storm Knights must act like roving special forces, foiling the plans of the High Lords where they can, protecting the people trapped inside the invading realities, and even ripping up stelae when they're able.

The latter is a difficult task. Stelae are frequently hidden, often guarded, and always protected by the invading reality. The Reality Raiders do not allow their most precious tools to go unprotected.

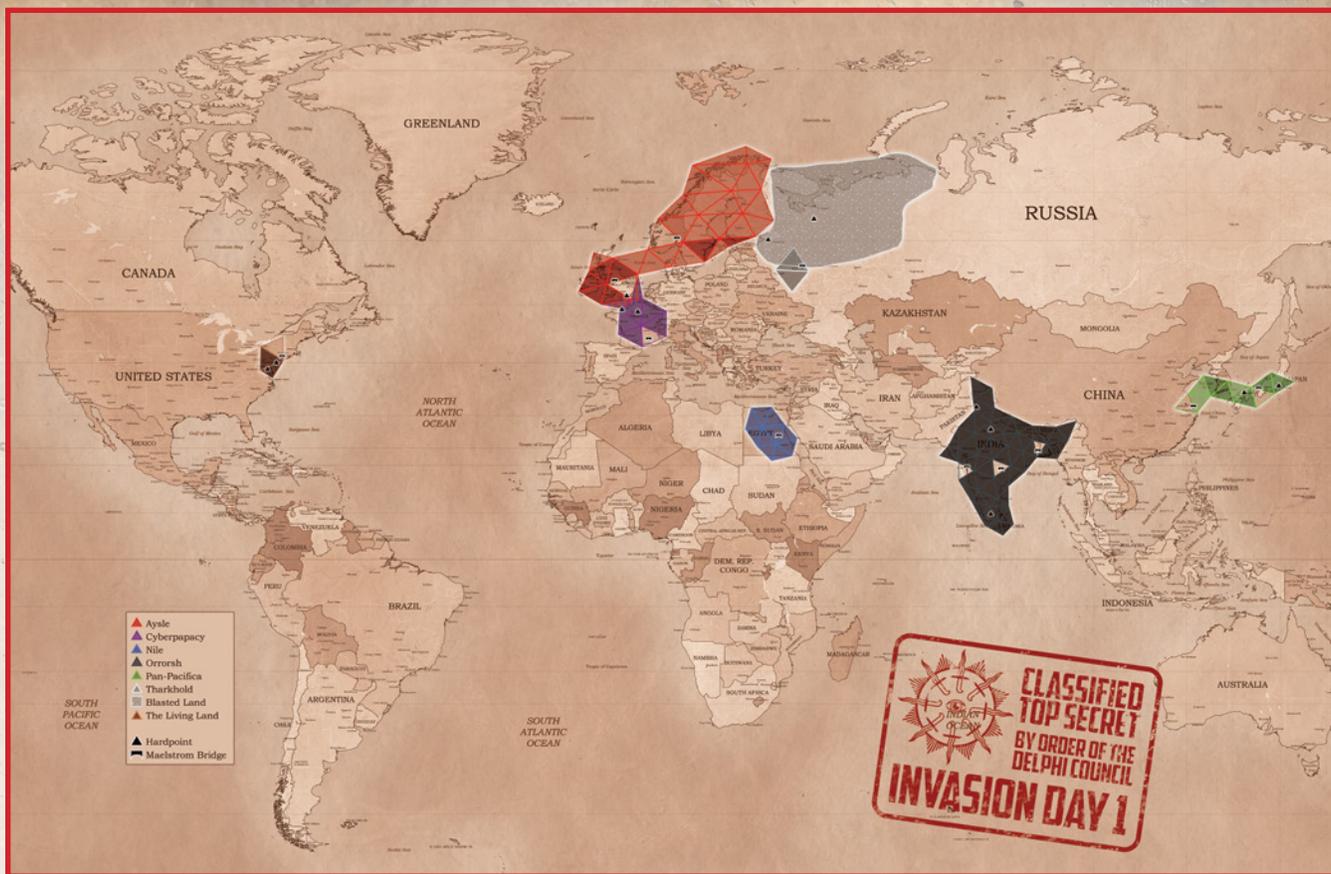
Destroying a stela can kill those beings within their boundaries who have transformed to the new reality. Storm Knights must first refill such souls with Possibilities by inspiring them with their great deeds. Only then can the people withstand another violent change to their very reality.

Some Storm Knights act alone, inherently sensing their role in the great war, but most are contacted and led by the Delphi Council.

A WORLD AT WAR

A quarter of the world's population has been directly affected by the invasion. Those governments that weren't taken over or did not capitulate gather recruits and do everything they can to contain the High Lords' bridgeheads.

Even when a government falls, citizens quickly rally, forming stubborn resistance movements. Patriotic Core Earthers smuggle in arms, ammunition, and whatever technology they can to disrupt the invaders' plans.



Those areas of Core Earth that weren't invaded are a mix of loyal allies, greedy profiteers, and desperate appeasers. Those allies not directly in conflict with the High Lords provide weapons for the resistance and supplies for the millions of refugees worldwide fleeing strange armies of dinosaurs, monsters, high-tech fascists, and more.

Many smaller nations, particularly those that were relatively lawless before, seek profit from the Possibility Wars. They sell weapons, smuggle agents through borders or unguarded shores, and provide intelligence to the highest bidders.

A few nations have collapsed into civil war as naive rebels foolishly welcomed the conquerors in hopes of inheriting power in some new regime. Others are gullible romantics who think the High Lords offer a new and better way of life. Some of these troublemakers are no doubt agents of the Reality Raiders themselves, stirring up dissent and resentment to keep their foes divided.

The United Nations, NATO, and other regional coalitions engage with the invading armies across the globe, but are mostly stymied due to

the strange changes in reality. The failure of their guns, armor, air power, and technology in places like the Living Land, Egypt, or Aysle has so far resulted in numerous disasters and only a few hard-fought victories.

The world's hope, then, lies with the Storm Knights. While the armies do their best to halt the invaders' expansion, these brave men and women traverse the globe to foil the High Lords' plans. Most are from our world, but many are good-hearted allies from the invading realms as well. They use magic, miracles, psionics, incredible technology, or even unbelievable super powers in the struggle against the High Lords.

THE DELPHI COUNCIL

The governments of Earth have not yet truly come together to fight the Gaunt Man and his lieutenants, but such an organization is growing. Established by the United States President Jonathan Wells, the Delphi Council is an emergency task force with the blessing of most of the United Nations' members.

Its leader is a mysterious man named Quinn Sebastian. The former soldier-of-fortune has an uncanny knowledge of the High Lords and their tactics, and has done much even in the first months of the invasion to slow their pace. He travels the world by whatever means are available, meeting with and vetting bands of Storm Knights and tasking them with certain missions.

Quinn is persuasive and resourceful but knows the Delphi Council must produce some real victories before the surviving superpowers grant the power and finances he really needs to win the war. The United States has given Quinn no more power than any other nation, but the military is fond of him for guiding their forces into victories and out of numerous disasters. The US Navy has granted the "Chairman" a private office and access to air transport off the coast of New York City aboard the *USS Ronald Reagan*.

Other members of the Delphi Council specialize in (but are not specifically in charge of) other invaded areas. Some members aren't even of this world, but all are personally approved by Quinn. Perhaps the most controversial is Lady Pella Ardinay of Aysle. Once possessed by the evil High Lord of her fantasy realm, Quinn welcomed the queen and her vast experience after certain arcane rituals proved she was free of influence. Quinn faced great criticism for this move but stuck to his guns. He regained some grudging approval from his detractors when he quickly proved another "ally" from the invading cosmos, Victorian General Avery Wellington of Orrorsh, was actually a member of the Gaunt Man's secret council!

How Quinn knew all this before most of the world even knew who Ardinay or Wellington were is a mystery the chairman has so far kept to himself. Some have speculated Quinn isn't from this Core Earth, but perhaps another, one of the countless versions from across the vast Infiniverse. Whatever the truth, his knowledge has been a great boon to the resistance.

THE STATE OF THE WORLD

The chaos caused by the invading realities has disrupted global economic and information systems. Travel is dangerous, communication is uncertain, and even geographical features are malleable where the High Lords have influence.

AFRICA

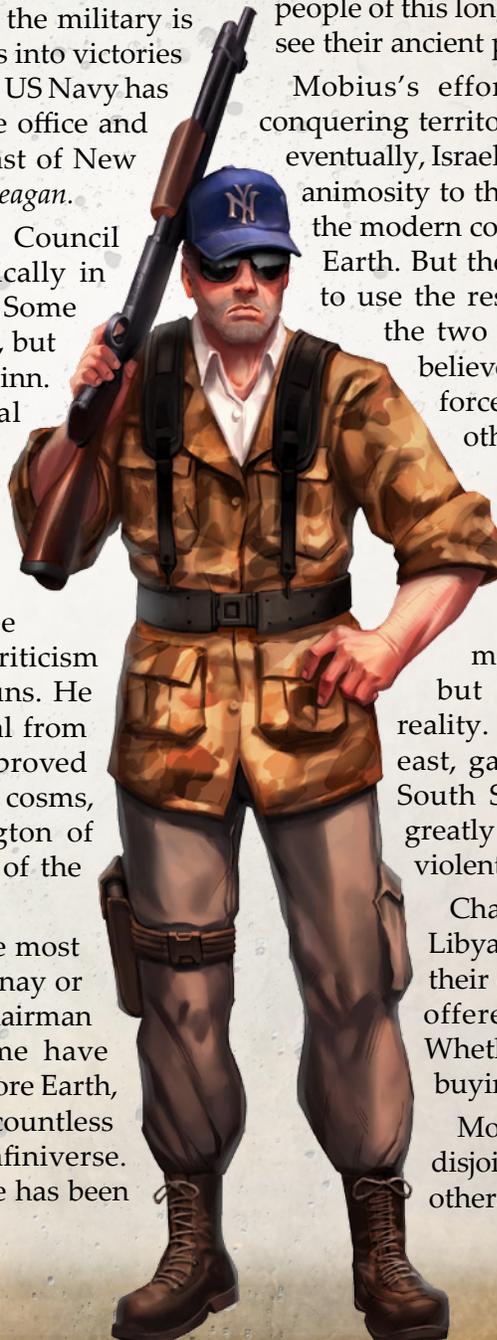
Egypt is firmly under the control of Dr. Mobius. Most of the population seems oddly supportive of his rule, perhaps due to the change in their reality to a more retroactive worldview. Or perhaps the people of this long-struggling land are happy to see their ancient prestige return.

Mobius's efforts are primarily aimed at conquering territory across the Suez Canal and eventually, Israel. The Pharaoh has no particular animosity to the Jews — his religion predates the modern conflicts that have plagued Core Earth. But the High Lord is canny enough to use the resentment he detects between the two peoples. Defeating Israel, he believes, will rally other sympathetic forces to his banner and make his other efforts less difficult.

To the south, the scattered forces of Sudan fell quickly. A hodgepodge force of local warlords, tribesmen, and fleeing government officials made a heroic stand at Khartoum but ultimately fell to Mobius's reality. The survivors fled south and east, gathering along the borders of South Sudan and Ethiopia, but are greatly weakened from the short and violent retreat.

Chad and the warlords of western Libya watched the fall of Egypt and their eastern neighbors and quickly offered a detente with Mobius. Whether they are sincere or simply buying time has yet to be seen.

More radical regional forces seem disjointed. Some serve Mobius while others fight his forces.





Zhang Zhi meets Maru in the dark corridors of a Kanawa Corporation building.

Central, western, and southern Africa have yet to see Mobius's troops. Some of the nations have stationed troops against the Pharaoh. Some welcome refugees, others turn them away. Rebellious forces skirt the boundaries of the armies, trading weapons on the black market and selling information to anyone who's interested.

ASIA

The vastness of Asia is home to two known invasions and a suspected third. India, parts of Pakistan, and other neighbors suffer greatly under the worst of the High Lords, the Gaunt Man himself. Swarms of horrors erupted from multiple maelstrom bridges and infiltrated towns and villages for hundreds of miles in the first week alone. The depravities of these terrors fill the newspapers daily.

Shortly after the invasion, a force of humans from the invading realm, Gaea, marched across the maelstrom bridge. Bearing 19th century technology, they come from an alternate Earth and call themselves the Victorians. The red-coated soldiers and black-cloaked priests who follow them have been battling the Gaunt Man for hundreds of years, and blame themselves for not stopping his evil before it could infect another world.

The Chinese government has posted electric fences and millions of troops along the mountainous border with India, but raw force against the insidious evil of Orrorshan horrors is ineffective. Instead, the presence of these troops and the martial law they bring with them has only caused further friction with the rebellious region of Tibet.

Much of Pakistan has fallen as well. Government forces patrol the cities and villages for nightmarish fiends, but are as concerned with the imperious Victorians as they are the Gaunt Man's hidden minions.

The vast eastern reaches of Russia, Mongolia, and most of China are so far physically unaffected by the invasion. Their economies are collapsing as the world's markets are disrupted, however, leading to increased criminal activity, corporate profiteering, and outright rebellion in some areas.

Finally, a terrible epidemic has broken out across East Asia, hitting major cities like Shanghai, Seoul, and Tokyo. Victims become raging, mad cannibals with enhanced physical abilities. Some say these are signs of another invasion and an unnamed, secretive High Lord. Others say this is simply an unfortunate but natural consequence of interaction with forces from other worlds.

AUSTRALIA

So far, “Oz” has been untouched by the invaders, but agents of the Australian Secret Intelligence Service have discovered unsettling Orrorshan cultists on the mainland, though what they were up to is so far unrevealed. There is even a rumor that the Gaunt Man attempted to land a maelstrom bridge in Indonesia and Malaysia. Experts say invading Australia would be futile given the small relative population and what is so far known about the invaders’ need for Possibility Energy.

The rest of Australia focuses on supporting the war effort for their beleaguered allies. Once a way is found to neutralize the raiders’ strange realities, Australia’s men and women will no doubt be called on to join the fight directly.

One other item of note is that aboriginal shamans in Australia claim to have foreseen the invasion for months before it occurred. The Delphi Council has a number of agents seeking out these individuals to see if there is any truth to the rumors, and whether or not they might provide information that could help with future operations.

CENTRAL AND SOUTH AMERICA

The nations south of Mexico have yet to be directly affected by the Reality Raiders. The authorities in most of these countries have started to nationalize the powerful corporations that operate within their borders, though whether this is opportunistic or preparedness depends on one’s point of view.

Agents of the Cyberpope have been spotted throughout the region on occasion, from Mexico City to Buenos Aires to Lima, causing the Delphi Council to wonder if Malraux is about to take advantage of the massive Catholic populations that live there.

EUROPE

The British Isles and Scandinavia are almost entirely within the realm called Aysle. Strange creatures straight from fantasy fiction wander the transformed streets of Manchester, Dublin, and Glasgow. Monsters erupt from underground subway tunnels, old crypts, and other entrances to the underworld — which somehow connects directly to the home cosm of Aysle and provides numerous pathways for Uthorion’s armies.

The resistance in the UK suffered heavily in the first weeks given their ignorance of the nature of their foes and the magical energy that now fills the island’s air. But a relatively large number of heroes from Aysle fought through these same tunnels and stationed themselves against Uthorion’s armies. These knights, wizards, rogues, and priests have begun to teach the transforming English, Irish, Scots, and others to cast magical spells, invoke powerful miracles, or simply strap on a sword and shield and fight as their ancestors did so long ago.

Continental Europe is divided, with the so-called “Cyberpope” Jean Malraux claiming almost all of France, Spain, and Portugal, and parts of Belgium, Switzerland, Luxembourg, and Italy.

Malraux’s state is peaceful on the surface due to mass numbers of Church Police and a vast network of surveillance systems to keep its citizens in line. Yet the French Resistance lives, and uses weapons, cyberattacks, and even “white witchcraft” to reclaim what Malraux has taken from them.

Refugees from multiple invasions congregate in Germany, so far untouched by the High Lords. Surrounded by enemies and with world trade disrupted, tensions are rising as the government tries to keep their democracy and economy afloat.

The rest of Europe quietly prepares for war, sending troops to the UN, NATO, or the Delphi Council when requested. They also seek out agents of unrest within their own borders who might pave the way for the invaders. The debate over free speech, democracy, privacy, and the strange and unknown nature of this unprecedented war fill the headlines daily.

Much of European Russia is dominated by a cosm called Tharkold. Secretive technodemons and masses of their human slaves — called thralls — descended on a maelstrom bridge in Moscow and quickly spread throughout the city.

President Aleksandr “The Wolf” Volkov fought back viciously at first, vowing not to give a single block of homeland to the invaders. As his forces fell, he did the unthinkable, destroying the maelstrom bridge in Moscow with a tactical nuclear weapon. Less than a day after the invasion, the Russian government declared peace with the Tharkoldu. The Wolf, it was said, was tamed.



Aidan and Viola watch as a reality storm envelops the Eiffel Tower.

Most of the world now sees the administration as toadies for the incredibly powerful technodemons. Some see them as complicitous traitors who sold out the common folk for their own skins. Loyalists applaud the president and claim he is stalling for time in the face of the demons' overwhelming power. Once he finds a way to defeat them, they shout, he will strike with all the might Mother Russia can bring to bear.

THE MIDDLE EAST

Middle Eastern reactions to the invasion are a mixed bag. Some publicly decry the "imposter" Mobius while quietly providing oil or goods to the Pharaoh's war machine. Mobius is particularly hungry for radioactive materials, as he seeks to increase his axioms and build atomic bombs!

Other, more opportunistic nations in the region, such as Iraq, Iran, Syria, Afghanistan, and Yemen, wait to see how successful Mobius will be and what will happen to those lands he conquers. Then they will fight, pledge allegiance, or attempt some sort of diplomacy as the situation warrants.

NORTH AMERICA

Baruk Kaah's forces devastated the eastern and western seaboard of the United States, then reached as far west as Chicago within the next 90 days. The lizard-man has the greatest number of troops of the invasion, having put together a grand coalition of tribes and ensuring several rich breeding seasons before attacking.

The remainder of the US is in full wartime production, manufacturing arms at a pace unseen since World War II. Unfortunately, the nation's reliance on high-tech weaponry is a disadvantage in the savage reality of the Living Land. This keeps her armed forces mostly around the borders.

Bands of volunteers, made up primarily of those from the southern states, have formed "rescue" parties armed with crude spears to better withstand the primitive world. They plunge into the dense jungles to rescue those trapped within and battle the titanic predators that dwell there. The constant risk of transformation for these individuals has greatly reduced their numbers in just a few months.



An edeinos learns far older things have awakened in the forests of North America.

STRANGENESS BEFORE THE POSSIBILITY WARS

Even before the Possibility Wars, unusual creatures, artifacts, and powers manifested in the dark corners of the Earth. The arrival of the High Lords allows the ancient and hidden to stir once again.

Ancient conspiracies. Cults. Cryptids. The storm brought them all out of the dark and made them stronger. Some have fallen under the sway of the High Lords, but most simply pursue their own agendas.

The increasing appearance of the psychically gifted in Core Earth is also a side effect of the invasion. Some believe rare psychics have always existed, perhaps the prodigy of mysterious visitors from another world. Others think psionic power is an inevitable stage of human evolution that Core Earth recently entered.

Those who dabble in magic, mysticism, and the dark arts also find their power growing. Pockets of high magic are becoming more common, leading many to believe our Magic Axiom will rise as newcomers from other worlds bring true sorcery to Earth's former dabblers.

Perhaps most contentious is the new power of religion. Undeniable proof of miracles has been witnessed all over the globe, both in invaded regions and those of Core Earth. Is this evidence of deities? Or perhaps just another manifestation of the strange, mystical force Storm Knights call "Possibility Energy?"

WORLD LAWS

Core Earth may be somewhat mundane by the standards of other cosms, but its people are full of Possibility Energy. Their World Laws reflect this tenacious link.

THE LAW OF HOPE

Hope suppresses fear and despair and allows people to channel their creativity for a better tomorrow, no matter how bad the situation seems. Core Earthers are filled with Possibility Energy; even so-called “Ords” generate more potential than denizens of other cosms.

This overabundance of Possibility Energy makes Earthers more difficult to transform than those from other realms, but also makes them better targets for the High Lords!

The Law of Hope is also why most of Core Earth is made up of Dominant Zones rather than Pure Zones. Our Earth is more forgiving to alien concepts, which occasionally contribute new ideas and increase axiom levels.

THE LAW OF GLORY

Tales of ordinary men and women rising up against cyber knights, dragons, and even dinosaurs fill other Core Earthers with renewed hope. This energy builds, and when a champion emerges, fills him with additional power that can be used to thwart invaders from other realities.

Those who embrace and champion the energy of the Earth receive its thanks in kind. They become legends, capable of feats beyond mortal means: crack shots, mighty fighters, and dynamic athletes whose abilities border on the supernatural. Such heroes existed before the Possibility Wars, but the storm has expanded their power and numbers.

The High Lords and their minions know these legends too. They target such heroes purposefully; when a legend falls, despair spreads like a cancer, but a new martyr bolsters opposition to the invaders.

- **Glory:** When a hero plays for the Critical Moment (page 113), he may replace any one of his Destiny cards with a Glory card taken from the Destiny Deck or discard pile.

WORLD LAWS

A cosm’s World Laws function only within its actual zones, and apply to everyone within them regardless of *their* home cosm.

A Core Earth hero, for example, can’t use the Law of the Underdog while in Aysle, but an Ayslish dwarf in Core Earth *can* take advantage of the Law of the Underdog.

Storm Knights can manifest their World Laws through certain Perks, however. Ayslish characters can take Light Perks, for example.

World Laws function in zones where that cosm is Pure or Mixed, or if it’s the prevailing reality in a Dominant Zone. World Laws are *not* in play if they’re from the “suppressed reality” in a Dominant Zone.

THE LAW OF THE UNDERDOG

Heroes may come from any cosm, but the hardy breed from Core Earth are at their best when facing long odds. They never give in just because they are outnumbered, outgunned, and outclassed. And thanks to the Law of the Underdog these daring individuals often prevail.

Rising to the occasion when overwhelmed by impossible foes is a staple of Core Earth legend. The invading High Lords are the ultimate implacable enemy, and their presence has created Storm Knights in unprecedented numbers.

Saving Earth is a long shot, which makes this World Law a vital part of the defense effort. It permits the *Underdog* effect described below.

- **Underdog:** Storm Knights may play a Destiny card into their pool for free at the beginning of a combat when they are outnumbered or at a disadvantage (GM’s call). This stacks with surprise, assuming the heroes are still at a disadvantage (see **Surprise**, page 126).

AYSLE

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Aysle was never exactly a peaceful realm. Its various races and factions have warred against each other since the beginning of memory. Dwarves battled elves, giants chased trolls from the mountains, and the various human houses and religions fought frequent wars over land, resources, and even ideals.

But the greatest threat, Lord Angar Uthorion, was not of this world. He was a servant of the Gaunt Man who eventually gained possession of his own Darkness Device and was given Aysle as his to conquer.

The knights, wizards, warriors, and monstrous races of this fantastic land proved a challenge. Eventually, the Gaunt Man loaned his own horrors to Uthorion's army: nightmare creatures such as gospog, ravagons, and even the dread Carredon — a massive dragon-like being of pure nightmare.

"The Dark One," as Uthorion is often called, is a warrior-mage of the first order. Augmented further by the Darkness Device, Drakacanus, he reveled in the slaughter from many great victories. But the dead provide little in the way of Possibility Energy. After numerous battles, the crafty sorcerer thought of a new way to conquer the realm.

Uthorion's forces marched on the Valley of the Sword, home to Lady Pella Ardinay of the Light. Ardinay was the true bulwark who had stopped the Dark One's horrors. Uthorion could likely kill her, he believed, but that would only spur the resistance on — at least for a time. And there were other worlds to conquer.

Lady Ardinay watched the assault from her tower. Her forces were commanded by the greatest of her champions, Knight Protector Tolwyn of House Tancred. Arrayed against her warriors and allies from the dwarves and elves were a nightmare host of trolls, giants, undead, goblins, and the terrible might of the Carredon.

The battle commenced. Strange creatures, alien things sent by the Gaunt Man to assure victory, joined the fray. The heroes of Aysle seemed doomed.

As the Hour of the Entity arrived, Ardinay sensed a presence in her tower. "I am here," came a voice from behind her.

"As am I," replied Ardinay. She attacked the necromancer with her own magic, but she had no experience with the budding High Lord's Darkness Device. She lasted longer than most, but Uthorion sundered her soul and left her a prisoner within her own body. Ardinay collapsed.

TOLWYN'S RIDE

Uthorion screamed his victory from Ardinay's balcony, hurling her body to the ground below. Then the Dark One turned into a raven and flew from the battlefield, believing his victory assured.

But the fall of the Lady of Light had the opposite effect on her loyal followers. Spurred by her defeat and Uthorion's barbarism, they made one last furious charge into the monstrous hordes. Tolwyn of House Tancred led the way.

A massive storm gathered, casting the battlefield into darkness. Flashes of green sorcery and white

miracles lit the violent tableau. Tolwyn attacked the fearsome Carredon in single combat, an epic fight bards would sing about for centuries to come.

Finally, the fury of the attack broke Uthorion's horde. The remaining humans, elves, and dwarves swarmed over the fleeing survivors with reckless vengeance. The Carredon took to the sky, Tolwyn caught in its massive claws as she stabbed it with her magic sword. The monster flew into the dark clouds high above and gave what many claim was its death scream. But no corpse was ever found, neither of the Carredon nor valiant Tolwyn.

As the allies returned to the Valley of the Sword, Ardinay rose, broken but alive. Despite her grievous wounds, she walked among her battered champions. They cheered her strength and hoisted their blades in her honor. None of them realized that her broken body was occupied by the soul of Uthorion.

UTHORION'S RAGE

In the aftermath of those dread days, the Dark One's armies regrouped. They dared not attack the Valley of the Sword again, but turned to the ancient elves. Uthorion burned their forests and shattered their ancient cities. Below the earth, his hordes all but destroyed the mighty dwarves.

The allies appealed to Ardinay for aid, but she did not respond. The foul sorcerer could enter her body at will, leaving her weak and confused when he was absent. As Ardinay he turned the races against each other and goaded the great houses to murder and treachery. Aysle entered a bloody age of deceit and betrayal unlike anything it had ever known.

The queen's mages, physicians, and priests believed her condition was the lingering aftereffects of her terrible fall from the tower. She rose from her bed to hold court when some important matter was at hand, but the land suffered. The humans huddled in their fortresses. The surviving elves disappeared to some unknown retreat. The dwarves were all but gone. Truly, these were dark days.

THE LAND BETWEEN

After long years, the Gaunt Man sent for his former servant. He had discovered a new target, a world so rich in Possibilities all others paled in comparison. In fact, it was so rich it would take multiple High



Lords to conquer. Uthorion was assigned a portion of this rich prize, and warned to prepare.

Aysle is a strange disc-shaped world with various layers and a hole in its middle where the sun passes. It was in the darkness of the "Land Between" that Uthorion had so devastated the dwarves. While there he discovered other strange properties of the Land Between as well.

Angar and his disciples planted inert stelae at certain junctions of the Land Between and placed a powerful enchantment on them.

THE INVASION

Finally, the Gaunt Man gave the signal. The day of the invasion arrived.

Uthorion's maelstrom bridges crashed down in Oslo, Norway, and Warrington, England. But he also triggered his terrible incantation. The inert stelae planted throughout the Land Between came to life just as the maelstrom bridges crashed down on Earth — and thundered up from below!

The caverns, tunnels, and catacombs of Aysle's Land Between shifted dimensions and merged with Earth's "Underground," forming a network of passages between the two worlds.

Great chasms, depressions, and sinkholes riddled the United Kingdom, Ireland, Norway, Sweden, and parts of Denmark and Finland. Ancient tombs of Aysle linked with English subway tunnels. Crypts in Wales joined with the dark dungeons of insidious liches. Basements in Helsinki gave way to the dank lairs of goblins and other fell humanoids.

TOLWYN RETURNS

As the people of Aysle listened to rumors of Uthorion's invasion, a strange thing happened. A lone rider appeared on the road in the Valley of the Sword. She rode to Ardinay's castle and said that she was Tolwyn of House Tancred, returned after these long years from some hellish limbo.

Ardinay's attendants took the Knight Protector to the Lady of Light, hoping it might restore some of her former strength. But as Tolwyn approached, the queen rose and thundered with rage. "YOU!" Her voice sounded suspiciously like the bark of the Dark One.

Tolwyn drew her sword at once and plunged it deep into Ardinay's breast.

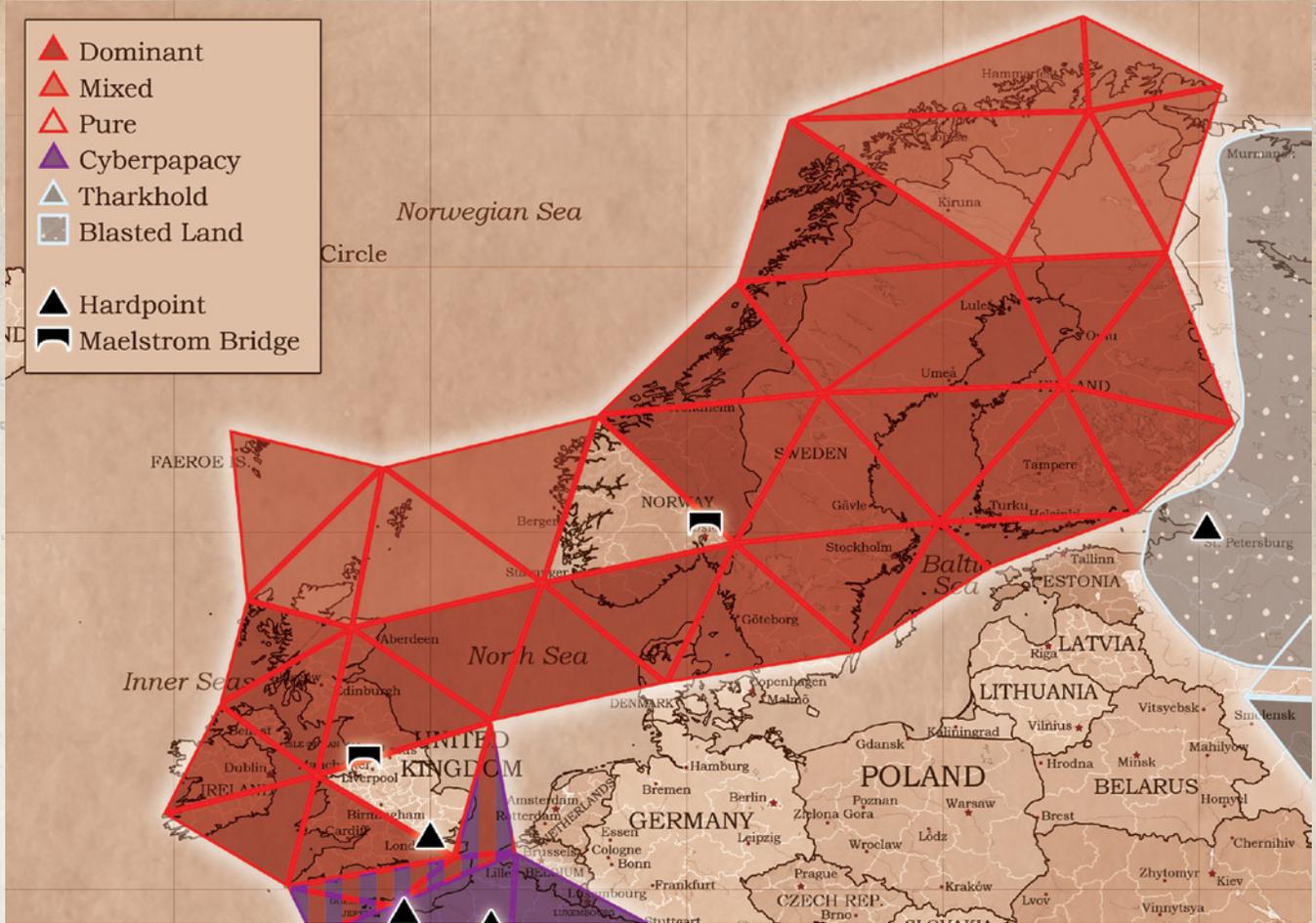
"Thank you," said the Lady of Light, her voice once again her own, as she fell to the stone floor.

Tolwyn waited in the dungeon for a day before the door creaked open. It was Pella. "You have freed me, my champion," she said softly. Her wounds were already healed and her skin was lively and full once again. Uthorion had been cast out.

"We must help those I have failed," Ardinay continued. "I need you to ride

LADY PELLA ARDINAY & TOLWYN





once more, Tolwyn of House Tancred.” The knight did not hesitate.

Aysle on Earth

Ardinay and Tolwyn put together a column of knights, mages, priests, and those few elves and dwarves who remained allies. They battled their way through the Land Between and arrived in England, offering to help the beleaguered humans there. After some difficulty – and a visit by Quinn Sebastian of the Delphi Council, who vouched for her – the Ayslish forces were welcomed.

Now the Core Earthers battle Uthorion’s forces where their reality remains, such as the London hardpoint, while Ardinay teaches transformed humans the ways of magic.

Three months into the invasion, Aysle on Earth is a realm of dark magic and terrible creatures. It extends from the United Kingdom and Ireland through Norway, Sweden, Finland, and parts of Denmark. Viking raiders, necromancers, trolls,

giants, dire wolves, wights, undead, and ever-hungry dragons roam the surface lands or lurk in the underground tunnels beneath.

The Dark One maintains castles throughout Aysle, with his main stronghold in Oslo, Norway, surrounded by a vast fleet of Viking longships, their veteran crews, and sorcerous skalds.

London remains the largest Core Earth hardpoint in the realm. Storm Knights gather here to exchange information, heal, and restock supplies before setting out on dangerous missions to the towns, villages, and other cities, or delving into the treasure-laden depths of the Underground which is said to connect all the lands – if one knows where to look.

Aysle’s transformation of Ireland has taken on a different nature. Fairies, both benevolent and malign, run rampant. Scholars from Trinity College are fascinated by the way Uthorion’s reality has intermingled with their own folklore to create a hybridized, mythical history.



Markus and Tworek confront a horde of lurks in the London Underground.

Giants, trolls, and goblins roam the Scottish Highlands. Numerous towns and villages have already been raided, forcing locals into ancient castles and keeps long used only for tourists.

Uthorion's raiders, Viking-like warriors bolstered by giants, attacked over the maelstrom bridge in Oslo, Norway. After initial success due to the axiom wash and failing technology, the people of Norway managed to counterattack and push the raiders all the way back to their bridgehead. The attack was a distraction, however. Hordes of undead (including zombie trolls and giants!) emerged from the Underground near Karl Johans Gate and attacked the rallying Norwegians from behind. Fresh waves of Viking raiders supported by sorcerers and necromancers then crossed the maelstrom bridge and joined in the bloody fray. Most of the once beautiful city is now a ruined necropolis. It is said Uthorion returns there often to raise fresh corpses for his endless hordes.

WORLD LAWS

Aysle is a heady mixture of magic, miracles, and medieval sensibilities twisted by Uthorion's vile touch.

THE LAW OF MAGIC

Magic is an integral and inherent part of life in Aysle. It infuses the landscape, wildlife, people, and relics of the realm, creating Cosm cards like *Fickle Magic* and *Mana Surge*. The land itself is shaped by supernatural power, sometimes ignoring the normal laws of gravity, physics, and geology to create fantastic landscapes and exotic features.

Thanks to the enriched mystic power in Aysle, a caster may put his own energy into casting spells.

- **Magic:** Spell casters may incur Shock to gain a bonus on any magic skill (*alteration, apportation, conjuration, and divination*) test, up to his number of adds in the skill.

THE LAW OF LIGHT & DARKNESS

The peoples of Aysle believe that virtue is a palpable force, akin to magic in scope and power. The codified virtues as they see them are known collectively as The Light. The Light is more important than love, family, or life to those who believe in it. Those who eschew The Light have more freedom at the cost of widespread disdain.

The Light isn't always the same thing as goodness. Obedience to the gods and royalty are prime pillars of The Light, but what if the commands given are foul? Is losing a battle courageously more important than retreating and saving lives? These conundrums make questions of honor difficult and open the way for those tinged with Darkness but who remain essentially good.

Light and Darkness are vital and tangible forces in Aysle. Light Perks exemplify the wholesome and beautifying effects of virtue. (See page 91 for a description of Light Perks.)

Darkness Perks are the flip side of the law, allowing mischievous rogues or foreboding necromancers to fight for good outside the boundaries of courtesy. They tend to physically corrupt the character, and Aysle natives are understandably mistrustful of those who bear such marks.

Some rugged souls reject both Light and Darkness. These rare individuals are called "Outsiders" by the natives of Aysle, and are equally mistrusted by both sides.

THE LAW OF ENCHANTMENT

The wild magic of Aysle is so pervasive it seeps into some objects unbidden. A sword used to defeat dozens of bandits may spontaneously become a magical bane against their kind. Generations of veneration can turn mundane tools into artifacts rivaling Eternity Shards.

When Uthorion's forces emerged, their first targets were museums, since the artifacts they housed were likely to be imbued during the axiom wash. Dragons in particular are drawn towards such items.

The Delphi Council encourages Storm Knights to hunt magical artifacts in the depths, and bring them back for their agents to use in the fight against the High Lords.

The Law of Enchantment in conjunction with Possibility Energy creates powerful items that grow in might as their legends increase. These items function outside of Aysle, but are contradictory unless the Magic Axiom is 13 or higher — just enough to support magical objects, regardless of how they were enchanted.

Beware! The greater an item's power the easier it becomes for powerful foes to detect and covet! Dragons, especially, are known to collect such artifacts.

- **Enchantment:** When a character rolls 60+ on a test in a stressful situation (such as combat), the magic of Aysle spontaneously enchants one of his items. The item must fit within Aysle's Tech Axiom, but it doesn't have to be the item used to generate the total. Thereafter, it adds +1 to its user's relevant skill when employed. Enchanted items have a Magic Axiom of 13. Alternatively, the hero may roll on the **Magic Treasure Table** (page 239) to let the magic take a different form.

Example: Rose Allain fires an arrow at a Viking chieftain. She makes a remarkable shot of 60+ and one of her items becomes enchanted. Rose decides that since she snuck into the Viking camp, her boots are now "Boots of Silent Stalking" and add +1 to her *stealth* rolls.

If the Shroud happened to make the same shot with his pistol while in Aysle, he couldn't enchant his Colt .45 since its Tech Axiom is too high. He also couldn't just shoot at targets all day hoping to roll a 60+ since that's not a stressful situation.

**"I WENT DOWN A SEWER
AND CAME OUT A CRYPT...
AND A MILLIONAIRE!"**

—AN AYSLISH ADVENTURER

CYBERPAPACY

MAGIC
14

SOCIAL
18

SPIRIT
16

TECH
26

Weeks before the invasion of Earth, a number of prophets throughout Europe began declaring that the end was nigh. They foretold of pestilence and punishment, of demons and monsters, and of invaders from other worlds.

The press paid attention to these raving “prophets of doom” only because they appeared at the same time despite being scattered throughout France, Spain, Portugal, Belgium, Switzerland, and parts of Germany and Italy. The “Prophets of Doom,” as conspiracy theorists named them, had two other strange similarities — none of them knew their names or where they’d come from, and all were blind.

Weeks later, the High Lords invaded Earth. Western Europe was on edge — and rightfully so. As dinosaurs overran New York, an unholy host of devils appeared in Paris, Lyon, Brussels, Madrid, Turin, and many other cities. The fiends went on a murderous rampage, targeting influential church and government officials and wiping out much of Western Europe’s leadership in hours.

Modern weapons seemed useless against the fiends. Bullets bounced off the tough hides of the largest devils and even explosives seemed oddly ineffective against hordes of lesser creatures.

Then a maelstrom bridge crashed down in Avignon. It was made of white alabaster and a choir of angels could be heard singing from the bright light at the other end.

SALVATION

This was not an invasion — it was salvation.

Much like the Victorians of Orrorsh or Pella Ardinay’s battered army in Aysle, a powerful host of allies appeared to aid humanity. The strangers were led by Jean Malraux, the “Cyberpope.”

They came from an advanced and enlightened world where a unique brand of Christianity had developed and embraced high technology. Their soldiers wore powerful body armor and carried advanced weapons. Some were augmented with bio-mechanical implants — cyberware — that increased their reflexes, strength, speed, or toughness. They were connected by unquestioning faith in the divine and their selfless leader, Cyberpope Jean Malraux.

BENEDICTION

The superior tech of the Cyberpope took over all television, internet, and radio broadcasts, but that wasn’t all. At the Cathedral of Notre Dame in Paris, the Cathedral of St. John the Baptist in Turin, the Plaza Mayor of Madrid, and many other town squares and plazas, there appeared a 40-foot-tall hologram of Jean Malraux.

He spoke in their native tongues, telling all who listened that he and his flock were here to save them. They had battled devils in their home cosm of Magna Verita, and knew the fiends to be in league with the “High Lords” attacking the rest of the world.

Malraux’s priests led squads of armored Church Police into battle with the devils, making them

vulnerable with divine miracles then sending them back to the Abyss with GodBeam lasers.

The people of Western Europe were in shock. Not only had the monsters been defeated by strangers from another world, but they had called forth genuine, verifiable miracles. Internet videos of Malraux's priests calling down columns of Hellfire, going toe-to-toe with devils, and healing the injured spread like wildfire.

Finally, the hordes were defeated. Malraux gave what was to be a final benediction to the masses, but several national and religious leaders begged him to stay. They pleaded with him to share the secrets of their religion and technology with the people of Earth lest the devils return to their towns and cities.

INSTALLATION

Malraux generously agreed to remain.

Soon Church Police in black armor adorned with glowing gold crosses appeared on every street corner, bringing safety and security to the cities. Many local authorities joined as well.

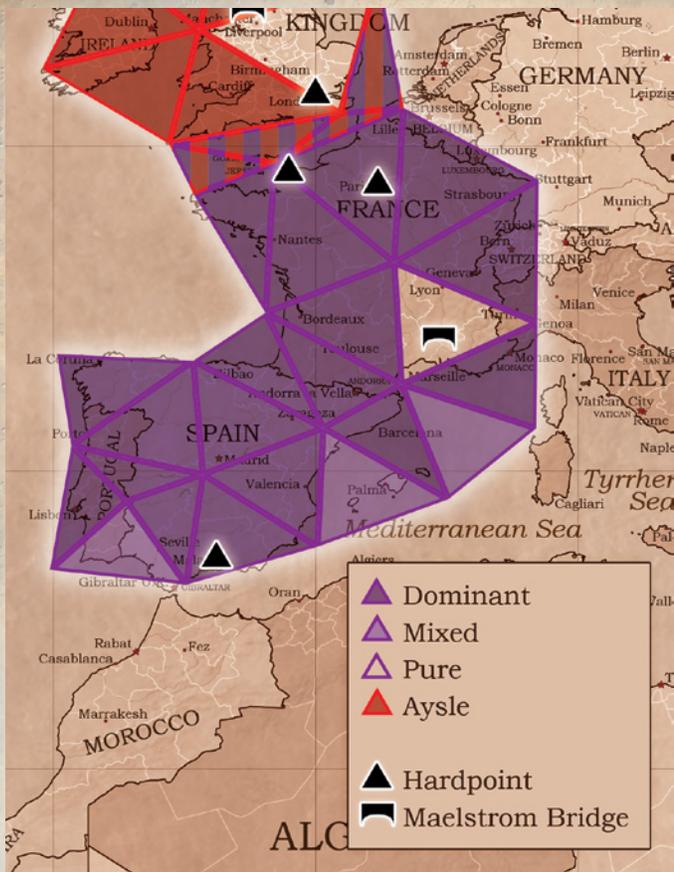
Holographs of Jean Malraux continued to preach his gospel. Holographic cherubs danced in town squares to reinforce the tenets of the so-called "Cyberpapacy." Malraux's regime shared amazing medical technology with the world that cured the blind and sick. Within weeks, tens of thousands received artificial limbs, organs, and eyes.

As the populace began to accept his benevolence, Malraux called forth the GodNet. As the Cyberpapacy spread, mobile phones suddenly shut down and restarted. Users saw only the message "GODNET INSTALLING..." Internet providers went dark simultaneously, their servers dormant while miraculous code rewrote gigabytes of programming in seconds.

When the updates finished, everyone in the affected areas now had a blazing fast information and communication system called the GodNet.

The GodNet provides flawless audio and video in real time at speeds undreamed of. New apps entertain, delight, inform, and of course, spread the word of Malraux and the Cyberpapacy.





The power of the GodNet is so vast that ordinary senses cannot fully take advantage of it. Those who truly want to “see God,” as some call it, implant a neural jack directly into their brain. They are rewarded not only with the indescribable experience of total immersion, but also with neural blasts of euphoria and happiness — as long as they embrace the Church’s tenets.

THE THRONE OF AVIGNON

Jean Malraux reigns over all of the Cyberpapacy through generally accepted martial law. He resides in Avignon, the new capital and seat of power for the Church.

The nations that fall within the realm of the Cyberpapacy have not yet pledged any sort of formal fealty or alliance with one another, though a “Conclave of the Blessed” has been proposed to do just that. It will likely be several months before reasonable proposals are drafted that address the new alliance and its role within the existing European Union. For their part, Germany and Italy have publicly declared that they consider Malraux an invader. They have yet to do anything about

it, however. Trade and formal relations continue while politicians and other interest groups debate the issue.

Diplomats, scientists, and the curious have called for Malraux to let them cross the maelstrom bridges to Magna Verita. Besides the groundbreaking feat of being the first humans to see and travel to another world, they claim it would dispel rumors that he is a tyrant and a High Lord.

Malraux has agreed in principle to these goodwill delegations, but various delays have so far prevented them from happening.

THE RESISTANCE

Of course, not everyone is satisfied with Malraux’s “Heaven on Earth.” Some believe he is brainwashing the masses. They see dependence on the GodNet and cybernetic implants as tools of control.

Some of those who resist the Cyberpapacy have resorted to armed conflict. Church Police are relentless in hunting down these heretics. They punish friends and relatives they believe may be hiding nonbelievers and have the power to make arrests without traditional due process.

Members of this resistance include Core Earthers, dissenters from Magna Verita, and even practitioners of a new force that came with the Cyberpapacy’s strange axioms — magic! Some have even blended magical energy with cutting-edge cyberware to become “cyberwitches” or “cyberwarlocks.”

Practicing magic of any kind is against the law in the Cyberpapacy. Malraux says such individuals have given their souls to the same demons he defeated when he came to our world. The normally kindly Cyberpope exhibits particular hatred and even cruelty toward these dabblers in the dark arts.

Hunting down witches and warlocks is a high priority for the Cyberpope. His “New Inquisition” was announced recently to hunt down those pagans who actively work to thwart the holiness of the Cyberpapacy.

The most active resistance cell is in Paris, which remains a Core Earth hardpoint. They sabotage the Church’s operations and spread seditious rumors that Malraux isn’t here to defend humanity against the invaders — he’s one of them!

THE DELPHI COUNCIL

Quinn Sebastian has said of the Cyberpope, "If it walks like a duck and quacks like a duck, it's probably a duck." The meaning is that if Malraux acts like a High Lord, there's a maelstrom bridge, and there are stela scattered about the land he claims to protect (or control), he probably *is* a High Lord.

The Delphi Council treats Malraux as such, and considers him and his regime hostile. They warn their Storm Knights against provoking a war between the Church and other nations, however. Should a foreign agent or member of the Delphi Council be caught attacking Church Police, it could cause an international incident. Given the invasion, the world doesn't need *more* conflict.

The true Pope of Core Earth's Catholic church agrees with Sebastian and has labeled Malraux a false or "Antipope." So far the dispute has been treated with sanctions and diplomacy lest civil war erupt among the faithful. But internet sites outside the Cyberpapacy claim the Vatican is stocking up on arms and quietly hiring new security forces for the coming schism.

SURVEILLANCE STATE

Whether one is pro-Malraux or believes him the Antipope, it cannot be denied that those who live in the Cyberpapacy are under a constant state of surveillance.

The GodNet is ever-present. It is the core of every electronic operating system in the realm. Older operating systems cannot begin to process the input and output the GodNet handles with miraculous ease. To modern citizens of the area, even the most cutting-edge competitors are crude imitations many generations behind.

The GodNet is the spiritual and technological core of the Cyberpapacy. It is a self-aware network and artificial intelligence with the power to process, sort, analyze, and broadcast data beyond the imagination of Core Earth technophiles.

It gathers data not only from the topics people search and the apps they use, but

CYBERWARE

The citizens of the Cyberpapacy embraced cyberware very quickly. At first it was seen as a miraculous tool for the disabled. Veterans of the region's past wars, as well as new veterans from around the world maimed in the Possibility Wars, flocked to the Church's officially sanctioned cyberclinics to replace missing arms, legs, eyes, and failing organs.

Social acceptance was almost immediate given the sacrifices or pain so many of these unfortunates had endured. But the cybernetic limbs and organs didn't just replace missing flesh — they improved on it! Soldiers with new legs could now jump two stories into the air. Recipients with cybernetic arms could lift small cars. Faithful who pledged themselves to elite Church Police units were fitted with intradermal armor that could shrug off bullets!

Neural implants came next, allowing citizens to jack directly into the GodNet for a virtual experience. A user could sit in the front row of a sermon by Sir Thomas Aquinas in 1250 AD. Or fight beside Joan of Arc in a virtual recreation of her fight against the English during the Hundred Years' War.

The acceptance of neural jacks led to elective surgeries. Cyberware is now as common as tattoos. Men and women voluntarily lose limbs or organs to replace them with far superior cybernetic versions.

But the Church does not approve all upgrades, and this has driven business into underground "chop shops." Surgeons who have turned against Malraux or have simply decided to learn the techniques on their own install cyberware to anyone who can pay. The devices are not usually connected to the GodNet, which allows the user to avoid detection to some degree, but the parts may not always work as predicted, and the surgeries themselves can be very dangerous. A reliable chop shop quickly gains a reputation — and the attention of the Church.

by *watching* and *listening* to them as well. The GodNet's sensors can be found in the simplest electronic devices, including vending machines, digital billboards, and appliances. It can also be found lurking in the eyes of those who receive optical cybernetics.

Members of the Resistance sum up the experience well when they say, "Shh. The toaster is listening."

Despite this, popularity of the GodNet even among atheists, agnostics, and those of other faiths is undeniable. It is touted as a panacea for all ills and a cure for the broken souls of today's modern world.

RELIQUARIES

Everything anyone in the Cyberpapacy (and many say beyond) has ever seen or heard can be found somewhere in the GodNet, if one only knows where to look. Information deemed dangerous to the Church or Jean Malraux is stored in repositories off the main grid called Reliquaries.

Information does not come *out* of a Reliquary without the Church's permission and a very good reason for tainting one's soul with heretical data.

HACKING THE NET

Reliquaries are frequent targets of the Resistance. But they cannot be "hacked" by normal means. Retrieving information from these virtual fortresses requires a neural jack so that one can enter the virtual reality of the GodNet. This is incredibly difficult and very dangerous. When the GodNet detects intrusion it might summon Church Police to the user's location to arrest her, or it might simply send a surge of energy through the jack and fry the hacker's brain. Many aspiring hackers have ended up brain-dead or permanently comatose attempting to "enter Heaven," as some call hacking the GodNet.



Viola visits the Black Market in Avignon.

WORLD LAWS

The reality of the Cyberpapacy bends almost entirely to the will of the Antipope. Malraux's formidable force of personality is amplified by the reach and integration of the GodNet.

THE LAW OF THE ONE TRUE WAY

Malraux's stairway to God is technology, and many are eager to ascend. Cybernetic conversions are a form of communion, and wondrous machines provide everyday miracles for the poor and displaced within the Cyberpope's reach.

The overwhelming rewards granted to the faithful quickly overcome most dissent and convert those of other sects or religions. There are, of course, plenty of Muslims, Jews, Hindus, and people of other faiths in the Cyberpapacy, but they are slowly either leaving the realm, undergoing conversion, or at least keeping silent about their preferences.

The Cyberpope's dogma transmits targeted ads that address citizens personally as they pass by, or television commercials that speak directly to those watching. All of this is controlled by the ubiquitous GodNet. To most citizens, it is all-knowing, all-seeing, and all-powerful. It rewards those who follow Malraux's way with Achievements that eventually add up to tangible rewards.

This powerful mixture of doctrine and technology unites most citizens of the Cyberpapacy into complacency with some of the regime's more draconian measures. It also provides the basis for Cosm cards such as *God in the Machine* and *Mandatory Upgrade*.

- **One True Way:** Invoking miracles using religions other than the Cyberchurch's count as Contradictions, even if the Cyberpapacy's Spirit Axiom would otherwise support them.

THE LAW OF HERETICAL MAGIC

Malraux believes sorcery is a tool of the devil, and his cosm reflects his single-minded will. He's never managed to purge magic's presence completely, though. In fact, the more he castigates those who practice witchcraft and sorcery, the stronger it seems to become. He may not be able to eliminate heretical magic, but he can punish it.

The main consequences of the Law of Heretical Magic are the increased presence of demons and harsher backlash effects. Cosm cards such as *Heretical Magic* and *Malraux's Wrath* combine to make life extremely difficult for magic users in the Cyberpapacy, despite its high Magic Axiom.

To survive, witches and warlocks have turned to technology of their own. The Hexxer series of implants provides some protection from Malraux's hate, and more powerful devices can even redirect that energy.

- **Heretical Magic:** Spellcasters who roll a Mishap suffer an additional 1BD Shock.

THE LAW OF SUSPICION

Citizens who live under the ever-watchful eyes of Jean Malraux are suspicious and paranoid. They are quick to report strange activity they witness and denounce friends and family out of misguided faith or fear. Dutiful servants of the Church are rewarded — those who aid (including failing to report) possible enemies of the state meet dark and terrible ends.

Trial by ordeal is an intrinsic truth inherited from Magna Verita, and is still the main method of proving innocence once suspicion has been cast. There are many different types of ordeal, but the most common are trial by combat and trial by torture. Combat matches are fought to the death between the accused and the cyberpriests' chosen champions. Holographic images of trials are projected by the Church for education and entertainment.

The atmosphere of constant wariness and mistrust created by this law produces Cosm cards like *Denounced*, *Heightened Paranoia*, and *Wanted*.

"THE CHURCH IS ALL BENT LIGHT AND PROJECTED ENERGY, CONTROLLED BY SOULLESS MACHINES. NONE OF IT IS TRUTH, EXCEPT FOR THE DEATH."

- FATHER DAMIEN MONIELS

THE LIVING LAND

MAGIC

1

SOCIAL

7

SPIRIT

24

TECH

6

High Lord Baruk Kaah, a lizard-like humanoid from a world called Takta Ker (which literally translates to “The Living Land”), rules a primeval, mist-shrouded realm that stretches across wide swaths of North America. It is filled with dense jungles, erupting volcanoes, sheer cliffs, and the ruins of lost worlds. Creatures resembling those of Earth’s prehistoric epochs fill the jungles and skies. Survivors have seen animals similar to sabertooth tigers, woolly mammoths, giant tarantulas, velociraptors, tyrannosaurus rexes, flying pteranodons, and other fantastic beasts.

The primeval world is dangerous for modern men and women because of their reliance on technological devices — which don’t function in the realm’s low Tech Axiom.

Against humanity’s faltering armies are arrayed a massive host of lizard-like “edeinos” and gargantuan reptiles. They are bolstered by shamanistic magic and a vehement adherence to the tenets of Keta Kalles, a nature religion focused around the worship of the goddess Lanala, the embodiment of life and indeed all living things in the Living Land.

Baruk Kaah’s first maelstrom bridge of living jungle crashed into Queens, New York, during the Mets home opener at Citi Field. Three other bridges followed soon after, near Sacramento, California, in the Yucatan of Mexico, and a mysterious fourth on the northern shores of Great Slave Lake, Canada.

Lanala’s touch, which few doubt is real in the aftermath of the attack, quickly transformed

millions of square miles of terrain — and tens of millions of *people*. Three months after the invasion, countless Core Earthers trapped within the Living Land have transformed to its primitive reality.

Tens of millions more form survival settlements in the dense jungles, savage deserts, or dinosaur-filled plains (the people call them dinosaurs even though they bear little true relationship to Earth’s ancient lizards). Many are self-sufficient, walled towns holding out against the “dinosaurs,” but others need supplies that must be transported from place to place by those brave enough to chance the remaining highways. They care for their friends and relatives who have “gone savage” and hope against hope that rescuers are on the way.

Many survivors closer to the borders have taken fate in their own hands, battling their way out with spears, clubs, and the occasional Storm Knight who can still manage to keep his rifle working.

Most of the cities within the Living Land have fallen quickly to ruin. New York has been left to those humans who steadfastly refuse to flee — militia groups, the transformed, and even gangers taking advantage of the chaos.

Baruk Kaah did not conquer Washington, D.C., but it was surrounded and the capital was considered untenable. The US Army stayed behind to hold “Fort Washington” while the administration and other civilians fled to Houston, Texas.

Philadelphia continues to resist, thanks primarily to hardpoints such as the Liberty Bell. Militia

groups in the Appalachians have also given the lizards fierce resistance. Bastions like these serve as rally points for refugees and staging areas for counterstrikes against the ferocious dinosaurs and lizard men.

Chicago fell much like New York, with resistance groups battling from some neighborhoods and surrounding towns.

The West Coast from Vancouver to the middle of California succumbed to the primitive reality.

Miami continues to hold out in the southeast, including a strong naval base that must contend with giant sea creatures as well as Baruk Kaah's armies.

Fort Knox, Kentucky, has become a central strategic base for the military, but their plans have stalled while they search for new ways to fight the invaders and their technology-defeating reality.

THE CLANS

The edeinos are comprised of many different clans. Baruk Kaah's Redjaws war from New York to the Deep South. They are by far the most loyal to the High Lord, and get their name by the crimson tattoos they wear on their faces.

Edeinos in the Midwest are most likely to be of the Whitespear Clan. Though at first they were simply one of the larger clans, Storm Knights in the ruins of Chicago claim they have become corrupted somehow. Some friendly edeinos even claim the Whitespears may be rebelling against Baruk Kaah, but not for the benefit of humanity. A powerful shaman named Thrakmoss is said to be at the center of this trouble.

The Ghost Clan operates on America's West Coast. Unlike most other edeinos, they wear leather and dye it white or smoky gray. They use this to more easily blend into the "Deep Mist" that covers most of their domain, and use it to attack with stealth and surprise. The "Ghosts" have so far taken from Vancouver to just past Fresno. US Army, Air Force, Navy, and Marine



forces have gathered to stop them at Los Angeles. The titanic “Battle for LA” will come any day.

The Living Land invaded Canada near Great Slave Lake, overrunning the Canadian military at Fort Providence. Canadian forces attempted a counterattack but were forced back with heavy losses due to the Living Land’s low Technological and Social Axioms. The lizards did not follow up their success, however, leaving many to wonder what the edeinos are doing in such a cold clime. The Delphi Council and Canadian authorities have yet to decipher this mystery, but plan to do so as soon as possible. In the meantime, the always-optimistic Canucks prepare their people for a collapsing economy and train their armed forces in primitive warfare.



The ruins of strange civilizations sometimes appear in the Living Land due to the Law of Wonder.

Mexico faces a growing civil war as its economy collapses and reforms. The powerful drug cartels use the fear and chaos to rally support behind them and their heavily armed fighters. Many worry that Mexico will become a “narcotocracy.” To prevent this, the authorities must convince the people their forces can repel the nightmarish invasion that has knocked the powerful United States to its knees.

A single maelstrom bridge in the Yucatan brought the first edeinos to Mexico. The Gold Sun arrived wearing gold jewelry, to comb the local ruins for treasures that could not possibly have been there before their arrival. What they’re looking for — if anything — is a source of great concern for the Delphi Council. It is only somewhat comforting that the clan pays only token respect to Baruk Kaah.

For now, the Yucatán has little to no organized resistance against the invaders, but groups of determined Storm Knights have set out to rally the people, fight the Tyrant Lizard’s forces, and stop whatever it is they’re doing there.

RESISTANCE

Not all edeinos are united behind their High Lord, or even believe he truly represents Lanala. They point to remnants of other conquered worlds appearing on Earth. Crystal spires, dead cities, alien craft, and even the massive bones of bizarre creatures have all appeared spontaneously in the Living Land. Whether they are side effects of warped reality or Lanala summoning these “revenants” to correct her errant servants remains to be seen.

A rare few of these brave edeinos, including warriors and shamans alike, have approached humanity and denounced their warlord. Some genuinely oppose him, while others are perhaps just curious at the strangeness of Core Earth and want to experience everything Lanala has placed before them.

One thing supporters and rebels agree upon is that Baruk Kaah has no fear of death. He leads his forces personally and has been seen riding giant lizards into battle on multiple occasions. Storm Knights operating in the Living Land may find themselves face-to-fang with the Tyrant King!



▲ Dominant
▲ Mixed
▲ Pure

▲ Hardpoint
■ Maelstrom Bridge

WORLD LAWS

Baruk Kaah is High Lord and “Saar” of the Living Land, but the laws of his cosm stem from the worship of Lanala, the savage and sensuous goddess of life.

THE LAW OF SAVAGERY

Reality here rewards those who embrace their primal instincts. The realm favors brute strength and ferocity. Cosm cards such as *Dino Attack* and *The Ultimate Sensation* tie into the violent nature of the realm.

The Law of Savagery also works to alter a character’s appearance. Clothes shred, stick, or hang in ways that emphasize a character’s most masculine or feminine features. Along with the low Social Axiom and the breakdown of modern societal norms, amorous encounters tend to be frequent, brief, and passionate.

- **Savagery:** When Attack is an Approved Action, a character who successfully uses the All-Out Attack option adds an extra bonus die to his damage. This is in addition to the existing +4 bonus to hit for the All-Out Attack.

THE LAW OF LIFE

Where the goddess Lanala is prevalent, living things grow much larger, faster, and in far greater diversity than usual, creating a massive array of flora and fauna at tremendous sizes.

Lanala is a vibrant and active goddess. Even those new to her lands can hear her name echoed in the cries of newborns and the dying. Lanala grants her miracles to the devoted of any species, so long as they respect the cycles of life.

Vegetation grows quickly here, overwhelming trails and roads and producing a bounty of edible plants that support a thriving ecosystem of game and predators.

Wounds heal quickly under the influence of this law, but tend to leave prominent scars. The Cosm card of the same name reinforces this bounty.

Corpses and perishables typically decompose within a day. Sealed or canned foods fare better, decaying at only twice their normal rate. Metal and

plastic begins to deteriorate within months. Tanned leather and worked wood last years. Strangely, bones — especially of gargantuan beasts whose skeletons tower above the landscape — seem to last much longer, accentuating the strange vistas of the Living Land.

- **Life:** Characters always have an Up result when testing for Defeat (see page 117). Wounded characters test to heal every scene or once per day, whichever is more often.

THE LAW OF WONDERS

Explorers have recently uncovered secret places hidden or even buried in the depths of this mysterious realm — ruined temples, ancient cities, and even shards of lost or fallen cosms! Anything that was lost may someday be found here, leading to Cosm cards such as *Lost Treasure*.

These ruins maintain their own pocket Axioms, functioning as hardpoints of the people and creatures who built them. One might find a ravaged section of some fantastic city sundered from a distant world, or an entire intact village of mystic bird-men miraculously transported here from another.

These lost civilizations are sometimes populated by small tribes of survivors, while other times they’re nothing but dead cities. Often, they contain fantastic relics, mysterious technology, or priceless secrets — including ways to defeat Baruk Kaah or the other invaders.

Those who oppose Baruk Kaah believe the shards are preserved and hidden away by Lanala as a final testament to life — saving the last vestige of some cosm destroyed by the Tyrant Lizard. The High Lord’s forces seek to destroy such places, seeing them as symbols of defiance to their master’s rule.

The Delphi Council has made finding and contacting these lost worlds a high priority in hopes of securing aid in the war against the Reality Raiders. Of course, the ever-present vegetation, the “Deep Mist” that confounds navigation, and an endless supply of ferocious predators make this an extremely difficult quest, even for the most veteran Storm Knights.



COSMS

THE NILE EMPIRE

MAGIC
14

SOCIAL
20

SPIRIT
18

TECH
20

Dr. Mobius, the High Lord of the Nile Empire, is as subtle as a blitzkrieg. During the invasion, his armies exploded onto the scene armed with 1930s technology, weird science, and Egyptian miracles!

The Nile Empire, or Tenth Empire as Mobius refers to it, originated in a cosm called Terra, a world of pulp heroes and villains locked in an eternal struggle. Mobius is the greatest villain of them all — a mad scientist and criminal mastermind who claims to be royalty from ancient Egypt. Mobius has risen from the tomb to lead his divine empire to new glories.

The super villain broke through to another reality thanks to certain artifacts and weird science, and found it easy to conquer without the interference of the caped crusaders of Terra to thwart him. More realms followed, and Mobius now claims nine empires in different cosms. Core Earth is to be the tenth, the prized jewel in the Pharaoh's crown.

THE STORM OVER AFRICA

Like most of the High Lords, Mobius's agents planted stelae before the invasion. His maelstrom bridge crashed down on the outskirts of Cairo and when the dust settled, the ancient Egyptian temples and their angry gods had returned.

Many Core Earthers transformed in the new reality saw "Pharaoh Mobius" as a liberator, flocking to his side and joining his armies. Others resisted, but found their modern weapons useless

in the new "pulp" reality or were overwhelmed by his vast armies.

Mobius wasted little time in Cairo. His opening move was a show of power, a grand gesture befitting the arrival of a scion of the gods, but he had little interest in the city itself. He and his followers marched south along the Nile. Before them lay the city of Thebes, resurrected from the dust by the interaction of the Nile Empire's new reality with historical Egypt.

Mobius left Cairo in his wake and moved his maelstrom bridge to his new capital. His reinforcements, waiting for their master's signal, stormed across the portal and immediately attacked east, west, and south.

Modern militaries waited in the desert — legions of soldiers armed with advanced weapons and equipment. The High Lord's Imperial Air Force raced out to meet the enemy, dropping "reality bombs" ahead of the advancing troops, instantly transforming the landscape and rendering their foes' higher-tech weapons utterly useless.

In short order, Mobius defeated all resistance against his imperial forces and expanded his borders. The Tenth Empire stretches from Libya in the west to Saudi Arabia in the east. Much of Mobius's drive has been southward, following the Nile. His forces slashed into Uganda, taking outposts on Lake Albert and Lake Victoria before the offensive finally halted at the edge of his stelae boundary.

The gears of Mobius's war machine run on eternium, a distilled form of Possibility Energy similar to eternity shards. Eternium powers his devastating reality bombs and most of the weird science devices that give his army the edge against foes with a higher Tech Axiom. With supplies dwindling, however, the Pharaoh's forces must wait or risk engaging against superior equipment in battle.

UNHOLY ALLIANCES

Pharaoh Mobius has strained relations with the other High Lords. They think him mad, fear his power, and especially dislike that his realm produces powerful heroes — eventual thorns in their sides as well. Mobius, for his part, seems delighted to export “do-gooders” to the other realms. Only the Gaunt Man seems unconcerned by the prospect of Mobius's inevitable betrayal.

Uncharacteristic of an egotistical madman, Mobius shares his power. His empire is governed by a diffuse structure of independent governors. Mobius sends precious eternium to them, as much to control their power as to arm his captains against his enemies.

Mobius succeeds and conquers in a world where heroes appear unbidden to oppose evil plans. Terran villains normally too monomaniacal to cooperate or do another's bidding willingly submit to Mobius, at least until they can find some way to usurp his power.

UNDER THE HEEL OF MOBIUS

Cairo is a hotbed of action, precariously balanced between good and evil. The axiom wash affected its architecture, leaving it an irrational mixture of 1930s pulp and ancient Egypt, much like Mobius himself. The Pharaoh expends few resources ruling it, however, preferring to leave it a hotbed of trouble. Cults, gangsters, and rogue villains make Cairo a “fly trap” for the cosm's ever-interfering heroes.

The insidious Wu Han is governor of Cairo, and the Pharaoh's right hand. His task is to keep the Mostorod refinery near the city producing petrol for the Empire's war machine, and to hunt down and destroy those pulp heroes who might eventually threaten Mobius himself.





The Shroud shows one of Pharaoh Mobius's goons his greatest fear!

Wu Han runs Cairo more like a gang boss than a government official. Corruption is rampant and opponents are persecuted.

To the Empire's east, Saudi Arabia, Israel, and Jordan have proved significant bulwarks against Mobius's expansion. Using hastily manufactured technology, the forces there have managed to forestall the Pharaoh's invasion.

The chaos of failed states such as Libya and the Sudan on the Empire's western front presented no real military threat, but are much harder to pacify and control in the wake of his conquest.

The push southward stalled as Mobius's reality bombs ran dry. His shocktroopers fought bitterly for weeks before gaining footholds in Uganda and Kenya. While his armies recover, Imperial gunships patrol the shores of Lake Victoria and Lake Albert.

TOMB ROBBERS

Strangely, transformed Egypt is a different place than either the ancient empire on Core Earth or the Terran equivalent of Mobius's memories. He's obsessed with unearthing the mysteries and harnessing the power of this awakened land. His forces split their time between combing through

ancient sites for powerful relics or information and raising new monuments in cities or other key sites. The idols they create are grand statues in the image of Pharaoh Mobius, or the crocodile-headed Sebek, said to be the master's patron deity. The Delphi Council warns that these statues are more than just vain idolatry, and almost certainly serve some other sinister purpose as well.

The Delphi Council sends Storm Knights to scour the deserts and keep relics and secrets from falling into Mobius's hands — in part to keep him off-balance and in part just in case he's right and forbidden power lies somewhere within some forgotten tomb.

Mobius is powerful, but he also brings opportunities for the Storm Knights. He is a product of his original cosm, Terra. His behavior is very much that of a pulp villain, with all the monologues, revealed plans, and escaping heroes that entails. Were his intelligence and ruthlessness grounded in Core Earth reality, he would likely be a much greater threat. Terra grants evildoers such as Mobius great powers, but its champions ultimately seem to thwart even the villains' most foolproof plans.

PULP POWER

The Nile Empire is not just a world of Egyptian gods, weird science, and rampaging militaries. A few individuals have gained amazing powers akin to the fictional “pulp” heroes of Core Earth. These aren’t true “super” heroes of four-color modern comics (at least most of the time!). Nile’s champions instead tend to be dark avengers with a little more strength, speed, or accuracy than most, inventors with cutting-edge devices, or inspiring defenders with one or two trademark powers.

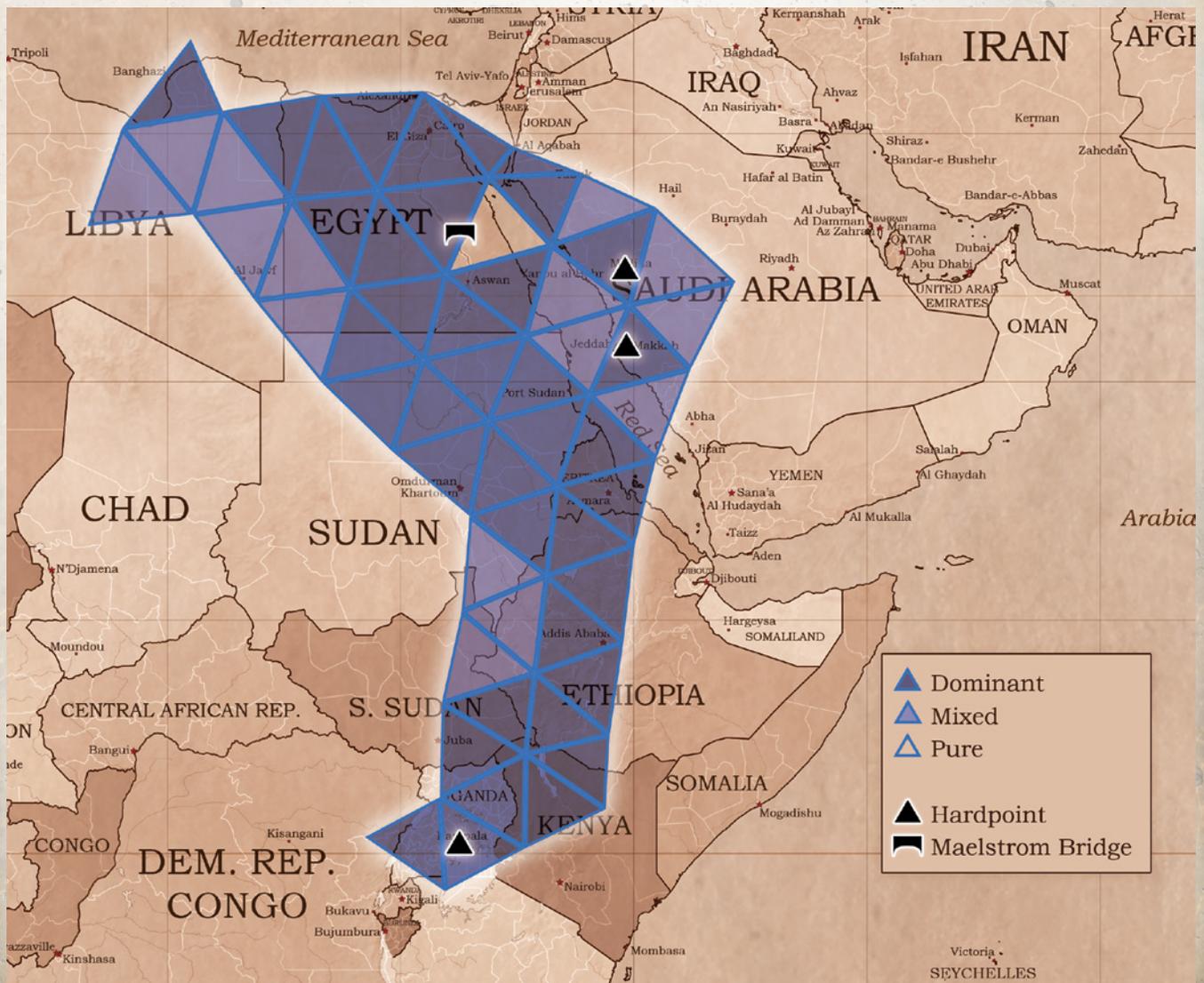
Of course some enhanced individuals also become villains who use these abilities for their own gain. They prey on the weak and join or form criminal empires.

SUPER BATTLEGROUP MOBIUS

The Pharaoh’s forces are more traditional than most of the other High Lords. Shocktroopers of the Imperial Army are organized into squads of 10 men. Four squads make up a platoon and three platoons a company. Battalions consist of four companies, supported by artillery and commanded by Field Majors. Three battalions are a wing.

Battlegroups consist of four infantry wings, plus armor, artillery, and air support.

The largest Battlegroup is called Super Battlegroup Mobius and is under the command of the Pharaoh himself. It has twice the resources of other Battlegroups and is composed of the most veteran shocktroopers, artillerists, tankers, and airmen.



WORLD LAWS

The Nile Empire is a cosm of pulp action, larger-than-life heroes, and nefarious villains. It's a world where magic and the miracles of ancient Egypt are real, and weird science straight from the sci-fi movies of the old serials is commonplace.

THE LAW OF ACTION

The dangers and stakes in Nile Empire confrontations intensify to match the epic abilities of the combatants. A hero doesn't just battle her nemesis, she battles him on a speeding train which has just caught fire — and her sidekick has been tied to the tracks ahead!

Much of this effect is handled by cosm cards. *In the Crossfire* adds innocents to be rescued, while cards like *Dramatic Reveal* or *Suddenly...* add dangerous elements or story complications. The Law of Action keeps things moving at a breakneck pace. When one battle ends, heroes rush headlong into another with no time for rest or recovery.

- **Action:** Immediately after spending a Possibility on an action and getting a total, a character may spend another Possibility to roll another die and take the better of the two results.

THE INSIDIOUS WU HAN



THE LAW OF DRAMA

A certain amount of spectacle accompanies every event in the Nile Empire. Emotions tend to be simple but heightened. People fall in love quickly and passionately. Rivalries become heated feuds. These passions drive the stories of the realm through Cosm cards like *Temporary Reprieve*, and *Triumphant Boast*.

Death is rarely permanent in the Nile Empire, at least for Stormers and Storm Knights. "Slain" villains almost never leave a corpse — they fall into the Nile, crash through a crumbling Cairo rooftop, are lost in the ruins of a burning building, dragged off by their lackeys, or otherwise vanish after being defeated.

Important villains might also surrender before they risk life and limb, or be knocked unconscious rather than perish. Killing a helpless person, even the most nefarious servant of Dr. Mobius, is a clear act of evil. Storm Knights who do so incur the wrath of the locals and the Delphi Council. They're supposed to be the good guys, after all!

Of course the same Law of Drama often means death is a temporary situation for heroes as well! Storm Knights who fall in the Nile Empire might find their way back to life via the *Inevitable Return* Cosm card.

Such a traumatic experience may change a returning character's perspective or produce a dramatic transformation. The player should work with the Game Master to figure out not only how her character returns, but what effect it has on her — at least for a while. Maybe she feels "dead inside" for a time and just goes through the motions of being a hero until some dramatic event shocks her system back to normal. Maybe she transforms to the axioms of the Nile Empire and becomes a dark pulp heroine. Or maybe she was just lucky and managed to escape the Grim Reaper's grasp through some miraculous turn of events. A good resurrection story can be as exciting as one's demise thanks to the Law of Drama.



A new crop of gospog emerge to serve Dr. Mobius!

THE LAW OF HEROISM

The Law of Heroism is the source of pulp powers and a mighty tool in the Delphi Council's arsenal against the High Lords.

The Nile Empire is about big action and heroic feats. The good guys are able to win even when they're greatly outnumbered. They escape death traps, stand up to villainy, and overcome seemingly impossible odds as they battle the forces of Pharaoh Mobius and the other terrors of the Nile Empire.

Many powerful adversaries in the Nile Empire have Special Abilities such as Minions (page 265) or Insidious (page 264). After all, a hero is often defined by the strength of the villains he battles.

The Law of Heroism aids champions inclined toward the greater good, including Storm Knights!.

- **Heroism:** Player character Storm Knights increase their base Destiny card hand size to five. Players must discard a card of their choice when no longer affected by the Nile Empire's World Laws.

WEIRD SCIENCE

Dr. Mobius is the most brilliant scientist Terra has ever produced, but he is far from the only one. Although the Tech Axiom of the Nile Empire is roughly the same as Earth circa World War II, fantastic machines abound that seem to defy the technological limitations of the Tech Axiom — and even axioms far beyond it.

These devices are possible thanks to the World Laws that infuse both Terra and the Nile Empire, making the impossible possible for both heroes and villains alike. As a result, weird science devices created with Pulp Powers cause Contradictions (see page 178) outside the Nile Empire.

Heroes from the Nile Empire only suffer a One-Case Contradiction when using such devices in other realms. Storm Knights from other cosms suffer a Four-Case Contradiction.

Interestingly, such devices work without Contradictions inside the "Wonders" that appear scattered throughout the Living Land.

ORRORSH

MAGIC
16

SOCIAL
18

SPIRIT
16

TECH
18

The leader of the Reality Raiders and the grand master of the invasion of Earth is the Gaunt Man. His horror-soaked realm, Orrorsh, is a Victorian-era cosm of colonial rule, native suffering, and monsters straight out of humanity's worst nightmares.

The Gaunt Man's domain covers India, Myanmar, Sri Lanka, Nepal, Bangladesh, and half of Pakistan. This creeping land of terror and death will soon spread into Laos, Thailand, and China as well.

THE NIGHT OF SCREAMS

The terrors of Orrorsh arrived via maelstrom bridges made of screaming corpses. They crashed down in Kolkata, Sanjay Gandhi National Park (near Mumbai), and Bonjoli, India, in the dead of night, allowing hordes of hideous things to cross into our world. Some of the monsters rampaged through the outlying villages, slaughtering thousands. Others infiltrated the cities, committing vile and insidious deeds that shook the wills of those who might have resisted.

This was no march or organized invasion, it was a living nightmare. Lights and electronics failed as the axioms of Orrorsh spread. Modern weapons ceased to function. Many of the creatures required special means to defeat, and failing technology prevented those who discovered these secrets from spreading their findings.

Despite the rapid failure of technology, word of the "Night of Screams" spread quickly from haggard survivors. But the world could not respond.

The monsters of Orrorsh were an eclectic mixture of bloodthirsty beasts and more refined evils. Most were simply unleashed, creatures transported to the edge of the maelstrom bridge and then set loose to follow their own malevolent instincts. After that came corrupted men and women who had given their souls to darkness and been rewarded with dread power and appetites. They followed in the wake of the beasts and preyed on those who remained while pretending to be survivors themselves.

The terrified and embattled population struggled mightily. Not only were they beset by horrific fiends they could barely comprehend, but the changing Social and Tech Axioms paralyzed their ability to organize and respond.

BRINGING LIGHT TO THE DARKNESS

Fortunately for humanity, survivors from the last world the Gaunt Man ravaged, Gaea, have come to help in the fight. These individuals hail from a near-parallel Earth where a champion named Victoria long ago fought off the Romans and went on to become the new reigning Empress. She left behind the nation and people called the "Victorians," who eventually conquered or colonized most of their world.

The Victorians saw "liberating" the less developed areas of the world as their moral responsibility. Many of those they subjugated of course had other ideas. But the imperial attitude served the Victorians well when the Gaunt Man arrived.

THE GAUNT MAN ARRIVES

A few centuries ago, dark forces began to rise in Gaea, including legions of vampires, werewolves, zombies, and stranger things. The Victorians and local forces battled the monsters for years, but their numbers and powers were too great. Eventually, most of the colonies were overrun or destroyed, leaving Victoria as the last known bastion of civilization in a cold, dark world.

Then something changed. The legions of horrors slowly receded. Captured creatures with the power of speech revealed that their master had turned his attention elsewhere. They spoke of titanic maelstrom bridges connecting to other worlds and of the legions of creatures he coerced, bribed, or chased across them.

The Victorians heard the call. They proposed an expeditionary force to cleanse the deserted wastes and see this bridge for themselves. If possible, they would cross it and either aid the people they found there or see if they fared better against the Gaunt Man.

The brilliant General Avery Wellington was chosen to lead the force. He assembled brigades of soldiers, priests, and adventurers and marched into the wastes. The expedition easily dispersed the few horrors that remained on Gaea, and the decision was made to cross the horrific maelstrom bridge.

The world they found on the other side, Core Earth, was as powerful as they'd hoped and as in need of help as they feared.

The Victorians established a bridgehead in Kolkata and quickly established diplomatic relations with the Indian government. Wellington told the startled locals of the Gaunt Man and pledged his forces to their protection.

The Victorians told the Indians the horrors that plagued them could not always be defeated by mundane weapons — even the high-tech firearms, artillery, and vehicles of their world. They would have to learn to master certain arcane arts such as alchemy, creating elixir-filled bullets that unleashed various effects on impact tailored to the particular creatures targeted.

Most important of all, they said, they would need to believe in miracles.



Though the world media initially scoffed at these notions, the Victorians quickly proved them wrong. They took to the jungles with grim determination and used their hard-won knowledge to destroy the more visible creatures that had proven invulnerable to local police and military forces. Since then, more and more Victorians have come to Core Earth to help their new allies.

Not everyone has embraced the arrival of these newcomers. Kolkata especially has a history of occupation by “well-meaning” redcoats. Vocal critics have gone as far as suggesting that Gaea and Orrorsh are the same realm, an accusation the Victorians find extremely insulting.

Relations became even more strained when Quinn Sebastian proved that General Wellington was in league with the Gaunt Man. Lt. General Reginald A.B. Huxley assumed command of the shaken Victorians after this great shame. He withdrew the advisors Wellington had sent far afield and put his men to work building fortifications and searching for other traitors within his ranks.

If Huxley has any doubts about the expedition he never shows it publicly, which is exactly the kind of backbone and certainty his people need to carry on. The governments of the various nations affected by the realm of Orrorsh wish to treat with the Victorians on some level, but Huxley’s arrogance (or shame) has so far kept relations cordial at best.

THE SCOURGES OF ORRORSH

The monsters that roam the haunted landscape of this cosm are varied. Some are little more than corrupted versions of dangerous animals — poisonous snakes, venomous spiders, ravenous predators, or vermin. Even though they are creatures of instinct, they seem more cunning, aggressive, and malevolent towards their victims and would-be hunters.

True horrors are something else entirely. Many can pass for human

in polite society. Elegant elder vampires have amassed great power and fortune over their long accursed lives, living on the blood of generations of servants. Scarred and powerful werewolves lead vicious packs, rampaging through rural areas and infecting new blood if their ranks start to thin. Witches, vengeful spirits, and undead abominations can also be found throughout the wilds. The Gaunt Man cultivates all of these. He sows them like seeds, fertilizes them with human death, and cultivates his gruesome garden of terror.

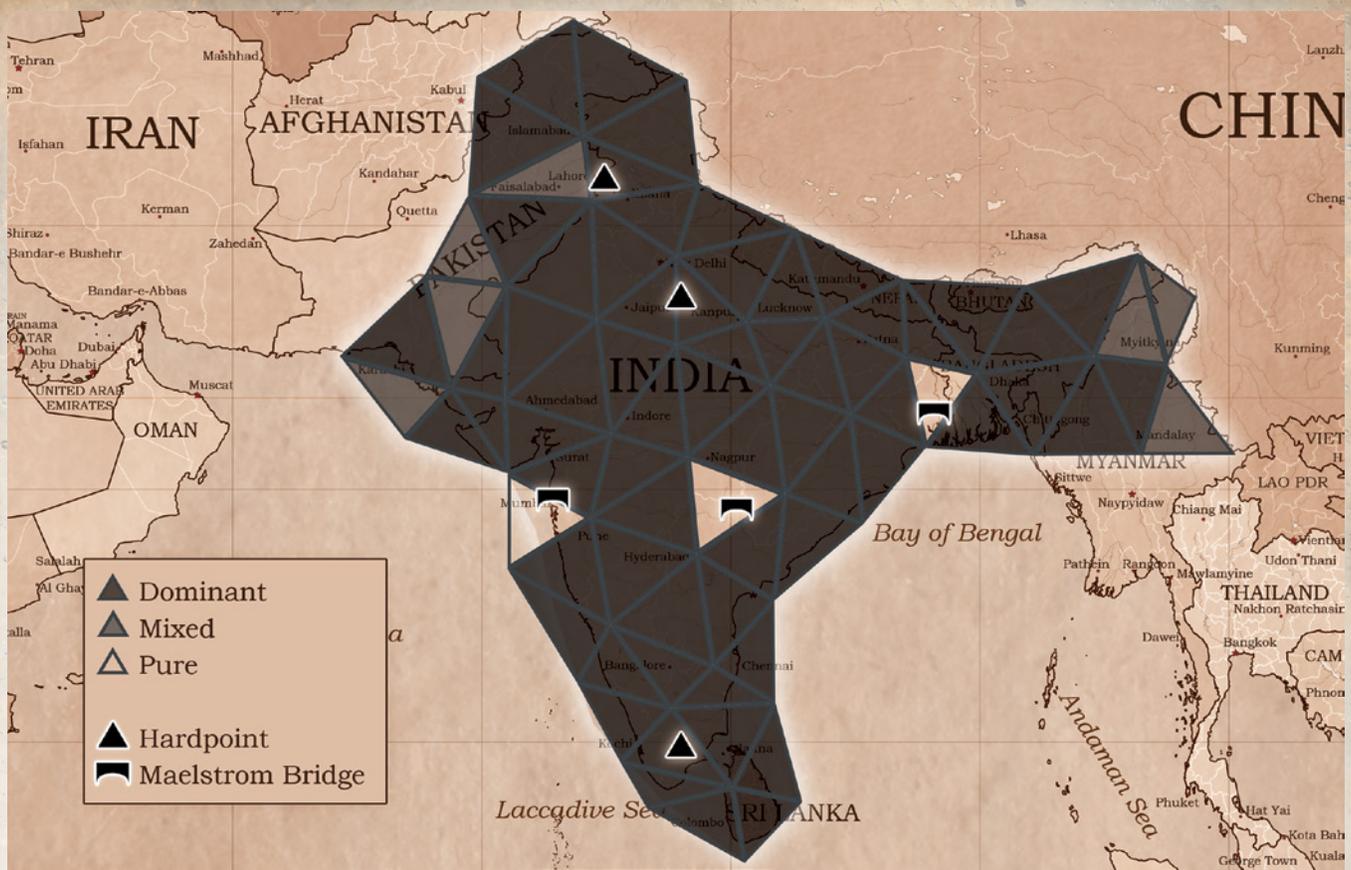
Where overwhelming force is required to overcome pockets of resistance, the Gaunt Man relies on gospog — vile, shambling corpses animated by tangled vines that grow over and through the rotting flesh. Gospog aren’t the mightiest monsters in Orrorsh, but they are plentiful, and they obey. They are devastating when controlled by a tactical mind who understands the true nature of fear.

FIELDS OF THE DAMNED

Gospog grow from seeds and require fresh corpses buried in mud to “grow.” They take form and may be harvested one week later. All over Orrorsh the Gaunt Man’s servants plant his ghastly fields, 10,000 bodies in each. The Victorians warn that even after a field is reaped of its initial harvest the remaining rotting mulch remains potent for later harvests. Each yield takes longer and produces fewer gospog, but the gospog themselves become exponentially more dangerous.

A few months after the Night of Screams, new gospog of the so-called “second planting” are beginning to appear, just as the Victorians said they would. The Gaunt Man offered countless gospog seeds to the other High Lords as an incentive to join him, and his obliging soldiers sprout and blossom all across this damned new world.





LANDS IN SHADOW

Over one-and-a-half billion people live under Orrorsh reality, most of them Indian. The entire country, as well as Sri Lanka and Bangladesh, went dark on the Night of Screams. Rural villages have been wiped out wholesale and the interior jungles are considered dangerous to travel by day and suicide at night. Metropolitan areas appear safer, but more cunning killers dwell there.

The devastated Indian military is barely effective now. Although it was the third largest military in the world on the day of the invasion, the attack and transformations of personnel and equipment, as well as seemingly directed attacks against soldiers by horrors, left most of their forces shattered.

The Victorians provisionally remain in an advisory capacity but are gradually taking on more prominent roles to better assist the Indian government. Cultural memories fade slowly, however. India has only recently removed the shackles of colonialism. Clashes between natives and Victorian soldiers occur frequently, especially

when Core Earthers who have yet to transform are involved.

Victorians continue to arrive via the two maelstrom bridges in Kolkata and near Mumbai. A third bridge exists, but no Victorians have emerged from it.

Victorian missionaries, who belong to a harsh church of Christianity called the Sacellum, traveled across the maelstrom bridges with the soldiers and spread throughout India and nearby countries. They were greeted with resistance from the local faiths, but the Sacellum priests saved countless lives by miraculously multiplying food and preventing a massive famine. The revelation of miracles has convinced many to convert to the new religion, but the most faithful of the Hindus, Muslims, Buddhists, Sikhs, and other beliefs have now discovered they too can invoke miracles.

Separated from India by the Palk Strait, Sri Lanka has only now been contacted by Indians and Victorians. In the three months since the Night of Screams, countless people have died, whether by horrors or starvation, and fear permeates the island.



A werewolf pursues Thomas Brownstone through the halls of an ancient family crypt!

Pakistan was not affected by the initial invasion but they weren't spared for long. Orrorshan reality has now spread over half the country. Technology hasn't failed over all of the invaded areas, but Karachi and the capital, Islamabad, have gone dark. Pakistan's leaders have so far refused Victorian help but the government is on the precipice of falling and will likely turn to the strangers soon.

Stationary reality storms over the Himalayan range have caused major flooding in the river valleys in Nepal and Bhutan and most of Bangladesh is under water. Fortunately, since floods are common in Bangladesh, most cities and villages already have elevated buildings and other precautions. Still, the swollen rivers and mountain landslides have cut off villages from each other, leaving them to their individual fates.

Not all areas of India have fallen into darkness. The Hindu Meenakshi Amman Temple in Madurai, the Taj Mahal in Agra, and the Harmandir Sahib in Armristar are Core Earth hardpoints. They provide refuge from the horrors and bases of operations for the Delphi Council and its Storm Knights. They also

provide much needed respite from Orrorsh's many terrors, though even they occasionally fall prey to those few abominations who can operate in Core Earth long enough to cause terror and mayhem.

SHARDS OF ORRORSH

Rumors abound of another Orrorshan maelstrom bridge said to have dropped into Indonesia or Borneo. The Delphi Council hasn't found evidence of such a bridge, so most believe this is just locals jumping at shadows.

The situation in the Philippines is not so clear-cut. Something evil stirs in the jungles of the Sulu Archipelago. Stories of fiends, horrors, and even teenagers feeding their dismembered parents to a demonic DVD player are starting to come out of that area.

There is no evidence of any reality storms in the region, however, and despite the fear that permeates the islands, technology continues to work without issue. The Delphi Council is very concerned that something "different" is happening there.

WORLD LAWS

Orrorsh is fertile ground for evil. Each of its world laws empowers the Gaunt Man and his legion of horrors, and none provide solace to the heroes who oppose him. Those who can survive battle with monsters in this environment are truly made of the sternest stuff. The Victorians are prone to offering and wearing elaborate medals to commemorate such courage, and these awards often take on mystical properties of their own!

THE LAW OF ETERNAL CORRUPTION

Perhaps the worst of the horrors that plague the populations of Orrorsh are those that come from within. Many of the foes Storm Knights encounter are former humans who have given their souls to darkness. They are lovelorn men or women who expose their throats to vampiric embraces or angry souls who let evil into their hearts in exchange for the power to avenge some slight or misdeed.

The constant lure of corruption is found in Cosm cards such as *Damned*, *Sinister Secrets*, and *Temptation*, along with many Occult Perks as well.

- **Eternal Corruption:** Various Perks and situations in Orrorsh grant characters advantages at the cost of a "Corruption" test. This is a *willpower* or *Spirit* test with any modifiers listed in the specific Perk, Cosm card, or circumstance. Success grants the listed advantage. Failure means the hero is Corrupted and loses a point of *Charisma*!

The hero's *Spirit* remains unphased, but self-confidence and appearance betray the truth. Each time *Charisma* is reduced, the tainted individual gains a telling physical trait of some sort. She may get a blemish that never fades, develop an angry facial tic, or sprout a strange white streak through her hair.

If *Charisma* ever drops below 5, the Corrupted soul becomes a fiend under the Game Master's control. This doesn't have to happen right away — the fallen hero might finish the act and then vanish into the night. Perhaps he will return to plague his former allies, or more likely, he will join the Gaunt Man's legions and must be hunted...and destroyed.

THE LAW OF FEAR

Fear remains a very real and tangible presence throughout the cities, wilderness, and villages of Orrorsh. This constant, overwhelming feeling grips even the staunchest of heroes.

A terrible death is always close at hand in Orrorsh. Everyone within the realm knows they will eventually come face to face with the reaper. This reality is expressed by the Law of Fear, the bane of many valiant monster slayers. Cosm cards like *Ominous Portents*, *Jump Scare*, and *Marked for Death* amplify the pervasive feeling of uneasiness and impending doom.

THE LAW OF PERSEVERANCE

Orrorsh is steeped in fear, evil, and monsters beyond imagining. Some of these are native to the world of Gaea and other cosms the Gaunt Man has conquered. He selects certain of these malevolent creatures and sets them loose to wreak death and carnage.

The Gaunt Man's wretched control over his domain marks those who resist him for death. But there is still a sliver of light in the world. Those who fight despite the darkness and evil — who persevere — can break the High Lord's hold.

If the Gaunt Man had his way Storm Knights wouldn't be able to Soak Wounds with Possibilities at all. The Law of Perseverance ensures heroes can still try, but it's more difficult in Orrorsh than elsewhere.

- **Perseverance:** A Standard success when Soaking (see page 117) negates the Shock from an attack, but doesn't negate a Wound. A Good success negates one Wound, and an Outstanding success negates all damage and effects normally.

**"I CAN DEAL WITH THE
DESPAIR. IT'S THE CONSTANT
GLIMMERS OF HOPE THAT
ARE KILLING ME."**

- THOMAS BROWNSTONE

PAN- PACIFICA

MAGIC
4

SOCIAL
24

SPIRIT
8

TECH
24

No obvious maelstrom bridge nor High Lord has appeared in the Asia-Pacific region, but the world has changed just the same. An outbreak of a mysterious plague has afflicted millions, from Tokyo to Seoul to Shanghai. The virus transforms men and women into raving cannibals, and some into what are being called “jiangshi,” with astonishing speed and leaping abilities.

The jiangshi of Chinese lore (*kyonshi* in Japanese and *gangshi* in Korean) are known as “hopping vampires” for their peculiar movement. These unfortunate victims don’t absorb life force and don’t always jump — most stagger — but the name has stuck just the same.

Local police and military forces were deployed to combat the epidemic at first, but soldiers were hesitant to fire on civilians in some sectors. Many of these conscientious heroes were unfortunately overrun and quickly joined the jiangshi’s ranks.

In other areas, civilians protested government forces who proved too zealous in gunning down waves of their loved ones. Protests, riots, and anarchy spread quickly, often led by agitators who shared suspiciously similar signs, slogans, and tactics.

Government forces were overwhelmed by the protests and jiangshi outbreaks. And with otherworldly invasions raging across other parts of the globe, the Pan-Pacific nations had no hope of securing outside help. Civil war loomed.

THE KANAWA PLAN

Fortunately, the Kanawa Corporation stepped in to help. In the opening days of the outbreak this mega-conglomerate restored order in large sections of Tokyo. The city of Kyoto, where its corporate headquarters were located, remained stable despite the complete breakdown of local institutions.

Kanawa’s advanced technology and superior security forces contained the infected around most of their larger corporate outposts. Advanced biological engineering also proved successful in quelling the riots via certain airborne pacification sprays. Because of the unprecedented situation, and since it was done by a private force rather than the government, outspoken public voices such as movie stars, singers, and the major media outlets encouraged acceptance of these draconian efforts.

From this position of proven success and with the support of the media, Kanawa reached out to the struggling governments of the region with a plan. The conglomerate would provide specialists, training, and equipment to help contain victims of the virus and restore order — a lifeline most regimes accepted with little debate.

Kanawa personnel are now deeply involved in most of the governments of the region, and serve as advisors in neighboring countries who fear the virus will spread to their people as well.

Kanawa’s various methods, called the “Kanawa Plan,” have led to an unprecedented alliance of Pan-Pacific nations. They tout defense of the region

against outbreaks of the jiangshi virus and future invasions by so-called “High Lords.”

Kanawa has declared that Pan-Pacifica is one of Earth’s last bastions against these strange raiders from other worlds. They have pledged all their resources to ensure the safety of the people. Their methods might be heavy-handed for now, but this must be excused, their PR agents say, while the world is in such peril. Jiangshi outbreaks are handled quickly and without mercy since there is no known cure (though Kanawa insists their top scientists work on it night and day). Dissenters and rioters are treated as traitors and subject to each nation’s most severe laws, including detainment and even death for the most serious offenses. But this is a small price to pay for the survival of the people, their customs, and perhaps even humanity itself.

Kanawa security forces are common in most cities. Local police have mostly been assimilated. Officials in smaller towns remain in charge. Some eagerly await the arrival of a local Kanawa security team while others hope their tiny villages escape from the corporation’s growing gaze.

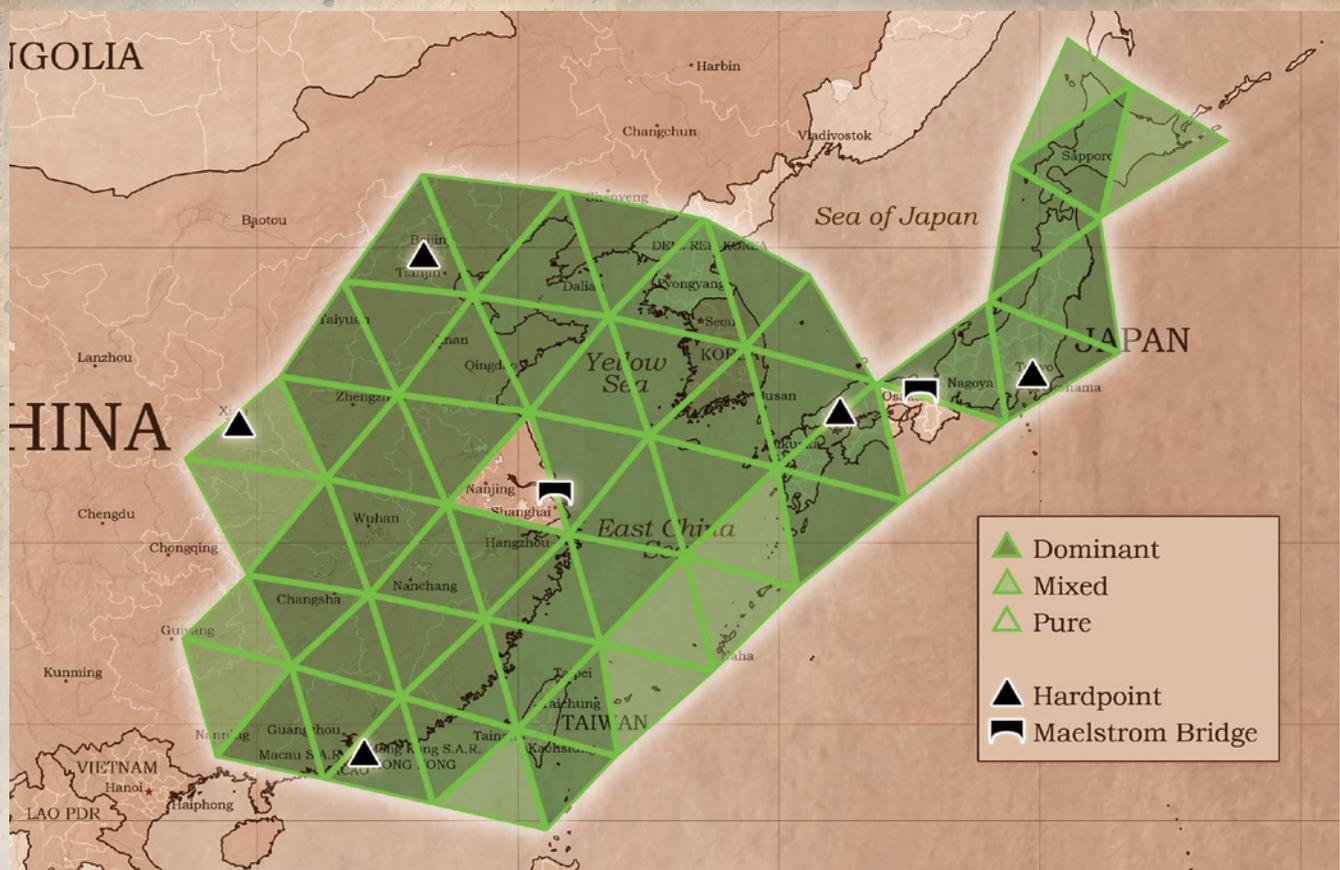
At the outbreak of the jiangshi epidemic, security forces wore typical police clothing. These days, they protect themselves against the jiangshi’s infectious bite by wearing full body armor. Each suit is modeled in the region’s ancient style to appeal to the people’s sense of duty and tradition. Kanawa forces wear high-tech samurai armor in Japan, for example. Reinforced face masks styled in the image of oni (demons) are worn to intimidate rioters and protect the security forces from the effects of the virus.

KANAWA CORPORATION

Ryuchi Kanawa is the Chief Executive Officer of the corporation and its public face. He has a reputation for brusque speech, merciless business acumen, and ruthless dedication to whatever task is at hand.

It is said that no one can change Ryuchi’s mind once it’s been set except his sister, Reiko Kanawa. Some say she is the true power behind the throne, but most see her as the calming influence that keeps Ryuchi from becoming too overzealous.





The press loves Reiko, fawning over her latest paintings or koi pond and following her when she makes an appearance at the site of some terrible disaster to comfort the victims. Perhaps because of the terror of the jiangshi or the invasions going on around the rest of the world, the press and the public follow every aspect of Reiko's life, particularly her latest fashion. She is known to wear flowing dresses reminiscent of the geisha during happy public appearances, and somber business attire when attending to the unfortunate.

MUTATION

Soon after Kanawa forces settled into new bases across what has come to be called Pan-Pacifica, the jiangshi virus mutated. New outbreaks spawned numerous genetic aberrations that are far more powerful or exhibit strange new abilities. These aberrations have come to be called "yokai" by the Japanese, a word quickly adopted by the rest of the region and applied to any mutated victim who doesn't fit the standard jiangshi profile. The emergence of yokai and their many and varied powers have caused even greater reliance on

Kanawa. The conglomerate's high-tech labs and top-notch scientists have produced a number of experimental weapons and techniques to stop, kill, or contain these strange monsters.

No cure for the jiangshi virus has yet been found. Scientists theorize that it is an otherworldly "hitchhiker" brought to our world by one of the invading realms. The disease seems to be transmitted by blood, but since victims can cough it up, it often gets into the noses or throats of others. No single point of origin or vector has been identified — it seemed to spring into existence in several disparate places around the Pacific rim at once, starting on the day the raiders arrived.

Outbreaks still occur daily. When they do, Kanawa moves in quickly with rapid strike teams to put it down by any means necessary. Advanced helicopters, black save for the large red K emblazoned on the side, are *not* a welcome sight for most villages, since security forces put down potential outbreaks quickly and violently. It is the only way to save the rest of the population, they say.

CHINA DISJOINTED

The spread of the plague has been almost too much for The People's Republic of China to bear. Officially the party remains in control of the nation, but unofficially, warlords and Ghost Syndicates have taken control of entire cities or stretches of countryside. Hong Kong remains somewhat independent. It seems to have avoided large-scale jiangshi outbreaks and remains a Core Earth Hardpoint.

CORPORATE JAPAN

While the Kanawa consortium is the strongest economic force in Japan, it isn't the only corporation taking advantage of the situation. Glass walls and private security forces are now the norm in most cities. Weapon and vehicle manufacturers like Kyogo and Oda either closely cooperate with the Kanawa group or have merged and become subsidiaries of the organization.

Rival corporations haven't fared as well. Some competing entities have been completely crushed by new taxes or "selective" laws such as anti-pollution legislation instituted to curtail the jiangshi contagion.

Significant construction has been spotted around Okinawa and small islands near Japan. Deep sea platforms have been erected, but not for drilling oil. No stories of this oceanic activity have aired on the media, but conspiracy theorists suspect the conglomerate is either pursuing exotic research related to the virus or creating an unreachable safe-zone for corporate executives.

THE FALL OF TAIWAN

Not everyone was quick to subscribe to the Kanawa Plan. Taiwan refused to participate, vocally declining aid from the Japanese megacorporation. Within weeks the infected overwhelmed most of New Taipei. As the cities fell, government services and power failed, reducing most of the island's population to looting just for daily essentials.

Kanawa has recently begun "humanitarian" excursions onto the island, in attempts to quell the infected and rescue what remains of the populace. Gangs of refugees are as likely to fight the corporate "saviors" as roaming jiangshi, however.

NORTH KOREAN ACCEPTANCE

Surprisingly, North Korea readily accepted the Kanawa Plan and allowed the company's agents into the country. Industry was turned toward manufacturing — mostly contracts with Kanawa itself — and while spokespeople for the company agree the lack of individual liberty is distressing, they hope the unprecedented contact will lead to true change when the jiangshi epidemic is resolved.

SOUTH KOREAN DESPAIR

The outbreak has ravaged South Korea. The government refused Kanawa's help for over a month, during which time protests and outbreaks ravaged the cities and towns. Only after the president's own son caught the virus and was slain by local police did the government relent.

Kanawa now occupies large swaths of the nation. Some have said the additional focus is required since the virus ran rampant for so long. Others say the draconian measures are payback for refusing Ryuchi Kanawa's early offer of help.

THE GHOST SYNDICATES

Despite the good Kanawa Security has done for Pan-Pacifica, the megacorporation has found itself opposed by Japan's yakuza, China's triads, Korea's kkangpae, and many other organized criminal rings who resent the takeover of their streets and businesses. They wage open war with Kanawa, assassinating their personnel and sabotaging their industries.

Regional authorities work with company agents, rooting out undesirables, monitoring communications, enforcing curfews, and anything else it takes to keep these various rogues from jeopardizing the safety of the people.

SOUTH EAST ASIA

The virus hasn't reached Vietnam or Cambodia yet, but experts fear it is only a matter of time before it does. The Philippines have made overtures toward joining the Pan-Pacific alliance, although some of the islands seem to be under the influence of dark forces and struggling for simple survival in the wake of horrors far worse than roving jiangshi.

A SECRET INVASION?

Numerous conspiracy theorists believe Kanawa is the tool of some secretive High Lord, though opinions vary on whether this relationship is direct or incidental. The former believe Ryuchi Kanawa is, in fact, the High Lord. Others claim that the real possibility raider is his sister, Reiko, or that the twins share that sinister title.

There have also been rumors of a secretive “Black Boardroom,” a sort of inner council for Kanawa and other allied corporations composed of various businessmen, government agents, and crime figures, all working together to control Pan-Pacifica. They keep their identities secret even from each other, going only by four-digit numbers that protect them from all but a central leader who vets those asked to join this secret cabal.

Still others whisper of a mysterious and unknown Chinese sorcerer in the vein of the fictional “Fu Manchu.” He supposedly commands an army of Mongol-like warriors from another cosm who will ride over a great “Bridge of Sorrows” when the jiangshi have sufficiently weakened resistance. For these theorists, Kanawa has truly saved the region, for only their drastic measures to contain the outbreak have prevented the sorcerer’s attack.

WORLD LAWS

On the surface, Pan-Pacifica is still Core Earth, but the jiangshi epidemic and subtle changes in axioms and World Laws are sure signs that an invasion has occurred. The Delphi Council suspects the location of two maelstrom bridges but has no proof. Reports of stelae have yet to be substantiated due to a flood of false and hyperbolic reports.

THE LAW OF INTRIGUE

Pan-Pacifica seems a model for the rest of the world. The terrible jiangshi virus has been largely contained and the public generally accepts martial law. Society has returned to a semblance of normalcy. New high-tech devices by Kanawa and other companies provide escape and diversion to the populace as they wait for the troubles to pass. Movies, video games, and virtual-reality parlors distract the masses from the invasions occurring elsewhere around the globe or the occasional jiangshi outbreak.

Beneath the surface, however, paranoia runs rampant. People watch their neighbors carefully for signs of the virus. The government encourages this by sponsoring commercials, television shows, apps, and ads that urge citizens to report all suspicious



Zhang Zhi gives a jiangshi the boot — off a 40-story building!

signs to the authorities — including the actions of criminals, traitors, and other seditious types.

Within the companies that manufacture, market, and distribute new technology and other goods, a cutthroat mentality has developed. Those highest on the corporate ladder are awarded not just greater pay, privilege, and freedom, but might be able to have infected loved ones captured and placed in cryostorage chambers rather than being put down like most of the jiangshi.

Kanawa's public face is stern but compassionate, but those who work there say the corporate environment is anything but. Results are prized above all else. Everything is analyzed for profit. Backstabbing is encouraged — those who fall prey to it are seen as weak.

Cosm cards like *Is That a Bite?* and *Feud* are linked to the intrigue of the realm. *Sold Out* plays directly to the rampant betrayal and suspicion.

THE LAW OF TENACITY

Pan-Pacifica encompasses many different cultures, including those of Japan, China, and North and South Korea, as well as numerous small islands that have fallen under its sway.

The heroes of all these regions battle not only the ravaging jiangshi, but the overzealous actions of Kanawa Corp and countless other forces. Whether they are hardboiled policemen and women, private detectives, rebels, or outlaws, Storm Knights of Pan-Pacifica know they can rarely rely on backup. They are almost always on their own against impossible odds. Police officers look the other way for Kanawa's minions. Private detectives face hostile police forces, uncooperative locals, and security forces with full authority to shoot on sight.

- **Tenacity:** The hardboiled heroes of Pan-Pacifica don't go down easily. When a *reality*-rated character would normally be KO'ed (from Shock or other sources), he can take a Wound to remove all his current Shock instead. If the Wound is his last, he gets one last full turn before testing **Defeat**.

THE LAW OF VENGEANCE

Though backstabbing is commonplace in Pan-Pacifica, revenge is even sweeter. Just as betrayal is socially acceptable, reprisal in kind is mandatory. A man or woman who won't or can't avenge wronged friends and family is openly scorned.

The Law of Vengeance isn't engineered or encouraged by Kanawa. It's a violent reaction to the manipulation of the cosm's World Laws, a release that calls to the souls of everyone affected.

Retaliation is cathartic and reinforced by reality. The *Bloodbath* cosm card rewards immediate revenge, while *Served Cold* encourages a methodical, long-term approach.

- **Vengeance:** When a character rights a major wrong done to her, a loved one, or an organization to which she has pledged herself she achieves vengeance. Her Destiny hand size increases by one for the rest of this act and the next.

To be eligible for this award, the misdeed must not have occurred this act, and the revenge must result from some form of dramatically appropriate planning and coordination. All of this is subject to the Game Master's approval, of course.

"MY ANCESTORS MIGHT BE WATCHING, BUT I'M IN NO HURRY TO FIND OUT."

- ZHANG ZHI

THARKOLD

MAGIC
12

SOCIAL
25

SPIRIT
4

TECH
25

Tharkold is a realm of techno-horror in the cities and near post-apocalyptic survival in the vast reaches between. It is a world where technodemons rule enslaved humans, crudely called the “Race.” Tharkoldu “prides” are in turn ruled by seven powerful Dukes, chief of which is High Lord Kranod.

Kranod’s minions planted stelae in the cold reaches and gray cities of the Russian Federation months before his arrival. Moments after the bridge crashed down, however, rebellious saboteurs from the Race destroyed several of the stelae. The bridge began to recede and Kranod’s forces retreated. Only the actions of a cell led by one of Kranod’s human “thralls,” Jezrael, saved the day. She wiped out the saboteurs, replaced the stelae, and led the invasion against Russia’s best and boldest troops.

The Russians fought bravely, but within 24 hours the Battle of Moscow was all but lost. The combination of the demons’ raw power, savagery, and most importantly – their magic – eventually proved too great.

The tenacious Russians proved themselves almost as ruthless as the invaders. President Aleksandr “the Wolf” Volkov committed the majority of his air force to a strike against the maelstrom bridge. When that failed, he followed with a tactical nuclear missile.

The “Moscow Gambit” as it came to be called, wiped out a host of demons and their thralls, but had a far more dire effect as well.

AFTER THE BOMB

The heat and shockwaves from the nuclear strike destroyed swaths of Moscow. Civilian casualties numbered in the hundreds of thousands – an acceptable sacrifice, in the Wolf’s eyes, to turn back the demon incursion.

The effects on the demons were palpable. Countless columns of reinforcements traveling over the bridge winked out of existence as it collapsed, including one of the seven Dukes. The destruction reached all the way to the bridge’s origin point in Tharkold. Such an event was unprecedented in the Possibility Wars. Many bridges were protected by axioms too low for nuclear detonations to occur while others had high-tech point defense systems. The demons assumed a bridge in a high population center was safe from such an attack, but Volkov proved them wrong.

Most of the mass of the bridge was scattered into the atmosphere where it was infused with the concentrated axioms of Tharkold’s reality. The fallout from the blast spread the demons’ realm much like the reality bombs employed by Pharaoh Mobius’s Nile Empire, but with much less purpose and precision.

Dangerous reality storms ripped across the affected region in the wake of the blast. The Russian military fled to the outlying fields and villages of Moscow, and Kranod was forced to spend that time reconsolidating his remaining forces and fending off several challenges to his authority.

When it was over, Russian territory from Moscow stretching north and east as far as the Kara Sea was awash in Tharkold's World Laws. It was also littered with radioactive demonic refuse. Some of that technology still functioned, making it valuable salvage. The rest is merely dangerous.

Once again, the human thrall Jezrael was instrumental in salvaging the situation for Kranod. While he focused on reconnecting his bridge to Tharkold with his Darkness Device, she faced his would-be challengers in ritual combat. Amazingly, she left a trail of broken demons in her wake. Such a feat by a mere thrall was unheard of. By the time a new maelstrom bridge landed at Tretyakovskaya in Moscow, many of the prides feared her more than Kranod himself.

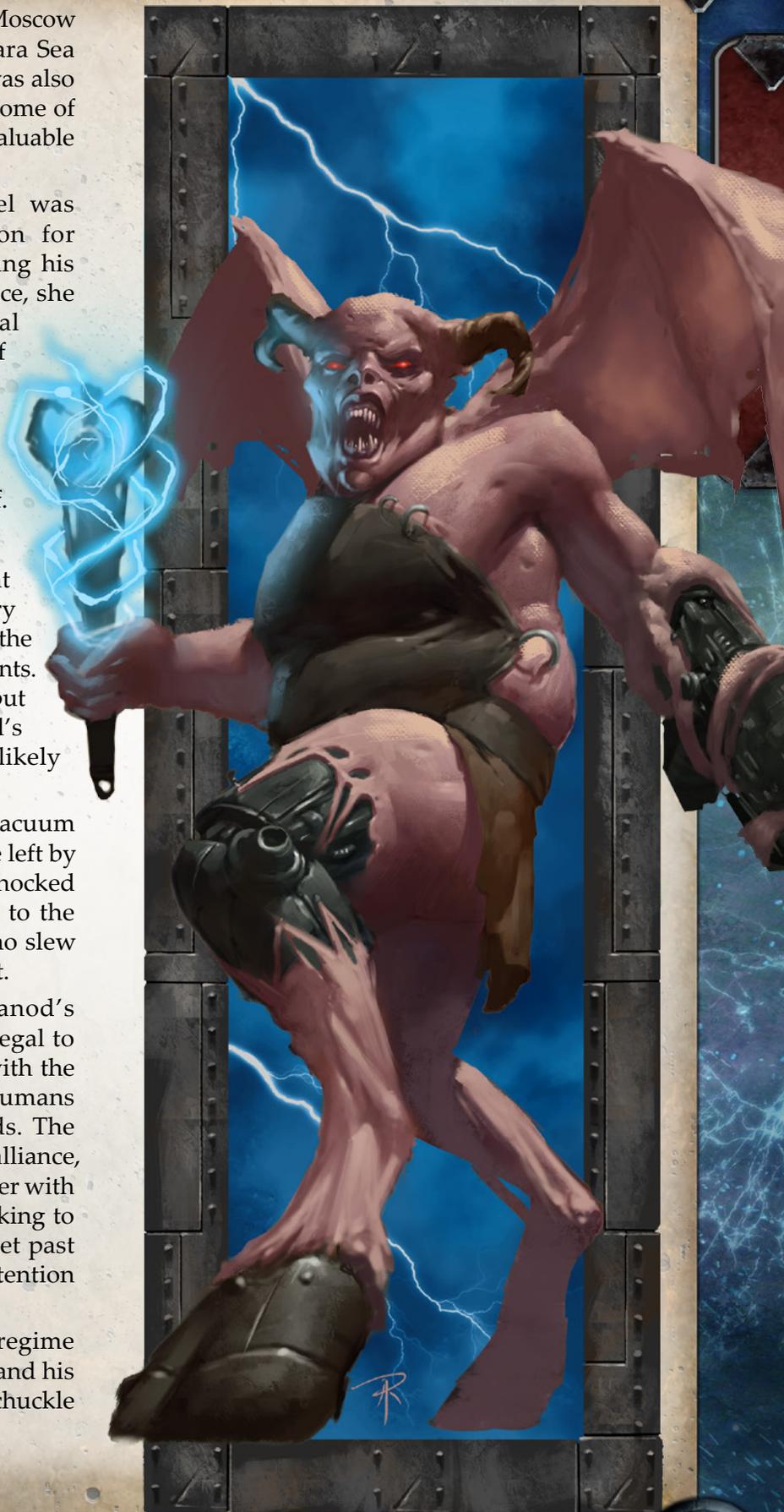
UNEASY ALLIANCES

Days later, the Russian Federation President met with the demons to sign a temporary truce. The demons, for their part, respected the strength and ferocity of their human opponents. These small creatures weren't their equals, but they weren't pliant slaves either. (Jezrael's showing against the other demon lords likely gave the Tharkoldu concern as well.)

Kranod's main worry was the power vacuum and internal conflict within his own people left by the destruction of the seventh Duke. He shocked the other Dukes by offering the position to the Russians, since it was technically they who slew the previous pride, and thus theirs by right.

This maneuver worked beyond Kranod's expectations. The Tharkoldu (it is now illegal to call them "demons") rule Russia jointly with the current administration and protect the humans from the ravages of the other High Lords. The Russian leadership bought fully into the alliance, and they defend their tenuous hold on power with savage gusto. Likewise, other demons looking to advance within the hierarchy must first get past the humans rather than directing their attention on Kranod and his pride.

Three months into the war, Kranod's regime has succumbed to a decadent lifestyle. He and his prides grow fat off the Russian people and chuckle



at the surviving officials' childlike ploys to share in their power. Meanwhile, the humans doggedly settle into playing a long-term game of politics, propaganda, and survival. It's a game they are very good at.

Members of the Race serve as spies for the demons, placed among the humans, or as soldiers in the new "united" armies of the occupation. To many Russians, it feels like the worst days of the Cold War or post-1917 Revolution — with all its rampant corruption, paranoia, and oppression — have returned.

THE RESISTANCE

Rebellious agents of the Race now work alongside heroes and heroines of Russia to oppose the Tharkoldu. The Race teaches these natives to use the invaders' own power against them. They show them how to use stolen cybertech, avoid the creatures' advanced surveillance technology, and unleash their psionic potential.

When the Tharkoldu first infiltrated Core Earth to plant stelae and prepare for the invasion, it was thralls like these who attempted to warn the humans. The betrayal by Volkov's administration in allying with the demons stings, and makes the Race distrustful of their Russian allies.

Still, Core Earth represents hope for members of the Race trying to escape their lifetime of suffering and servitude, or to strike back against their vile oppressors. The invasion affords the Race opportunities they haven't seen in centuries, either for freedom within the resistance or advancement as an informant or saboteur.

THE BLASTED LAND

Most affected by the demonic fallout from the destroyed maelstrom bridge was the Northwestern Federal District, from St. Petersburg to the west to the Urals in the east. The entire district is now simply known as the "Blasted Land."

The corrupted material created a huge Tharkold/Core Earth Mixed Zone that seems to be stable for now, but no one is truly in control of the region.

The eldritch energy, radiation, and rogue nanotechnology have combined into a toxic haze that's given rise to monstrous creatures. The things are born of Tharkold but not bound to any master's will. Strangely, rumors also abound of Core Earth

cryptids appearing in greater numbers near the poisoned towns and villages.

Cities like St. Petersburg and sites such as the Plesetsk Cosmodrome remain Core Earth hardpoints and havens for the scarce population that remains in the area. Degrading highways and railroad lines still connect these outposts with Moscow and the White Sea.

Opportunists are drawn to the region, risking the wide-open stretches of wasteland, dangerous inhabitants, and unpredictable reality storms in search of priceless salvage. Some of the technology from the bridge still functions, and it's just lying on the ground waiting for someone to claim it. Many resistance cells have fled into the area as well, since the radiation and ambient technology plays havoc with the demons' surveillance technology.

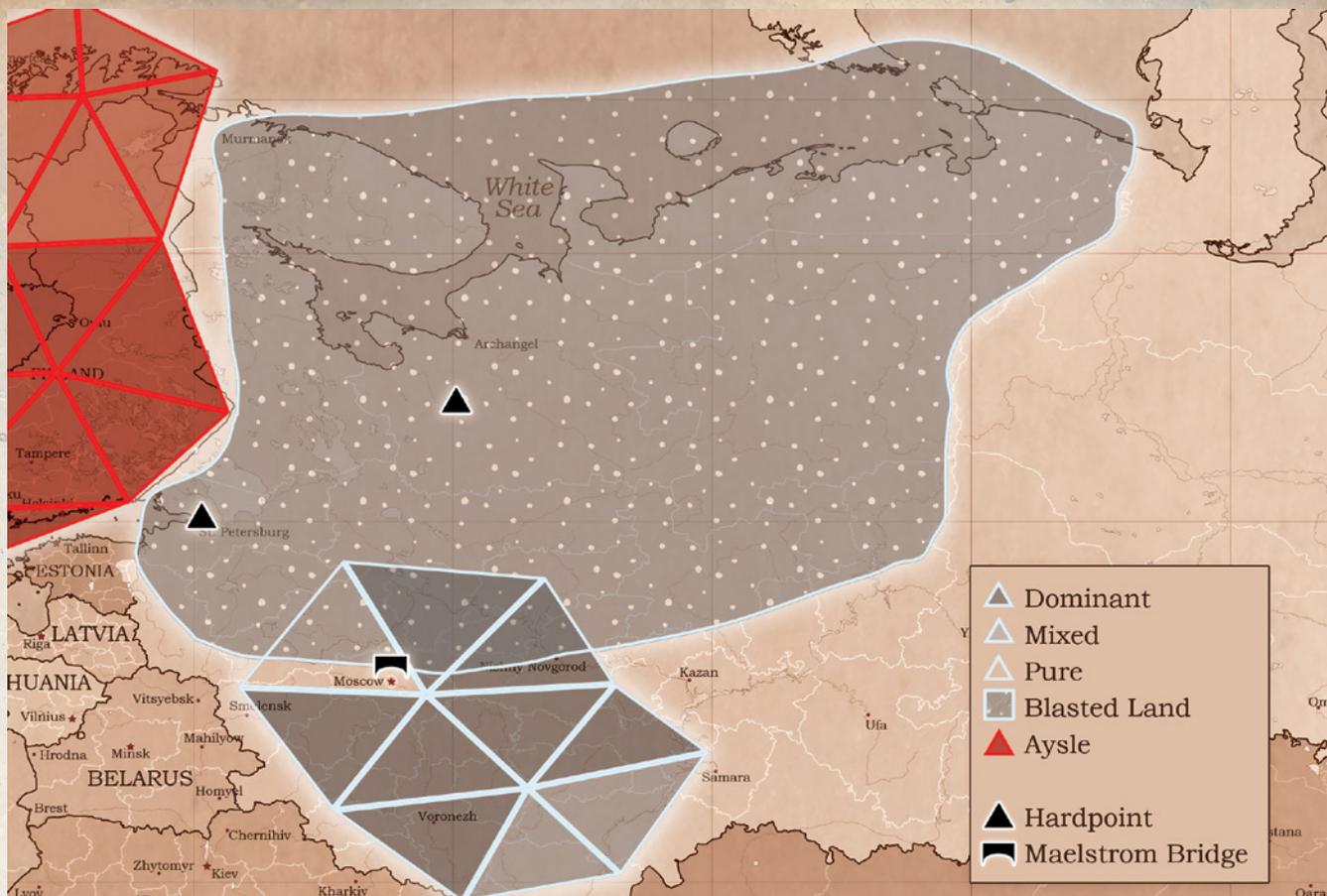
The Russian mafia pays well for this lost Tharkoldu technology and chunks of the maelstrom bridge. They smuggle it out of the country for sale to the Delphi Council or other researchers looking for ways to defeat the demons.

EASTERN EXCESS

Reinforcements come through the new bridge more slowly now, unlike the rush of the early war. Tharkoldu themselves remain rare on Core Earth, preferring to let their minions do the majority of the work. The demons' power is strong — almost unbeatable when fully exerted. Fortunately though, Tharkoldu are decadent and lazy. They quickly grow fat and content with their stolen wealth, pleasure, and power. At least until they see a rival with more. The demons' way is that of least resistance, but once roused, they move with astonishing speed and fury.

Rumor among the High Lords is that the Gaunt Man is furious with this current state of affairs. The loss of a maelstrom bridge sent an unwanted wave of optimism through armies opposing the other invasions: The strangers from other worlds weren't invincible!

Kranod's alliance violates his agreement with the other High Lords to maintain pressure on the Core Earthers and prevent them from organizing a concerted effort against the invasion.



There is little his rival raiders can do about it so long as Kranod remains High Lord, and no Tharkoldu candidate seems to possess the strength and cunning to unseat him.

Except perhaps Jezrael. Kranod calls her his "Fierce Little Thrall," and in the grand tradition of his species, does everything he can to dominate and degrade her—when he isn't sending her on some mission of critical importance. But Jezrael has defeated several demons before. Kranod is a greater threat than those, but she is more experienced now as well. The Fierce Little Thrall may one day—for the first time in Tharkold's history—challenge her master for control of the pride.

THE BUREAU OF PSYCHIC RESEARCH

One strange side effect of the demonic invasion, Tharkold's World Laws, or perhaps the strange radioactive mist that blows over central Russia, is that some Core Earthers have developed powerful psychic abilities.

A few of these individuals claim to have had powers before the invasion, but were usually regarded as delusional. An even rarer few were actually picked up by the Federal Security Service (formerly the KGB) and entered into intensive training programs!

At least someone in the government believed such abilities were real. There are even rumors that some of the program's graduates were the ones who worked with the saboteurs from Tharkold who attempted to destroy the stelae during the initial invasion. If so, they were likely killed alongside their allies by Jezrael.

Since the invasion, dozens of Core Earthers, transformed Core Earthers, and members of the Race have evidenced psychic powers. Some can conjure or shape fire with their will, read minds, or move objects via telekinesis. The range and power of these individuals vary greatly, and it is likely they have only begun to discover their limits.

The Delphi Council is greatly interested in recruiting Storm Knights with these abilities. Quinn Sebastian has said a few talented “psis” might be able to train others and really “take the fight to the High Lords.”

“FREEDOM MEANS FIGHTING FOR MYSELF, NOT SOME GOAT IN MOSCOW OR HIS DEMON OVERSEER.”

- ANTON HAEGAR



WORLD LAWS

The laws of Tharkold are nasty, cruel, and perhaps short-sighted — much like the demons who thrive within them.

THE LAW OF DOMINATION

The first and most important law of the cosm is simple: The strong take what they want because they can. The weak must either serve the strong or rely on their mercy, a commodity in very short supply.

Everyone in the realm is either a dominant or a submissive. In general, *reality*-rated heroes and villains count as dominant and everyone else is submissive. The Game Master may rule on specific exceptions as the situation warrants, but in general submissive individuals do what any dominant personality orders them to do — without question.

Tharkoldu are organized in prides run by a dominant “alpha.” The members of the pride still dominate their own thralls, but must obey the alpha or duel him to become the new leader.

Denizens of the realm tend to automatically fall into one of the two roles without consciously thinking about it. Storm Knights and Stormers “feel” dominant to observers, but a display of weakness may swiftly change that. A “Player’s Call” *intimidation* might even force a villain into a submissive role, at least temporarily.

Cosm cards such as *Kneel!* and *You Work for Me Now* emphasize the cutthroat nature of the Tharkoldu’s world.

- **Domination:** When *intimidation* is an Approved Action, a success allows the character to draw two Destiny cards and choose which one to keep. He must discard the other. Outside of combat, the first successful *intimidation* attack against a *reality*-rated character in an act grants a draw from the Destiny Deck. Once that character has been intimidated, further successes have only the usual results.



A technodemon rages in the ruins of Moscow.

THE LAW OF FEROCITY

The technodemons and the humans who thrive in their service are short-tempered, brutish, and zealously suspicious. They trust no one and believe tearing down a rival mentally and physically is a sound preemptive tactic. Kindness is simply a window of vulnerability waiting to be exploited by someone who understands the world better.

Beings from Tharkold generally aren't subtle, but they are ruthless and murderously effective, both in political maneuvering and in combat. The ferocious nature of the realm accentuates violence, and most conflicts end with bloodshed.

This wild energy courses through Cosm cards like *Scourge* and *Supremacy*, and adds a feral desperation to the realm's denizens. Hold nothing back, give no quarter, and always shoot first.

THE LAW OF PAIN

Tharkold is a savage place of blood and barbarism. Pain works as a source of power, literally. The secret to activating many demon devices and implants is the suffering of the user (or an unfortunate proxy). "Vril," sometimes called "Agonite," is a form of crystallized suffering demons occasionally use as fuel.

Inflicting pain draws palpable energy from the target, but for some, suffering has become a gateway to strength as well. This economy of torment reinforces the "do unto others before they can do to you" aura in the realm.

Tharkold Occultech works on the same principles, trading constant anguish from implants for inhuman power. The *Cyberpsychosis* and *Enraged Cosm* cards unleash this pain on those with implants, while *Torturous Visions* taps into the same energy but on a psionic wavelength. Even those without precognition can feel the suffering that reverberates throughout the realm.

- **Pain:** This brutal cosm rewards those who inflict great suffering. A character recovers one Shock if his action causes one or more Wounds. The demons of Tharkold often harm their own pitiful thralls to prolong their loathsome existence when engaged in direct combat with belligerent "monkeys."

STORM KNIGHTS

Included with the GM Screen are a number of character templates or “archetypes,” ready to play. You can also find them ready to print and use at the **TorgEternity.com** website. This chapter explains what the attributes, skills, special abilities, and other game statistics on those sheets mean, and how you can create your own Storm Knight from scratch.

RACE

Most characters in the Possibility Wars are humans from Core Earth or one of the seven cosms — most, but not all. Some edeinos have joined the battle for Earth, as have some elves and dwarves from Aysle. See the **Races** section on page 74 if you want to play something other than a human.

HOME COSM

Every character comes from Aysle, Core Earth, Cyberpapacy, Living Land, Nile Empire, Orrorsh, Pan-Pacifica, or Tharkold.

Write this down in the space that says “Home Cosm.” Then write down the corresponding Magical, Social, Spiritual, and Tech Axioms from your character’s home cosm, found in each cosm’s descriptions on pages 18 through 67

POSSIBILITIES

Possibilities are tokens or chips used to track how much Possibility Energy a Storm Knight contains at any one time. Storm Knights reset to three Possibilities at the start of each act.

Additional Possibilities are awarded by the Game Master for playing in character, accomplishing campaign goals, being a hero, or simply entertaining the group.

Details on scene structure and awarding Possibilities are covered in the Game Master’s section.

Many Cosm cards also grant Possibilities, though this often comes with a price of some sort. Cosm cards are discussed on page 113.

ATTRIBUTES

Attributes are the characteristics common to every being. In *Torg Eternity*, there are five attributes:

- Charisma is how likable, attractive, or influential the individual is to others.
- Dexterity measures quickness, manual dexterity, agility, and reflexes.
- Mind is an individual's intelligence, perception, knowledge, and cunning.
- Spirit is a character's resolve, self-confidence, and resistance to fear.
- Strength reflects brawn, endurance, and physical fitness. In extreme cases a character may need to roll a test (see page 108) against *Strength* to lift a heavy object for a few seconds. Otherwise, a character can lift up to 8× *Strength* kilograms, or 12× *Strength* for a short period. What a character can carry around is up to the GM, her gear, and the situation.

RELATIVE HUMAN ATTRIBUTE VALUES

Value	Relative Human Ability
14+	Superhuman: Only specialized races or humans enhanced by special powers or items are capable of such extremes.
13	Exceptional: The best most humans can be, such as a gold medal Olympian, genius, or indomitable personality.
11–12	Outstanding: Very adept or bright, in top physical shape, very popular.
8–10	High Average: Athletic, intelligent, or amiable.
6–7	Average: Normal physical shape, intelligence, or likability.
5–	Poor: Unhealthy and weak, uncoordinated and stiff, dumb or weak-minded, unlikeable by most everyone.

STARTING ATTRIBUTES

Starting characters have 40 attribute points to assign to *Charisma*, *Dexterity*, *Mind*, *Spirit*, and *Strength*.

The minimum value for any attribute is 5, and the maximum for humans is 13. Maximum values for other races are listed in their description.

MOVEMENT

Heroes can walk up to their *Dexterity* per round in meters. They can also run at 3× their effective *Dexterity*. That means if a character is wearing heavy armor that limits her *Dexterity*, she's going to run slower.

If you need to know details about climbing, leaping, or swimming, see page 135.



AIDAN
MCALLISTER

SKILLS

Skills are learned abilities that build off a character's raw attributes. Skill "adds" are added to the base attribute to get the value recorded on your character sheet.

Adds of +1 or +2 indicate some experience or training; +3 to +4 represent advanced training. Only true experts have +5 in a skill, which is the maximum one can attain by advancement without the Mastery Perk (see page 96).

Beginning characters have 16 skill points, but at least one of those must be spent on an add for the *reality* skill. No skill may have more than three points assigned to it during character creation. A complete list of skills starts on page 77.

PERKS

Every player character starts with two "Perks," special abilities that let them start the game with cyberware, cast spells, use Nile Empire pulp powers, or simply be tougher or faster than most.

Perks are listed on pages 84 through 105, and are often restricted by a character's home cosm or might have other prerequisites.

DEFENSES

Fill in the following Defenses on your character sheet — these are the totals the enemy must get to harm your hero in combat.

- **Dodge:** Your character's *dodge* skill plus any bonuses from Perks or equipment. Dodge is the total foes must equal to hit the character at range.
- **Melee:** Your *melee weapons* plus any bonuses from Perks or gear. Foes must get a total equal to this or higher when the hero is armed.
- **Unarmed:** Your *unarmed combat* skill, plus any bonuses. This is what enemies use to hit your character when she's unarmed.
- **Toughness:** Characters resist damage with Toughness, which is equal to their *Strength* plus armor. See page 116 to see how damage works.

SHOCK & WOUNDS

Characters suffer Shock and Wounds when injured, as explained under Combat. For now, record these values in the space provided on your character sheet:

- **Shock:** Your hero's *Spirit* plus any bonuses from Perks or other sources is the amount of Shock he can take before being KO'ed (see **Damage** on page 116). If accumulated Shock exceeds this number, he's KO'ed. Ignore any additional Shock beyond this number.
- **Wounds:** This is the number of Wounds your character can take. Wounds in excess of this value means he's KO'ed and must test for **Defeat** (page 117). Ignore any additional Wounds beyond this number.

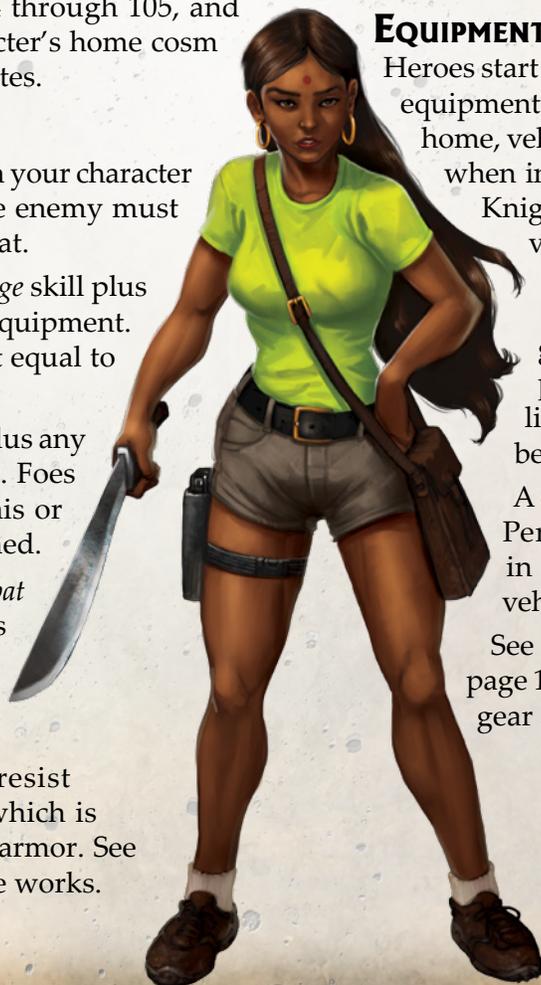
As a rule, goons can only take a single Wound before they're defeated. Storm Knights are KO'ed and test for Defeat when they take Wound beyond the third, unless they've increased their Wounds through Perks.

EQUIPMENT

Heroes start with \$1,000 in general "carried" equipment. The character may also have a home, vehicle, and so on that can be used when in his native realm. Most Storm Knights won't be able to stay home very often, however! Saving the world from the Reality Raiders means traveling all over the globe. If the hero's home and possessions are in a ruined area like the Living Land they won't be accessible either.

A character who takes the Wealthy Perk starts with up to \$10,000 in gear and a much nicer home, vehicle, and so on.

See the equipment lists starting on page 138 for a breakdown of available gear and how to acquire more.



**ANISHAA
NAYAR**

ADVANCEMENT

After completing an act each member of the group typically earns five “Experience Points,” or XP. These can be saved or spent between acts to increase attributes and skills, or purchase new Perks, as shown below.

Note that XP are accumulated as a *group*, not by individuals. Everyone in the player character team always has the same XP as everyone else.

- **Attributes:** Raising an attribute costs double the new value. Increasing Strength from 6 to 7, for example, costs 14 XP. Attributes can't be raised above the racial maximum (see page 69).
- **Skills:** Raising a skill costs a number of XP equal to the new level. Raising *energy weapons* from 3 to 4 adds, for example, costs 4 XP. The limit for any skill add is +5 unless the character has the Mastery Perk (page 96).
- **Perks:** Gaining your first new Perk costs 5 XP. Each new Perk beyond that costs 2 more points than the last. A second new Perk costs 7 XP, a third 9 XP, a fourth 11 XP, and so on.

CLEARANCE LEVEL

The Delphi Council rates Storm Knight teams in “Clearance Levels.” They use this rating to estimate what a group can handle, and how much information they share about the invaders. In game terms, starting characters are “Alpha” Clearance Level. A group is cleared to “Beta” once they accumulate 50 Experience Points (whether each member has spent all 50 XP or not).

The group's Clearance Level helps the Game Master determine challenges or insert published adventures into the campaign. An adventure might say it's for a group of Beta Clearance Storm Knights, for example. Advancement options work the same as Storm Knights increase in Clearance Level, but rumors abound of special training and equipment only available to elite operatives.

NEW STORM KNIGHTS

When new Storm Knights join the team, perhaps because a previous hero fell in battle, they have the same XP as the rest of the group.

Create the character just like she was starting from scratch, then advance her by spending XP normally.



Viola the cyberwitch uses a shield spell to protect against the Inquisition's Godmeeters.

DRAMATIS PERSONAE

The following core characters are used throughout the examples in this book.



Aidan McAllister: Aidan was a graduate student at Georgetown University in Washington, D.C. When the invasion happened, he helped others hold the Smithsonian from a rampaging tribe of edeinos warriors. That's where he went through his "Moment of Crisis" and became a Storm Knight.

Anishaa Nayar: Anishaa was working with the Indian Army in the villages ravaged by the Gaunt Man's invasion. She underwent her Moment of Crisis during a dark night of blood-filled terror fighting alongside a mixed group of Gurkhas and Victorian soldiers. Since then, she specializes in finding eternity shards and other relics the Earth can use to fight the High Lords.



Anton Haegar: Anton was a soldier on the front lines of Moscow when the technodemons invaded. He deserted after the destruction of the maelstrom bridge and most of the city, and now he scavenges the Blasted Land.

Father Damien Moniels: In his youth Father Damien traveled the world as a missionary. He eventually retired to quietly serve God in the small French town where he grew up. Horrified by the abominations of Jean Malraux's Cyberpapacy, Moniels now fights the invaders with his knowledge and his faith.



Ibis: This brave resistance warrior hails from the dark realm of Tharkold. Ibis was once slave to a terrible technodemon and has vowed never to let another race feel the cold steel collar of subjugation.

Markus Newman: Markus was an accountant before the invasion with a keen interest in "geek" culture such as roleplaying games and fantasy movies. He transformed early in the invasion and has since gathered arms and armor to battle the strange creatures he only dreamed existed.



Maru: Akiri Fujisawa was a talented geneticist from Tokyo. She was transformed when Pan-Pacifica secretly arrived to Core Earth. Now she battles the jiangshi outbreak with high-tech samurai gear and an electric katana. "Maru" is a nickname with multiple meanings, but Akiri won't confirm which inspired her street moniker.

Moonwalker: His name is unpronounceable in the human tongue, so those who fight beside this edeinos shaman simply call him Moonwalker. He battles the forces of Baruk Kaah in the area between Washington and New York, occasionally working with the Delphi Council but more often leading bands of rebels from his own people.



Quinn Sebastian: This gray-haired, former soldier of fortune appeared in the chambers of numerous leaders around the world and somehow convinced them he should be the leader of a brand new, multinational organization to resist the invaders — the Delphi Council. Exactly how he did this, or how he came by the knowledge he seems to hold, is known only by a rare few.



Rama Tut: Youssef Hakim was a web designer in Cairo when the invasion occurred. One dark night he was supposed to meet a client who dealt in rare antiques. The client was gone, but Youssef picked up a red ruby in his strange museum and became the mysterious hero known as Rama Tut!

Rose Allain: This mysterious elven ranger fought Uthorion's horrors for years before venturing across the maelstrom bridge to Earth. Though hailed as a champion by the Delphi Council, she and her fellow elven wardens seem consumed by a dark secret they have yet to share with the people of our world.



The Shroud: The mysterious pulp hero of the Nile Empire left his native Cairo to battle the invaders across the globe. Those who peer into the darkness of his cloak see their worst fears.

Thomas Brownstone: This grizzled monster hunter came across the maelstrom bridge in Kolkata to help stop the Gaunt Man's rampage. He uses alchemical bullets to take down the insidious horrors of Orrorsh.



Tworek: Often mistaken for a man because she's rarely out of her armor, Tworek is a fierce dwarven warrior from Aysle. She is one of the last of her clan and an unstoppable member of the Order of the Dragon.

Viola Villiers: This red-hooded witch operates in the shadows of the Cyberpapacy. Originally from Core Earth, she transformed and now rebels against Malraux's regime with white sorcery, twin machine pistols, and her wits.



Zhang Zhi: The hardboiled streets of Hong Kong tempered Zhang Zhi into one of its toughest detectives. Zhi is one of those who believes the Asia rim has been invaded by a secret High Lord, and his own enhanced martial abilities certainly support it.

RACES

Our world has been invaded by seven alien cosms. Not all of the visitors from these far-flung lands are human. The following races are available to play at the start of the *Torg Eternity* campaign. Look for more in upcoming cosm books.

DWARF

Uthorion's rampage through the Land Between devastated the hardy dwarves. Fell beasts and dark magic ravaged their armies and collapsed their cities.

The most veteran dwarven warriors died in furious last stands to allow the younger heroes to lead the survivors to the surface, retreating in humiliation before the unstoppable onslaught.

The remaining dwarves sheltered their injured and children in conclaves around Aysle and pledged a grim quest. They formed the Order of the Dragon and vowed to destroy Uthorion, his lieutenants, and all those who served him. Every last one. They would have their vengeance.

Dwarves of Aysle have a grim and cynical sense of humor, laced with the inevitability of their own demise — which most hope will be a literal blaze of glory.

Dwarven males wear long beards. Once they took great pride in their grooming and intricate braiding, but most in the Order of the Dragon now go "shaggy" until the shame of their defeat is avenged. Female dwarves do the same with their hair, forgoing their braids until they've reclaimed their pride.

Most dwarves of Aysle wear masks or closed helms to hide the pain of their loss. In happier times, their armor was replete with intricate designs depicting the greatest of their legends and history. Now their armor is almost exclusively decorated with images of fierce dragons, spikes, weapons, and skulls.

Dwarves can live to be 800 years old.

RACIAL ABILITIES

- **Ability Limits:** Charisma 12, Dexterity 12, Mind 13, Spirit 13, Strength 14
- **Darkvision:** Dwarves ignore up to four points of darkness penalties (see page 122).
- **Size:** Dwarves cannot wear armor or clothing designed for normal humans or elves — it must be tailored to their squat form.

EDEINOS

The lizard men of the Living Land are fierce and savage warriors. They must be, for they dwell in a brutal environment of carnivorous plants, hostile creatures, and giant creatures hungry for their flesh.

They also have an innate and overwhelming sense of wonder. Their world is a stunning collection of titanic arches, towering cliffs, dense jungles, and great rolling plains covered by a staggering variety of creatures — and they are never jaded by its astounding beauty.

Edeinos are a paradoxical species, bringing death to their foes while serving Lanala, a goddess of life.

They see no contradiction in their religion, "Keta Kalles." Death begets life. Decay seeds the soil which brings forth new growth.

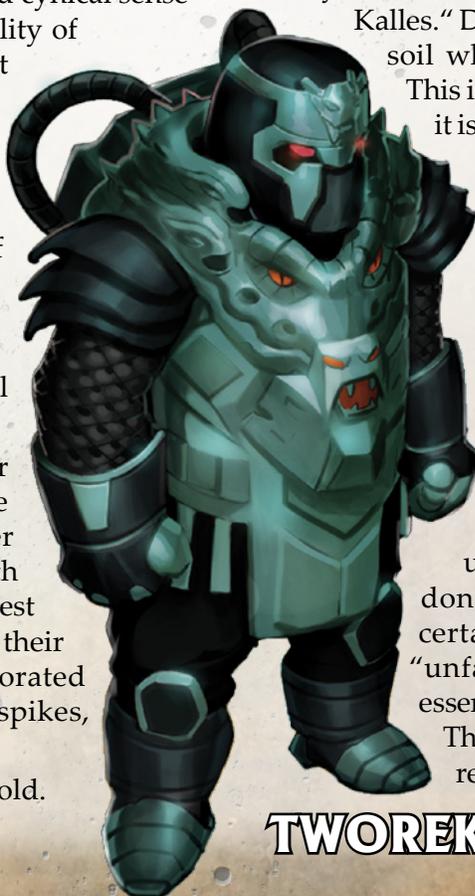
This is the natural order of things, and it is the job of the faithful — jakkats —

to savor every moment, every view, and every *sensation* granted to them by their existence before it ends.

Tribes of edeinos are led in their beliefs by a priest of life called an "optant." Optants heal and preach the way of Lanala.

The priest of the dead is called a "gotak." It is his job to handle dead things, complete unpleasant tasks other jakkats don't want to do, and perform certain rituals the optants deem "unfavorable" to Lanala. Gotaks essentially take on the sin of the tribe.

They are shunned but honored and revered for their sacrifice.



TWOREK

THE CLANS

Edeinos player characters come from one of three major clans:

The **Ghost Tribe** wears leather of smoky gray and hides in the Deep Mist. They are excellent scouts and prefer to strike with stealth, ambush, or surprise. Ghost Tribe edeinos are extremely curious about the alien wonders Lanala has deposited throughout the realm. They believe this is some message or sign from the goddess, though they have not yet figured out its intent.

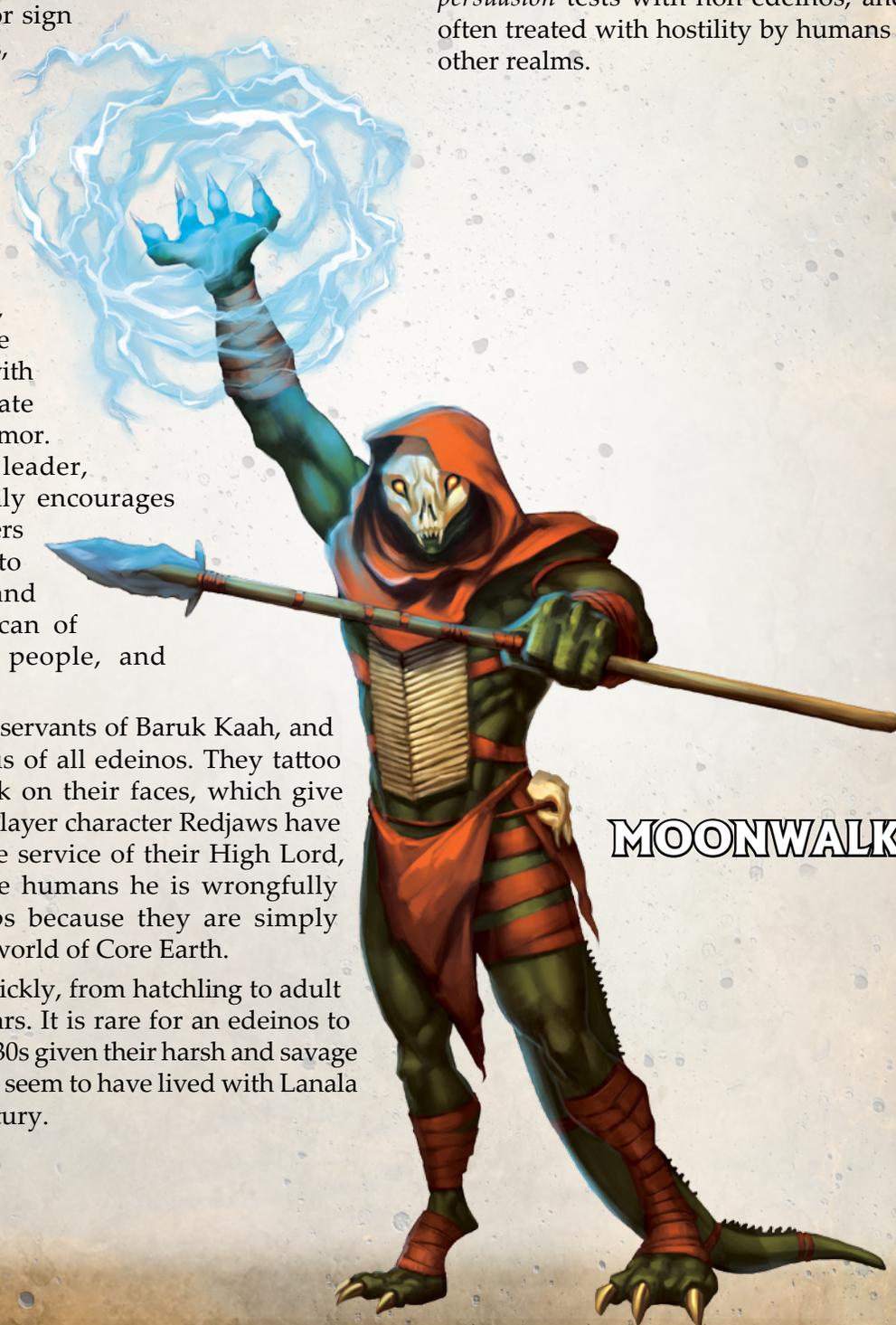
Members of the **Gold Sun Tribe** are more accepting of the earth's bounties, evidenced by the gems and jewelry with which they decorate their clothes and armor. The Gold Sun's leader, Zakralikosh, openly encourages some of his members to venture out into the new world and learn what they can of its wonders, its people, and its treasures!

Redjaws are the servants of Baruk Kaah, and the most numerous of all edeinos. They tattoo patterns of red ink on their faces, which give them their name. Player character Redjaws have revolted or left the service of their High Lord, perhaps to aid the humans he is wrongfully killing, or perhaps because they are simply curious about the world of Core Earth.

Edeinos grow quickly, from hatchling to adult in less than six years. It is rare for an edeinos to survive beyond its 30s given their harsh and savage land, but a rare few seem to have lived with Lanala for well over a century.

RACIAL ABILITIES

- **Ability Limits:** Charisma 10, Dexterity 14, Mind 10, Spirit 15, Strength 13.
- **Natural Weapons:** Edeinos have natural claws and teeth that cause *Strength* +2 damage in *unarmed combat*.
- **Outsiders:** Edeinos are outsiders to everyone but other edeinos. They subtract 4 from *persuasion* tests with non-edeios, and are often treated with hostility by humans from other realms.



MOONWALKER

ELF

The elves were once one of the mightiest bulwarks against the dark forces of Aysle. Then Uthorion's rampage put many of their great alabaster cities to ruin, or burned to cinders the mighty forests that once supported their incredible treetop villages. After years of bloody fighting, the elven nations were reduced to a quarter of their original population.

Just as the Dark One was about to press for their final destruction, he ceased his attacks. Some wonder if this fortuitous timing was brought about by the fair folk — or was just a fortunate coincidence.

A handful of elves felt compelled to aid the inhabitants of this strange new world. Some do it for honor, some because they believe the salvation of their people may lie somewhere on this backward world Uthorion seems to prize more highly than their own.

The elves' numbers on Earth are few, but their skill, power, and knowledge of the Dark One's ways is invaluable.

HIGH ELVES & WOOD ELVES

High elves from the cities tend to wear light-colored clothing — pure white or scintillating red are common, often lined with silver or gold braid. They are often haughty and arrogant to others, seeing humans as short-lived creatures with little understanding of the greater cosmos and dwarves as little more than a step above goblins and other “creatures of the earth.”

Wood elves hail from the treetop cities. Their clothing reflects their environment, typically shades of green or brown but with occasional flourishes of bright red, yellow, magenta or other colors of nature.

Elven Rangers hail almost exclusively from the wood elves, but act as a mostly independent force of roving scouts and protectors.

After Uthorion's attack on Earth, many came across the maelstrom bridge to aid humanity. They are strangely resentful toward the leaders of their home world. Some have even openly speculated that the elves somehow convinced Uthorion to attack Earth before their own cities were destroyed.

Ayslish elves live up to 1,000 years. Some take the view that lesser races (those with life spans of a mere 100 years or less) are tools to be used for the greater good. Others see their roles as shepherds of these unfortunate and short-lived “children.”

RACIAL ABILITIES

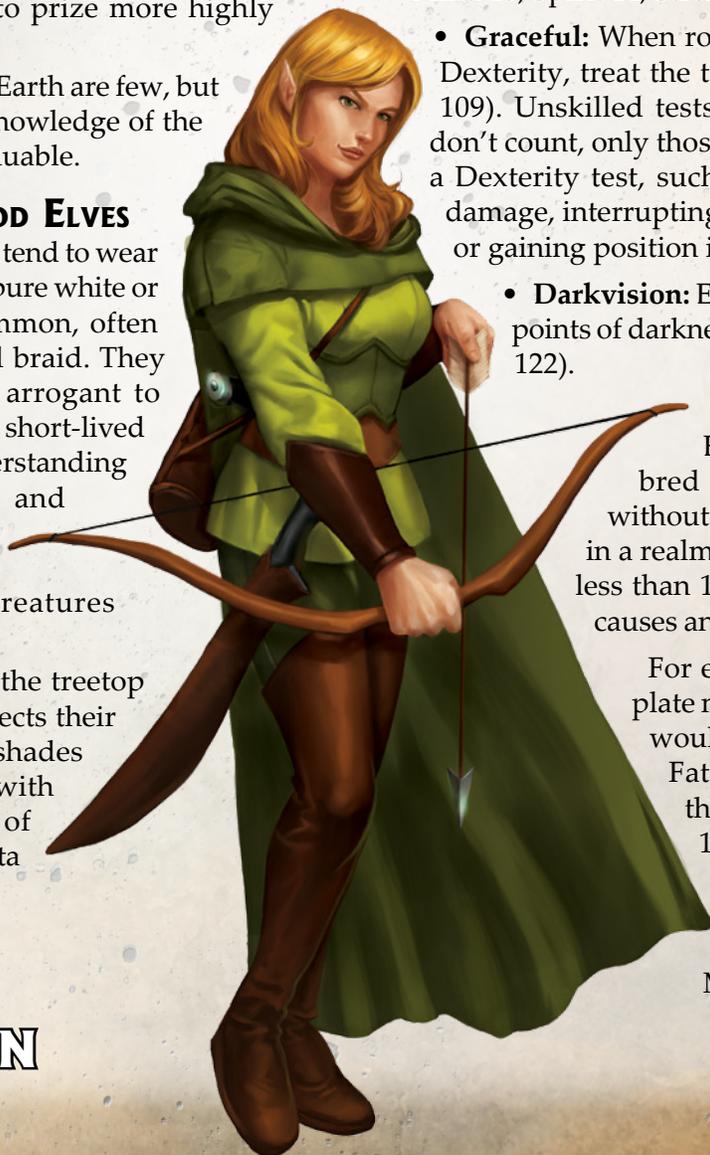
- **Ability Limits:** Charisma 15, Dexterity 15, Mind 15, Spirit 14, Strength 11.

- **Graceful:** When rolling directly against Dexterity, treat the test as Favored (page 109). Unskilled tests based on Dexterity don't count, only those that directly call for a Dexterity test, such as reducing falling damage, interrupting a foe while Waiting, or gaining position in a foot chase.

- **Darkvision:** Elves ignore up to four points of darkness penalties (see page 122).

- **Magical Affinity:** Elves are born and bred of magic and suffer without it. Any time an elf is in a realm with a Magic Axiom less than 12, any Fatigue result causes an extra point of Shock.

For example, an elf wearing plate mail in a low-magic zone would suffer four Shock if a Fatigue result came up on the Conflict Line (see page 112): one extra due to the special property of the armor and another thanks to Magical Affinity.



ROSE ALLAIN

SKILLS

Skills are listed with the attribute they're normally associated with, but the Game Master might call for other combinations as well. *Beast riding* uses *Dexterity* to see how well a rider handles a jump or rough terrain, for example, but it might use *Mind* to figure out what's wrong with the horse he's riding.

Unskilled: Some skills require basic training or familiarity before they can be used, such as casting magic or flying a plane. Characters may not attempt these tasks without at least one add in the skill.

All other skills may be used at a hero's base attribute, but he may not roll again on 20s unless he has at least one add — only on 10s (see **Attribute & Skill Tests** on page 108).

Familiarization: A dwarf from Aysle who uses *fire combat* to shoot a musket can also fire an AK-47, but it should take a little time to get used to it (at least a scene). When the Game Master feels a skill is outside a character's usual experience, he might inflict a familiarization penalty of -2 until the character gets used to it.

AIR VEHICLES (DEXTERITY)

Flying an airplane, jet, hot-air balloon or even a hang glider uses the *air vehicles* skill. Identifying or repairing these vehicles uses *Mind + air vehicles*.

Air vehicles cannot be used unskilled.

ALTERATION (MIND)

Magical energy that converts existing matter and energy into different forms is controlled via *alteration* magic. See **Magic** on page 184 for more information on magic and casting spells.

Alteration cannot be used unskilled.

APPORTATION (SPIRIT)

Spells that move, hasten, or slow objects or beings are called *apportation* magic. See **Magic** on page 184 for more information.

Apportation cannot be used unskilled.

BEAST RIDING (DEXTERITY)

Beast riding is the ability to ride horses, camels, and other mounts. When mounting a creature for the first time a rider should test using the animal's *Spirit* as the DN. If the test fails, the beast may

refuse to move or even buck the stranger with a particularly low total.

Test again any time the user attempts a difficult maneuver with the creature, such as running down a slippery slope or jumping over a gap or obstacle.

A rider's mount moves on his turn. If it runs, the rider suffers the usual -2 penalty for running as well (see page 114). A successful *melee weapons* attack while mounted on a running beast causes +2 damage.

COMPUTERS (MIND)

Computers are ubiquitous from Tech Level 23 onward, and most everyone knows how to use computers and electronics for the purpose they were intended.

Basic computer use can be attempted unskilled. Programming, hacking, or engineering cannot.

CONJURATION (SPIRIT)

Conjuration magic brings new matter, energy, or material into existence. See **Magic** on page 184 for more information on magic and casting spells.

Conjuration cannot be used unskilled.

DIVINATION (MIND)

Divination magic gleans information from objects, beings, or events. It is the magic of knowledge. See **Magic** on page 184 for more information on magic and casting spells.

Divination cannot be used unskilled.

DODGE (DEXTERITY)

Dodge is generally a passive skill and is the Difficulty Number attackers must use to hit the character with ranged attacks. Sometimes this reflects the actual ability to *dodge* a projectile (particularly slow ones), but is more often a measure of how well the character uses natural cover or movement to avoid being hit.

Dodge can also be used actively. See **Active Defenses** on page 119 for details.

ENERGY WEAPONS (DEXTERITY)

Blasters, plasma guns, lasers, and other beam or energy weapons use this skill. It is most often found on characters from high-tech cosms.

EVIDENCE ANALYSIS (MIND)

Finding clues is typically a use of the *find* skill, but knowing what you're looking at (or finding out) is *evidence analysis*.

A detective might *find* a bloody knife, a footprint, and a handkerchief at a scene. *Evidence analysis* might reveal that the knife is the type used by local butchers, the mud from the footprint is only found at the local quarry, and the handkerchief is from a local shop.

FAITH (SPIRIT)

Some priests, holy warriors, and other blessed souls have the ability to channel supernatural power from divine sources. The source may be a god or pantheon of deities, or it may be faith in the world or humanity itself.

Faith is required for those who wish to call for power or aid directly from their deities. Usually this is done via the Miracles Perk (see page 89), but the *ward enemy* miracle (page 203) is available to all faithful of generally good religions.

Unlike magic or psionic skills, *faith* may be used unskilled.

FIND (MIND)

Find allows a character to spot hidden objects, detect concealed persons, or notice something out of the ordinary.

The difficulty in finding an object depends on how well hidden or concealed it is, the clutter

around it or the space it might be found in, and available light.

Detecting hidden characters or creatures is a contest of *find* versus *stealth*. Apply darkness penalties (see page 122) if illumination is poor.

Note that if an adventure hinges on clues the player characters should always find them somehow. A poor *find* total may mean it takes a little longer or there's some obstacle to get at it, but Game Masters should never allow bad die rolls to stop a tale dead in its tracks.

FIRE COMBAT (DEXTERITY)

Fire combat covers the use of firearms such as pistols, rifles, shotguns, and assault rifles. The DN to hit an individual is usually his *dodge* skill.

FIRST AID (MIND)

Where *medicine* is used to diagnose and treat ailments, *first aid* covers treating the traumatic injuries represented by Wounds (see page 117).

Healing Wounds generally takes 10 minutes, though the GM may alter this as fits the particular circumstances. The DN is Standard (DN 10) plus the patient's current Wound penalty. A Standard success removes one Wound and the KO condition. A Good success removes two Wounds, and an Outstanding success removes three.

Each healer may only attempt *first aid* on a victim's wounds once, and only within an hour of the injury. She can try to remove any new wounds should they occur, however.

FAILED SKILL ROLLS

What happens when a test fails? In some situations the consequences are obvious, especially if the hero is in combat and must wait another round before he can act again. Things get a little trickier if a test fails outside the confines of battle, however.

Unless the consequence of failure is permanent in some way, a character may continue to work and roll again after an appropriate amount of time has passed. How long is up to the Game Master, depending on the nature of the task and situation.

A test to repair the team's vehicle might take a couple of hours for each try, for example. The mechanic isn't in a huge rush, but how long it takes might determine what time they set off for an important encounter.

Picking a complicated lock might take a few minutes per attempt, with the heroes hiding in shadows each time the guards pass by. Or the lockpicker might try once per round if the character is in the heat of combat and must succeed or face certain doom.

To speed along a patient's natural healing, analyze injuries, diagnose and treat diseases, etc., use the *medicine* skill.

HEAVY WEAPONS (DEXTERITY)

This category of weaponry includes cannons, heavy (mounted) machine guns, vehicle mounted guns, missiles, mortars, and the like.

INTIMIDATION (SPIRIT)

Intimidation rattles opponents in combat or social conflicts. See page 115 to use *intimidation* as an interaction attack.

Intimidation may also be used to interrogate a subject. The victim must be cornered, bound, blackmailed, or otherwise in some sort of real or imagined social or physical danger to be effective. (Interrogation by less hostile means is a normal use of *persuasion* instead.)

The questioner's *intimidation* is pitted against the victim's *intimidation* or *Spirit* as usual, and suffers a penalty if the questions are particularly sensitive, or a bonus if the subject has little personal stake in his revelations (GM's call).

If the test is failed, the victim refuses to speak, lies, or otherwise holds out for the remainder of this scene. The questioning may be tried again later depending on the circumstances (GM's call).

If the interrogator is successful, the amount of information revealed depends on his success level:

- **Standard:** The target confirms information he believes is likely already known.
- **Good:** The captive reveals significant information, but omits key details.
- **Outstanding:** The prisoner tells his captor everything he knows.

KINESIS (SPIRIT)

Those with the Psionics Perk use *kinesis* for powers that move matter or energy.

Kinesis cannot be used unskilled.

LAND VEHICLES (DEXTERITY)

This is the ability to drive a car, tractor, tank, motorcycle or other land-based vehicle. It includes most hovering vehicles as well, as long as they're basically earthbound.

SKILL LIST

Air Vehicles	Dexterity
Alteration	Mind
Apportation	Spirit
Beast Riding	Dexterity
Computers	Mind
Conjuration	Spirit
Divination	Mind
Dodge	Dexterity
Energy Weapons	Dexterity
Evidence Analysis	Mind
Faith	Spirit
Find	Mind
Fire Combat	Dexterity
First Aid	Mind
Heavy Weapons	Dexterity
Intimidation	Spirit
Kinesis	Spirit
Land Vehicles	Dexterity
Language	Mind
Lockpicking	Dexterity
Maneuver	Dexterity
Medicine	Mind
Melee Weapons	Dexterity
Missile Weapons	Dexterity
Persuasion	Charisma
Precognition	Mind
Profession	Mind
Reality	Spirit
Scholar	Mind
Science	Mind
Stealth	Dexterity
Streetwise	Charisma
Survival	Mind
Taunt	Charisma
Telepathy	Charisma
Tracking	Mind
Trick	Mind
Unarmed Combat	Dexterity
Water Vehicles	Dexterity
Willpower	Spirit

Skills in **Bold** may not be used untrained

The GM should ask for a *land vehicles* total anytime the driver has to attempt a tricky maneuver. See Chases on page 134 for information on collisions.

LANGUAGE (MIND)

A character always speaks, reads, and writes his native language fluently (assuming it has a written component). Storm Knights also speak, read, and write English, the default language of the Delphi Council.

Additional languages can be taken as skills. With one add in a language, the character can carry on general conversation. At two adds he can read and write and communicate complex concepts. At three adds he's reasonably fluent and can detect and mimic local dialects.

Language cannot be used unskilled.

LOCKPICKING (DEXTERITY)

The ability to open mechanical and electronic locks and safes requires some knowledge of *lockpicking*. A character must also have lockpicks or other tools relevant to the particular type of security system. Makeshift tools can be used in a pinch, but typically

incur a -4 penalty. The penalty of some sample locks is listed below.

Lockpicking cannot be used unskilled.

LOCKPICKING CHART

Mod (DN)	Example Lock
- (DN 10)	Typical interior door
-2 (DN 12)	Typical exterior door
-4 (DN 14)	Padlock
-6 (DN 16)	Wall safe, deadbolt
-10 (DN 20)	Bank vault

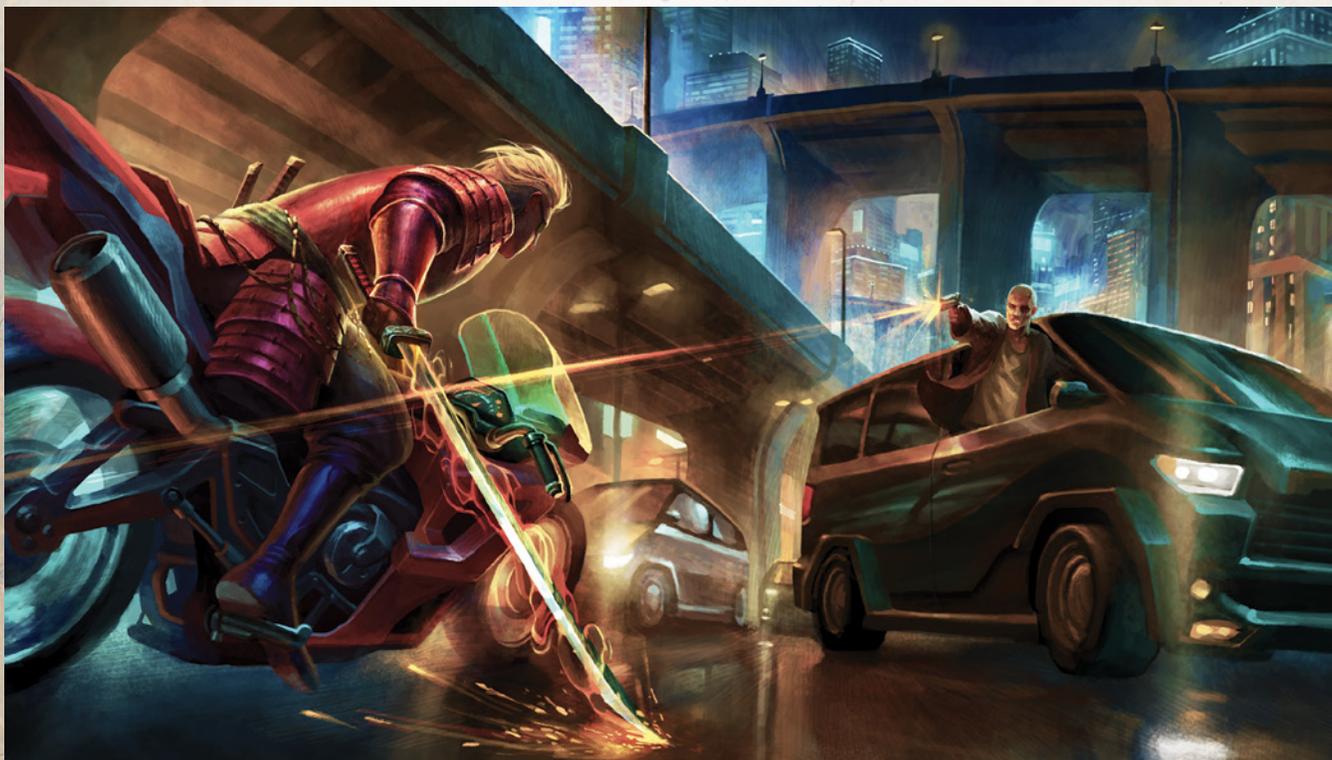
MANEUVER (DEXTERITY)

Maneuver is an interaction attack (page 115) used in personal combat to feint, fake, outmaneuver, or tire out an opponent. It is *not* used between vehicles — use stunts instead, page 132.

The target of a *maneuver* must generally be in reach (GM's call).

MEDICINE (MIND)

Medicine allows doctors and other healers to diagnose disease or injury, analyze the wounds of living or dead victims, and treat lingering wounds.



Maru squares off against rogue kkangpae in South Korea.

Diagnosing disease, poison, or illness is modified as the Game Master sees fit for the rarity of the ailment. Analyzing a victim or corpse is modified by the strangeness of the injuries, and reveals information based on the success level.

Medicine can't remove Wounds (see *first aid*), but eliminates one point of Wound penalties for each level of success when healing naturally (page 118).

Medicine cannot be used unskilled.

MELEE WEAPONS (DEXTERITY)

The ability to handle oneself in a fight when your handgun disconnects from a more advanced reality has become very important in the Possibility Wars. *Melee weapons* covers swords, knives, maces, hammers and anything else that can be used as a hand weapon.

The DN to hit an opponent is his *melee weapons* skill if he's wielding a melee weapon, or *unarmed combat* if he's bare-handed (most creatures). See page 148 to learn more.

MISSILE WEAPONS (DEXTERITY)

Any non-powered projectile weapon, such as bows, thrown knives or axes, and slings, uses the *missile weapons* skill. The attacker compares his skill total versus the opponent's *dodge* to hit. See page 150 for more information on using *missile weapons* in combat.

PERSUASION (CHARISMA)

Persuasion gets a nonplayer character to grant a favor of some sort (player characters make their own decisions and aren't subject to *persuasion*). The DN is the target's *persuasion* or *Mind* if it's a matter of logic, or *willpower* or *Spirit* if the attempt is an emotional appeal. This is almost always a contest. If attempting to persuade a group, the character can either use the Combined Actions rules (page 120) or the *willpower* or *Spirit* of the leader in hopes he can sway his followers.

The Game Master should modify the result by circumstance, such as a bonus to persuade someone to do something that is obviously in their own best interest. A clever ruse, heartfelt present, or even a stirring performance might also grant a bonus.

Conversely, *persuasion* should be penalized if the character is an outsider or stranger, or if the request is particularly egregious to the target.

If the persuading character is haggling to buy or sell goods, the Game Master should modify the total by the scarcity of item or risk in providing the service.

The level of success determines the other character's reaction:

- **Standard:** The target agrees to some or all of the request but the price is very steep in terms of actual money, a reciprocal favor, or some far more personal fee.
- **Good:** The target agrees to the basic proposition but only in exchange for something of relative worth, or perhaps even at a slight disadvantage (though it might not be immediately obvious).
- **Outstanding:** The target agrees to the basic proposition as long as it has some value to him or doesn't cost him much in material or prestige. If the individual is friendly to the character or her cause, he goes above and beyond the request.

PRECOGNITION (MIND)

Powers that detect or glimpse possible futures use the *precognition* power, which can only be taken by those who have the Psionics Perk.

Precognition cannot be used unskilled.

PROFESSION (MIND)

Journalism, photography, masonry, acting, business, or any other skill not otherwise covered in this list falls into this general category, and should be noted as *profession* (*web designer*) or whatever is appropriate on the character sheet.

Knowledge and use of the profession is tied to *Mind*, though some applications of it may use other attributes. Performing a play, for example, uses *Charisma* for the actual performance, while *Mind*-based tests are used for knowledge of the theatre and related fields.

A particular *profession* isn't likely to come up in the cinematic adventures of *Torg Eternity*, so this is a skill players might want to think about more proactively. A reporter might use *profession* (*journalist*) to research information on a killer in Orrorsh, for example.

REALITY (SPIRIT)

The *reality* skill allows Storm Knights to resist the transformation that accompanies invading axioms, and remain connected to her own cosm. Having adds in *reality* allows Soaking Damage (page 117), Reconnection (page 179), and other world-bending abilities described in the **Reality** section (page 176).

Reality may not be used unskilled, but all Storm Knights begin with at least one add in the skill.

SCHOLAR (MIND)

Scholar measures a character's knowledge of the liberal arts — history, literature, arcane lore, and so on.

SCIENCE (MIND)

The *science* skill indicates knowledge of scientific processes, such as astronomy, biology, chemistry, geology, and so forth.

STEALTH (DEXTERITY)

Stealth is used to sneak up on opponents, slip past sentries, move quietly, hide, or generally avoid detection. *Stealth* is opposed by the opponent's *Mind* or *find*. If there is more than one individual searching, use the Combined Actions rules (page 120).

The Game Master should apply modifiers to the character's *stealth* test (or to opponents' *find* totals) as appropriate. Darkness, obstructed areas, soft ground, and other circumstances all affect one's ability to move quietly and remain hidden from view.

Striking someone while undetected usually means they're Flat Footed (page 123). If the entire group manages to beat their foes' *find* the Storm Knights gain the advantage of Surprise (see page 126).

STREETWISE (CHARISMA)

Working an area for information is often a critical part of the Storm Knights' missions. Whether it's scrounging up supplies, avoiding gospog swarms, or finding key people, items, or stelae, this is the skill a character uses.

The DN is modified by how hard the information is to retrieve — how much people are willing to talk about it, how commonly it's known, and so on.

Additional success levels generally shorten the time needed to find the info, reveal more details, or

some combination of the two. Failure might mean the basic information is found but costs significant funds — or the investigator comes back with a few bumps and bruises!

SURVIVAL (MIND)

Finding shelter, food, and water, navigating wilderness, and avoiding disease, sunstroke and other environmental hazards are all uses of the *survival* skill.

See **Environmental Hazards** on page 135 for details.

TAUNT (CHARISMA)

Belittling an opponent might enrage him so much he makes a mistake — or puts his tail between his legs and runs. *Taunt* is an interaction attack designed to make an opponent commit a critical error or open himself up to a more deadly attack. See Interactions, page 115.

Taunt is pitted against an opponent's *taunt* or *Charisma*. See page 115 to use *taunt* in combat.

TELEPATHY (CHARISMA)

Telepaths use this skill to read minds, detect emotions, or perceive the world outside their own five senses.

Telepathy cannot be used unskilled.

TRACKING (MIND)

Most anyone can follow footprints in mud or snow, but a skilled tracker can follow other signs and detect the most likely path of whatever it is she's stalking.

The Game Master should add any bonuses or penalties depending on the situation. Tracking in fresh mud or snow might be worth a +4 bonus, while following a path in the rain is a -4.

A Standard success follows the path to any natural break points, such as streams, roads, or other terrain that doesn't leave imprints. Picking up a trail requires a new test and some amount of time depending on the circumstances.

A Good success finds tracks and reveals how many individuals are in the group (to within about 10%).

An Outstanding success determines the number of individuals being tracked, whether or not they were running or walking, and if they were carrying anything heavy.

Hiding Tracks: If the target is deliberately trying to cover her tracks, the test is opposed by his *Mind* or *tracking*.

TRICK (MIND)

Characters use *trick* to fool their opponents and throw them off-guard, or to bluff them into believing some temporary ruse. *Trick* is primarily a distraction tactic. Convincing someone of a lie is covered by *persuasion*. See page 115 to use *trick* as an interaction attack.

UNARMED COMBAT (DEXTERITY)

Martial arts, animal attacks, and plain old bare-knuckle brawling are covered by *unarmed combat*. The DN is the opponent's *unarmed combat* if he's similarly unarmed, or *melee weapons* if he's wielding an appropriate weapon.

An unarmed fighter's damage is his *Strength*.

WATER VEHICLES (DEXTERITY)

This skill covers the ability to steer, pilot, and repair boats, ships, submarines, jet skis, and any other watercraft. Repairing such vehicles is a function of *Mind + water vehicles*.

WILLPOWER (SPIRIT)

Willpower is mental discipline used to resist fear and certain magical, psionic, or spiritual attacks. Nonplayer characters also use *willpower* to resist *persuasion* attempts based on an emotional appeal. It can be used actively in a contest or as a defense.

**"FIGHTING CRIME IS WAY MORE FUN AFTER THE
INVASION. CERTAIN...STANDARDS...HAVE RELAXED."**

— THE SHROUD



Another narrow escape for...the SHROUD!

PERKS

In *Torg Eternity*, every player character starts with access to certain special abilities in addition to her attributes and skills called “Perks.” Perks are what allow a hero to start the game with cyberware, cast spells, use Nile Empire pulp powers, or simply be particularly smarter, tougher, or better at some things than most.

Characters start with two Perks. Unless it says otherwise, no Perk may be taken twice.

In general if a Perk is lost in some way, the Game Master should find a way to restore it within a few scenes. If a dwarf loses her dragon armor, for example, the GM should find a way to let her recover it — perhaps fighting through an encounter or two to confront the thief who stole it. Lost or destroyed cyberware can be repaired and re-attached with a little effort and medical attention.

Cosm: The cosm the Perks are found in.

Prerequisites: Some Perks require certain attributes, skills, or other Perks before they may be taken. Characters don’t lose Perks if they somehow later *lose* those prerequisites.

★ **Perks with this symbol are dependent on their cosm’s World Laws and can cause Contradictions outside that cosm.**

CYBERWARE

• **Cosm:** Cyberpapacy

The Antipope’s engineers have mastered efficient, form fitting, and even beautiful cyber-technology. Many think of it as body art, gilding their cybernetic arms or plating cerebral neural jacks with metallic colors, prismatic images, or other custom work.

Implants During Play: If cyberware is purchased and implanted after character creation, the surgery must be done in a clinic or “chop shop” inside the Cyberpapacy.

CYBERWARE IMPLANTS

• **Prereq:** None

When this Perk is selected, the character may choose up to \$10,000 worth of Cyberware from the lists on page 160.

Official Church-approved cyberware is linked directly to the GodNet and carefully monitored. Devices bought via this Perk are “hacked” and don’t link to the GodNet (unless the wearer wants it to for some reason). Its installation is safe and free from risk of injury.

Hacked cyberware is a crime in the Cyberpapacy, however. Heroes who “chrome” their bodies best beware of the Church Police — they are *always* watching.

New Implants: This Perk may be taken more than once. Each time after the first, it grants the user another \$5,000 worth of implants.

DARKNESS

• **Cosm:** Aysle

Darkness Perks are powerful but forever taint the character. It’s possible to walk in Darkness and remain a hero, but that difficult path is fraught with danger. If a character ever gains more than three Darkness Perks he is lost and becomes a villain controlled by the Game Master. Beware, some circumstances may force a character to take a new Darkness Perk even if he doesn’t wish to!

Once a character has any Darkness Perks he may not take Light Perks. If he had Light Perks and is forced to take a Darkness Perk, the Light Perks are permanently eliminated.

CRITICAL STRIKE

★ **Prereq:** Frightening Aspect

The dark hero knows how to make the most of a bad situation — for his foe! If he makes an All-Out attack against a Vulnerable or Very Vulnerable opponent and declares it to be a Critical Strike, he may play Destiny cards from his hand that directly affect the attack.

FRIGHTENING ASPECT

★ **Prereq:** No Light Perks

The dark hero’s physical appearance takes on an unpleasant characteristic of some sort. Perhaps his skin becomes pale and sickly or his eyes become red and haunted.

The character’s *Charisma* is permanently reduced by one, but he becomes Favored at *intimidation* tests.

In addition, a successful *intimidation* when it's the Approved Action grants the player *two* Destiny cards instead of one. Choose one to keep as usual and discard the other.

SHADOW STEP

★ **Prereq:** At least two adds in stealth.

The character's *stealth* tests become Favored. If attacking a Flat-Footed foe, the backstabber may declare he's using Shadow Step to cause an additional +2 damage.

SMILING DECEIVER

★ **Prereq:** Frightening Aspect

The character knows how to hide his Frightening Aspect behind false smiles and platitudes. *Persuasion*, *streetwise*, and *taunt* tests become Favored. However, if the deceiver fails a test in any of those skills (including opposed tests), his Frightening Aspect becomes immediately visible for all to see. The bonuses of this Perk are then lost for the remainder of the scene.

DWARF

Cosm: Aysle

Dwarves of Aysle were once a content if insular folk. Since Uthorion's Rage and their people's near-total destruction, they have become relentless avengers.

Dwarven characters may take any of the Perks listed below.

BEARDED/BRAIDED

- **Prereq:** Dwarf, at least three adds in melee weapons, must have personally played a Glory card.

Most Ayslish dwarves "go shaggy" when it comes to their beards or hair. It's a sign of the shame they feel for failing to defeat Uthorion on their home world.

When a dwarf regains his honor, however, he begins to groom again. Bearded/Braided dwarves lace their hair (and beards, for males) with gold medals etched with their deeds.

The honor bolsters the warrior's will and pride, giving her courage to carry on despite overwhelming odds. This grants her one extra Wound.

DRAGON WARRIOR

★ **Prereq:** Dwarf, Strength 10+

Dragon Warriors are the last champions of the dwarves who were virtually annihilated in Aysle. As a final desperate measure, they built suits of powerful, arcane armor designed to slay Uthorion's hated minions. Most knew they would perish in them.

Dragon Warrior armor contains incredible weapons, gadgets, and devices that transform the wearer into an engine of vengeance. It adds Armor +4, limits the wearer's *Dexterity* to 8, and causes two extra points of Shock any time Fatigued comes up on the Conflict Line (page 112).

When Dragon Warrior is taken, the dwarf can choose one enhancement from the list below.

New Enhancements: This Perk may be taken more than once. Each time after the first it grants another one of the enhancements listed below. Unless it says otherwise, each enhancement may only be taken once.

- **Dart Thrower:** A compartment on one of the dwarf's forearms contains six deadly iron darts. Each dart deals 13 damage, range 10/20/40, may use a Short Burst (see Rapid Fire, page 125), and uses *missile weapons* to hit.

Compartments in the armor hold 12 additional darts. Any dwarf who has this Perk knows how to make more from metal scraps. Assume the weapon and ammunition compartment are replenished between acts or whenever the Game Master feels the wearer has sufficient time to do so.

A second dart thrower may be placed on the dwarf's *other* arm by taking this enhancement a second time (as well as a second compartment).

- **Dragon Breath:** One of the warrior's bracers is lined with a long tube leading to a chamber of compressed fuel hidden on his back armor. When activated with *missile weapons* the tube spurts fire in a 10-meter-long stream as a Small Blast (see **Area Effects** on page 122). Everything within the blast suffers 16 fire damage (see page 136). The chamber holds enough fuel for three individual blasts.

The container magically recharges at the end of the scene or during a long break in the action of a few hours or more (Game Master's discretion).

- **Dragon Claws:** One of the gauntlets ends in a claw tipped with diamonds. The gauntlet uses *unarmed combat* to hit, and causes *Strength* +3, Armor Piercing 2 damage.
- **Dragon Scales:** The armor is enchanted with magical runes that grant it +10 Armor versus fire (instead of +4).
- **Giant Strength:** A series of pneumatic compressors take in air and channel it to the dwarf's arms. Along with cleverly placed levers along the inside of the armor, it increases his *Strength* by +2 for tests and determining damage. Toughness remains unaffected.
- **Mad Jacks:** Cylinders of magically compressed gas are hidden in compartments of the dwarf's heavy boots. When activated, gouts of fire propel her into the air, allowing her to jump up to 10 meters vertically and 30 meters horizontally. If used in conjunction with an All-Out attack, the dwarf gains an additional +2 to his action total. Mad Jacks magically recharge once every 24 hours.
- **Rune of Replenishment:** The armor only deals one extra Shock when Fatigue appears on the Conflict Line, and the wearer recovers an extra Shock when Inspiration appears.

FORSAKEN

- **Prereq:** Dwarf, cannot have adds in faith

The dwarves do not hold the gods of Aysle in high esteem. They were largely secular before Uthorion's Rage and even those who begged the Gods of Light for salvation saw little divine aid.

Dwarves do not doubt the gods are real, their hand can be seen in the miracles cast by the faithful in their world and others. But they do not rely on them. Some take it so far as to claim they are forsaken by the gods, and while they suffer for divine inspiration, it hardens their hearts and spirit against other supernatural processes in the bargain.

Forsaken dwarves cannot have adds in *faith*, but all miracles that target the dwarf suffer

a -4 penalty. This applies to both beneficial *and* harmful invocations.

EDEINOS

Cosm: Living Land

The savage edeinos are reptilian warriors native to Takta Ker. Most obey High Lord Baruk Kaah, but some believe he has broken with the goddess Lanala's ways and must be stopped.

CHAMELEON SKIN

- **Prereq:** Edeinos

Some very rare edeinos have a strange mutation that allows their skin to change color to match their environment. As long as they don't wear excessive clothing or armor that obscures their scales, they are Favored at *stealth* tests. If the edeinos uses an Active Defense all ranged attacks against him suffer an extra -2 penalty.

DEATH CLAW

- **Prereq:** Edeinos, Spirit 10+

When the black stone of the great volcanoes turns to liquid, the bravest of edeinos may undergo the "ritual of the death claw." They do this only under the supervision of their optant, who prays to Lanala for life while the warrior attacks the molten stone with his claws, dipping, slashing, and punching until his hands burn brilliant orange. If he survives this ritual, his talons are forever after black as night and harder than steel.

Edeinos with the Death Claw Perk cause *Strength* +3 damage, Armor Piercing 2 when attacking with their claws.

STAR EYES

- **Prereq:** Edeinos

All edeinos can see in the dark to some extent, but some are born with additional guanine crystals in their eyes that refract and amplify ambient light. Those born with "stars in their eyes," as the jakatts say, can ignore four points of vision penalties due to darkness.

STONE SKIN

- **Prereq:** Edeinos

Perhaps the edeinos and the creatures Earthlings call dinosaurs share some common ancestors, for

some of their species seem to bear the monstrous lizards' traits.

Edeinos with Stone Skin are evidence of such a link. Their scales are tinged with gray — though some cover or “color” them with natural materials to hide it — and are much tougher than most others of their kind.

The Stone Skin Perk grants an edeinos Armor +2. This is normal Armor, and therefore does not stack with other forms of Armor (see page 144).

WHIP TAIL

- **Prereq:** Edeinos

The lizard-folk use their tails primarily for balance, but some have learned to fight with them as well, performing complicated spins and flips that turn their tails into long, whip-like weapons. *Unarmed combat* becomes Favored when an edeinos attacks in this manner.

ELECTRIC SAMURAI

Cosm: Pan-Pacifica

Electric Samurai are an underground group gaining a following around Japan, and similar groups have appeared in China, Korea, and across Pan-Pacifica. Most members are crusading youths emulating ancient samurai traditions. The society's leaders are mostly descendants of true samurai families and their modern day allies across the region.

Membership in the Electric Samurai is by invitation only, and is extended only when a candidate is observed clashing against Kanawa Corporation forces and displaying the best qualities of a disciple of Bushido.

ION GUSOKU

- **Prereq:** Spirit 8+, at least two adds in melee weapons.

The distinctive armor of the Electric Samurai is the Ion Gusoku. The first suits were adapted from the armor worn by Kanawa's elite security forces, but many adaptations and improvements were added as the samurai reverse-engineered Kanawa's technology.

The armor itself is highly advanced and built specifically for the samurai intended to wear it. A

bio-scan lock shuts down functions and seizes up when anyone else puts it on. It limits its wearer's *Dexterity* to 10, is Tech Axiom 24, provides +4 Armor, and causes Fatigue.

New Enhancements: This Perk may be taken more than once. Each additional Perk enhances the armor with one of the systems below. Unless it says otherwise, each enhancement may only be taken once.

- **Chameleon Plates:** The entire outer layer of the gusoku is covered in sensors and LEDs that shift color and brightness to mimic the surrounding area when the samurai stands still. So long as she remains completely still (no actions or movement) she is effectively invisible, and opponents suffer a -6 penalty on attempts to *find* her or hit her with ranged attacks.
- **Flash Burst:** Once per scene the armor may unleash a blinding flash of light as a free action. The light momentarily dazzles individuals within a Medium Blast around the character, rendering each Very Stymied.
- **Kabuto HUD:** The armor's helmet features an integrated display that removes the first two points of penalties from the samurai's ranged attacks.
- **Lightning Sheath:** Electric samurai quickly learned the dangers of being overwhelmed by hordes of infected or the jiangshi's deadly grappling attack. Once a scene, the armor may discharge an electric blast as a free action, causing 12 damage +1BD to anything touching the armor. Anything grabbing the samurai automatically releases its hold.
- **Ultra-Light Alloys:** The armor's low weight and perfect fit combine to eliminate the suit's Fatigue penalty.

**“YOU'RE BASICALLY WEARING
A DISCO BALL.”**

— ANTON HAEGAR



Rose Allain tracks a band of marauders in the forests of Aysle.

SPEED DEMON

- **Prereq:** At least two adds in land vehicles.

Motorcycles are the preferred mode of transportation for most Electric Samurai thanks to the combination of speed, maneuverability, and the lack of an outer frame to hamper sword use! When a Speed Demon makes a melee attack from a motorcycle (or from any vehicle that allows unrestrained attacks, such as riding in an open-topped vehicle) he gains a +2 bonus to damage.

UNFLINCHING

- **Prereq:** Spirit 8+

A true samurai puts her mission first, even above her own personal safety. She pushes her body to the limits of its endurance to accomplish her goals.

An Unflinching samurai may eliminate one or more levels of Stymied or Vulnerable by taking one Shock per condition removed. For one Shock, for example, she could reduce Very Stymied to Stymied. For two Shock, she could eliminate both, or negate a Stymied and Vulnerable condition, and so on.

ELF

Cosm: Aysle

Ayslish elves were devastated during Uthorion's Rage, but fared far better than the unfortunate dwarves. Since the Dark One's turn to Earth, most remain in their homeland, zealously guarding what's left of their magnificent cities. A rare few see it as their duty to come to this strange new place Uthorion has invaded, however, and lend their blade, bow, or spell to its defense.

Elven characters may take any of the Perks below.

ELVEN ARCHER

- **Prereq:** Elf, at least three adds in missile weapons.

Elves are legendary archers. It is said they take to the bow like dragons take to gold. Those with this Perk can fire multiple arrows at once with ease.

An elven archer with this Perk may draw arrows as a free action and ignores the first two points of the Multi-Target penalty when firing a bow (not a crossbow).

ELVEN SORCERER

- **Prereq:** Elf, Spellcaster

Elven sorcerers are some of the most powerful spellcasters of any cosm. Their long lives, natural affinity with magical energy, and ability to understand and memorize complex patterns make them natural spellcasters.

When an Elven Sorcerer fails to cast a spell, he suffers 1 less Shock. This can reduce Shock loss to 0 if the elf also has the Resilient Perk (page 105).

WARDEN

- **Prereq:** Elf

Elven wardens roamed the wilderness of Aysle before Uthorion's Rage, always alert for threats to the good folk. After the Dark One's hordes marched through their forests, the wardens' numbers went from thousands to less than a hundred.

Strangely, most of those survivors came to Earth. They are tight-lipped as to why, but seem to bear some secret shame over their people's inability to stop the High Lord before his attention shifted to Core Earth.

Wardens are independent, stealthy, and cunning, and many are accompanied by animals they have befriended in the wild (see **White Wolf**, below).

Wardens treat *stealth* and *tracking* as Favored skills.

WHITE WOLF

- **Prereq:** Warden

Elven wardens often take white wolves as companions (not pets), and the two live, fight, and die together from the moment of bonding on.

This Perk grants an elven warden a loyal white wolf who follows basic commands and fights to the death to defend his master. The animal is as smart as the most well-trained dog of Core Earth, meaning it can select targets intelligently, defend a particular person or location, or retrieve an object if it's seen it before. The owner can also designate "rally spots" the wolf can go to or wait, though this must be done ahead of time with a hand signal or command at the particular location. This is useful for those times a warden must go into a city or place the wolf might be unwelcome or endangered.

In game terms, the player should control the wolf most of the time, choosing his targets, rolling his attacks, and so forth.

White wolves do not have Possibilities, but the warden can spend *his* Possibilities (and Destiny cards) for the creature — even if they are separated.

When a white wolf is slain, its spirit goes into a shadowy nether realm, gathering power and form until it can return to the land of the living at the beginning of the next act.

If the wolf's master falls, it permanently loses a point of Shock every 24 hours until it fades away to the spirit world, never to return.

Attributes: Charisma 7, Dexterity 8, Mind 5, Spirit 9, Strength 8

Skills: Dodge 10, intimidation 10, stealth 10, tracking 8, unarmed combat 10

Move: 12; **Tough:** 8; **Shock:** 9; **Wounds:** 2

Possibilities: Never

Perks: —

Special Abilities:

- **Bite/Claws:** *Strength* +2 (10).

FAITH

Cosms: Core Earth, Aysle, Cyberpapacy, Living Land, Nile Empire, Orrorsh

Some sort of divine or otherworldly being allows the character to channel its power, granting her the ability to invoke miracles.

CONVICTION

- **Prereq:** Miracles, at least three adds in faith.

The chosen true believers can better weather the trials and tribulations of failure. When a character with Conviction fails to invoke a miracle he suffers one less Shock than usual.

MIRACLES

- **Prereq:** At least one add in faith.

Some Storm Knights walk with the power of light on their side. Whether it comes from their god or the eternal forces of creation, the hero is blessed with the ability to call forth miracles.

The character begins with the *ward enemy* miracle and two others chosen from the cosm-specific Miracles Lists on page 199. See **Miracles** on page

196 to find out how to cast them and what happens should the invocation fail.

New Miracles: This Perk may be taken more than once. Each time after the first, it grants the user one additional miracle.

LAY ON HANDS

- **Prereq:** At least three adds in faith.

Those touched by divine forces bring relief to those in pain. By touching an ally and making a *faith* test as an action (-2 if the ally is of a different faith), a character removes 1 point of Shock with a Standard success, 2 with a Good success, and 3 for an Outstanding success.

This may only be done once per character per scene. It may not be used on the chosen herself. Using this Perk causes a Contradiction if the local Spirit Axiom isn't 8 or higher.

Unconscious characters restored in this way wake up immediately and may act that turn, though Stymied.

PROTECTED

- **Prereq:** At least one add in faith.

Divine beings do not like to see their champions slain by the forces of evil. The chosen has +2 Toughness against attacks made by supernatural evil creatures (Game Master's call, but usually includes gopog, ghosts, demons, etc.).

SPIRIT BANE

- **Prereq:** At least one add in faith.

The Storm Knight gains the ability to affect beings with the Ethereal Special Ability, such as ghosts, with *unarmed combat* or *melee weapons*.

KI POWERS

- **Cosms:** Pan-Pacifica

Ancient fighting schools across Pan-Pacifica teach warriors to harness their internal energy and channel it into powerful martial techniques. These abilities go above and beyond what one can learn on Core Earth.

BLOCK STRIKE

- ★ **Prereq:** Spirit 8+, at least three adds in unarmed combat.

When a foe misses the martial artist with a melee attack, she may take one Shock to immediately make a melee attack of her own against that opponent.

FOCUSED STRIKE

- ★ **Prereq:** Spirit 8+, at least three adds in melee weapons or unarmed combat.

The hero summons all his concentration and strikes at a foe's most vulnerable point. After generating a *melee weapons* or *unarmed combat* damage total, she may take one Shock to give her attack Armor Piercing 4. This stacks with any other applicable Armor Piercing ability.

KI STRIKE

- ★ **Prereq:** Spirit 8+, at least three adds in melee weapons or unarmed combat.

The warrior can focus her ki energy into a devastating blow. After generating a melee damage total (*melee weapons* or *unarmed combat*), she may take one Shock to increase the final amount by +2.

LEADERSHIP

Cosms: Any

Some individuals are natural leaders. Others are put in positions of authority by the military or private organizations. The Perks in this category reflect their ability to lead and command others, receive favors from authority, and even intimidate or coerce angry mobs.

BOLSTER

- **Prereq:** Charisma 8+, at least one add in reality.

A true leader can empower his allies with a stern gaze, a short speech, or some other act that steels their resolve against adverse circumstances.

Characters with this Perk can spend a Possibility to counter any Disadvantage affecting his party on the current Drama card's Conflict Line. This completely negates the Conflict Line for his side, but has no effect on the rivals' result. It can be done at any time the card is still active.

FOLLOWERS

- **Prereq:** Charisma 8+, and the character must have successfully played a Glory card.

Followers may be taken multiple times. The first time it's taken, the Storm Knight has a single follower of some sort. The character is an Ord

created by the Game Master with 36 points of attributes and 12 points in skills. Each additional time this Perk is selected either add an additional follower, or an existing follower may gain a Perk (player's choice).

The player character controls these followers in most situations. They are loyal for the most part, but not suicidal. Losses are replaced at the start of the next act, or as soon as it makes sense in the story (Game Master's decision). New followers don't just show up in the middle of the Living Land looking for someone. But the group might stumble upon a settlement and find men and women willing to join the group after they've shared food and tales of the Storm Knights' adventures.

NATURAL LEADER

- ★ **Prereq:** Charisma 8+

The character may spend a Possibility to immediately play two cards from her hand into any other characters' Action Pools. This may be done at any time as a free action.

RALLY

- ★ **Prereq:** At least three adds in persuasion.

A good leader can inspire those around her to overcome their wounds or exhaustion, carrying on no matter how difficult the odds.

The leader may spend a Possibility to remove 2 Shock from *all* allied characters in range of his voice (even remotely). This is a simple action, and requires a few encouraging words, gestures, or even supportive facial expressions to carry out.

LIGHT

Cosms: Aysle

Denizens of Aysle believe strongly in good and evil, or as they prefer to see it, Light and Darkness. If a character has any Darkness Perks he loses the benefits of any Light Perks.

A person's appearance tends to reflect her alignment with Light or Darkness (though it can be hidden by various abilities). A knight of Light appears noble and genuine to those who meet her. Her armor shines, her clothes are clean, and her voice is pleasant and calm.

DETECT DARKNESS

- ★ **Prereq:** Radiant

Once per scene, a radiant Storm Knight may make an opposed *Spirit* test against a chosen target. If the hero wins, he knows whether or not the target has any Darkness Perks. With a Good success he knows one Darkness Perk the target possesses (if any), and all of them with an Outstanding success.

RADIANT

- ★ **Prereq:** None

The Light runs through the Storm Knight's blood. She doesn't *always* do the right thing, but she tries, and it eats at her when she cannot.

When a Radiant hero engages in combat with at least one supernaturally evil foe (Game Master's call), she draws an additional card at the start of the fight. She may also add any one of her cards to her pool at the start of the fight.

RAISE THE DEAD

- ★ **Prereq:** Radiant, at least three other Light Perks.

A radiant Storm Knight can attempt to raise the recently slain (generally within an act). The character makes a *Spirit* test for the attempt, and gains a +2 bonus if the recipient has Light Perks, or -4 if the target has Darkness Perks.

This attempt may only be made *once*. If the roll is failed, the deceased may not be raised with this ability.

REJUVENATE

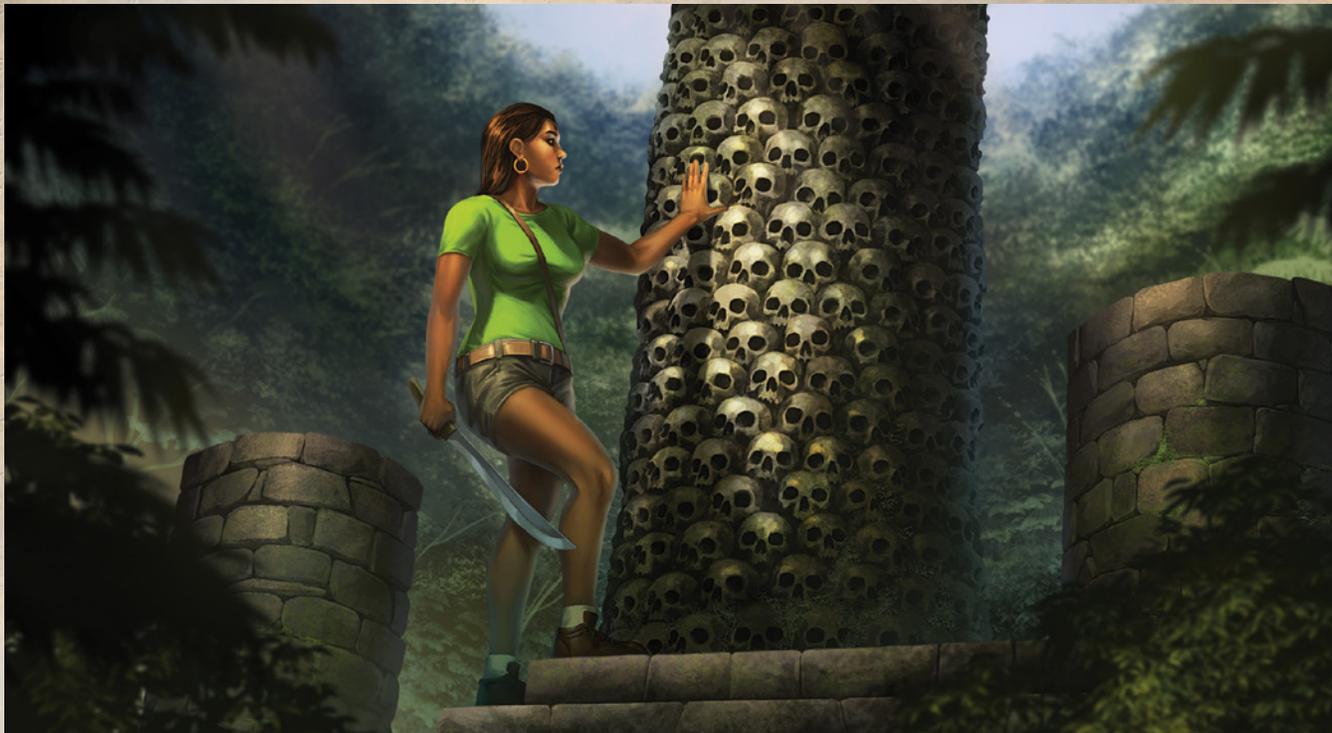
- ★ **Prereq:** Radiant

Once per scene, the character can touch any one ally and remove five points of Shock. This is a simple action. Unconscious characters wake up immediately and may act that turn.

RIGHTEOUSNESS

- ★ **Prereq:** Radiant

When battling supernaturally evil creatures, the righteous hero adds +2 damage to all of his *melee weapons* or *unarmed combat* tests. The Game Master decides if a particular creature is affected (see **Supernatural Evil** on page 273).



Anishaa discovers the evil handiwork of cultists in the Indian jungle.

OCCULT

Cosms: Orrorsh

Most Victorians fight the Gaunt Man's foul corruption with stubborn gallantry in the face of overwhelming odds. But a few have turned to darker sources of inspiration, such as alchemy, diabolism, or demonic powers.

ALCHEMY

★ **Prereq:** At least 3 adds in Science.

In the fear-soaked world of Orrorsh, mortals have learned many different skills to fend off the forces of darkness. Perhaps none are more powerful or varied than their mastery of arcane chemical concoctions.

Alchemy allows a character to create and charge magical potions with a variety of effects. They may drink them, give them to allies, apply them as unguents to surfaces, or even throw them like grenades.

Choose any three of the potions below. Alchemists channel magical energy, so they may have no more than three potions in existence at any one time. If more are created, they have no magical "spark" and simply fail to work. The player must record which

potions are currently prepared and mark them off as they are used.

Creating new potions requires 30 minutes plus 10 minutes per concoction, and a small portable kit of assorted chemicals, reagents, and equipment.

Using Potions: Drinking a potion, elixir, or similar concoction is a simple action. Drinking up to three potions is a standard action.

Some potions are used in glass grenades. These use the *missile weapons* skill and have a Range of 5/10/15, and detonate on impact as long as they hit some sort of solid surface.

Extra Potions: This Perk may be taken more than once. Each time after the first the Alchemist learns a new potion and may have one more potion in existence at once.

- **Demon's Breath:** Alchemists discovered these dreadful draughts by accident, but were eventually able to turn them into fearsome weapons. The potion is thrown inside a glass container. On impact, everything in a Small Blast Radius is engulfed in yellow-green fire that causes 16 fire damage (see **Fire** on page 136).

- **Elixir of Enhancement:** Choose an attribute each time this choice is selected. When imbibed, the potion increases that attribute by +2 for one minute. An *elixir of Dexterity*, for example, increases *Dexterity* by two points for one minute. When the elixir wears off, the character suffers a -2 penalty to the affected attribute for one hour.
- **Elixir of Life:** Drinking this potent concoction immediately removes all Shock.
- **Iron Sheen:** While priests' blessings are the preferred method of allowing Victorian soldiers to affect the ethereal horrors of their world, alchemists have developed an oil of their own as well. As an action, an application can coat a sword, three knives, arrows, or bolts, a single cannonball, or up to six bullets. The weapons or projectiles can then harm creatures with the Ethereal Special Ability for the duration of the scene. The magical effects wear off quickly, so items may not be "sheened" and stored.
- **Thunder Brew:** This explosive brew is placed inside a glass container and used as a grenade. It detonates on impact, potentially concussing anyone in a Medium Blast. Those affected must make a standard *Strength* test. Those who pass suffer 2 Shock; those who fail are KO'ed.

BULLETSMITH

★ **Prereq:** At least 2 adds in science.

Adventurers of Orrorsh long ago learned lead bullets and steel blades were no match for the horrors of their realm. Alchemy proved a great help to their cause, and some intrepid souls eventually combined that arcane craft with the more practical skill of marksmanship.

When this Perk is taken, the user has a "slayer's gun" and knows how to create various rounds for it. He receives his weapon and the knowledge to make basic metal slugs (damage 14) and any three of the specialized rounds below. Crafted for close encounters, the short-barrel carbine design of the slayer's gun allows it to be used in melee like a pistol.

Because the bullets are necessarily large and require exacting specifications, monster hunters who make use of them have standardized a six-chambered, carbine-style gun to fire them — the rounds don't work in any other kind of weapon.

- **Slayer's Gun:** Range 50/100/200, damage 14, Shots 6.

Bulletsmiths can keep and maintain up to six special bullets as long as they have access to their gear (which always contains a small bullet-making kit). If more rounds are created, they lose the magical essence the Bulletsmith inherently provides and act as regular slugs (damage 14). Replacement rounds may be created between scenes, or during downtime if the Game Master feels it's appropriate.

Slayer's guns are designed to rotate quickly and so can fire any one of their preloaded six chambers (specified before use). Swapping or reloading up to three rounds is an action.

Slayer's Bandoleer: Monster hunters wear a specialized bandoleer designed to hold 18 shells total (12 regular shells and their six special rounds).

Extra Shells: This Perk may be taken more than once. Each time after the first the Bulletsmith learns to make a new type of shell and may maintain two more special rounds at a time.

Here are some of the shells Bulletsmiths have thus far discovered:

- **Adamant Shell:** Some of the Victorians' foes are armored from head to toe with metal, scales, or even a carapace. These shells are designed to cut through them, causing Armor Piercing 4.
- **Electric Shell:** Water-based creatures or creatures standing in water take an additional +4 damage when hit by electric shells. A previously unknown side-effect of these rounds is that they can cause glitches in high-tech *electronic* equipment. Robots and machines take the extra damage, and sensitive equipment shorts out and is inoperable for three rounds.
- **Explosive Shell:** The most dangerous of the Bullet Smith's shells causes damage 15 in a Small Blast Radius.

- **Giant Killer Shell:** The Victorians developed these heavy shells to take down the Gaunt Man's biggest horrors. They cause +5 damage against Large or greater creatures.
- **Holy Water Shell:** +2 damage versus any supernaturally evil creature, including gospog, vampires, and undead.
- **Phantom Shell:** These rounds are made from various reagents such as cold iron, salt, and holy water that allows them to affect ethereal creatures normally.
- **Silver Shell:** Creatures with the Lycanthrope Special Ability take +4 damage from silver shells.
- **Sun Shell:** These rounds contain something the alchemists call "liquid sunlight." They explode with ultraviolet light in a Medium Blast, causing any creatures "hit" by them to be Very Vulnerable if they have a sensitivity to light or sunlight. Most creatures that can see in darkness are affected by sun shells.

DEMONIACAL FRENZY

★ **Prereq:** None. The Gaunt Man eagerly awaits your descent into madness.

The dire nature of combat drives many souls to pure fury and rage, but warriors of Orrorsh can call on far darker forces if they wish.

Once per act, an Orrorshan with this Perk may add +2 to his *melee* or *unarmed* attack totals for the remainder of a scene. At the end of the scene, the hero must make a Corruption test (see page 55).

DIABOLIST

★ **Prereq:** Spellcaster

Most Orrorshan sorcerers skirt the edges of the Abyss when they learn the arcane arts. Diabolists jump right into the inferno, entreating with demons, devils, and all manner of foul beings for additional power.

Once per act, a Diabolist may add +5 to her next three magical skill totals. When the act ends or the final spell is resolved she must make a Corruption test at -2 (see page 55).

MEDALS

★ **Prereq:** See the individual medals.

Victorians are status conscious, and few are held in higher esteem than their heroes. The Victorians show this regard by awarding medals to the brave, the ingenious, and the intrepid. Sometimes the medals become imbued with their intent and aid the recipient in their quest to save Gaea.

New Medals: This Perk may be taken as desired during character creation. Afterwards, it may be taken multiple times, but only after completing the event described in the individual awards. The Dragon Slayer, for example, is awarded only after dealing the final blow to a huge monster.

Medals don't arrive instantly, of course, but may be delivered by courier after the Home Office receives dispatches testifying to the deed, a loved one receives letters, or the press announces it to the world. The Delphi Council understands the mystical nature of these awards, however, and assists the Victorians in delivering them when possible. Work with the Game Master to figure out the timing of the medal itself, but it should generally occur no later than the act after it was earned. The Perk may be purchased once the medal itself is in hand.

A medal must be awarded *and* worn to grant its power. They grant no bonuses to others.

Medals may be awarded to outsiders from other cosms, but only have powers for those of Orrorsh's reality.

Unless an award says otherwise, it is never granted more than once.

- **Carnifex Princes:** The Victorians know exactly who the Gaunt Man is. This award is granted to anyone who takes part in the killing of a ravagon, his fiercest lieutenants. The hero draws and adds an additional card to his hand at the start of any Dramatic Scene.
- **Defender:** Awarded to those who rescue or defend a significant number of people, such as a school or town, at great personal risk. The hero starts each act with one additional Possibility.
- **Dragon Slayer:** Awarded to those who defeat a very large and powerful monster. The

character adds +IBD to all damage totals against all Large or greater-sized creatures (not vehicles or constructs) when Attack is an Approved Action.

- **Order of Cynthia Bartholomew:** Awarded for helping the injured or poor under great threat or for an extended period. “Ms. Bart,” as the poor called her, was a Victorian humanitarian who always helped the poor and downtrodden. Once per act, the recipient can touch an ally to remove all Shock. This is a simple action.
- **Victoria Gloriana:** Awarded after personally playing a Glory card. This prestigious award is only granted to the country’s greatest heroes. The medal grants a +1 bonus to any one attribute and its linked skills, chosen when the medal is awarded. Note that if the medal is worn and the attribute or linked skill is used, it *does* cause a Contradiction.
- **Possibility Wars Campaign Medal:** Awarded to any Storm Knight who participates in a Glory event. The medal is awarded per cosm, and may be used once per act to restore one bonus die of Shock. This does not require an action and may be used at any time.

OCCULTIST

- **Prereq:** At least two adds in scholar.

Occultists are experts in not just the lore and legends of the various horrors that haunt their home, but their habits, traits, tell-tale signs, and most importantly, how to stop them!

At the start of any fight against a supernaturally evil creature (GM’s call, but see the **Supernatural Evil** sidebar on page 273), the Occultist makes a *scholar* roll.

He then draws one Destiny card with a Standard success, two with a Good success, or three with an Outstanding result. He keeps one and discards any others.

Whether he made the *scholar* test or not, the Occultist may then choose any one of his cards and place it directly in his pool.

OCCULTECH

Cosms: Tharkold

Tharkold cyberware, or *occultech*, is a cruel blend of magic and machine crudely jammed into the human form. It is painful to receive, use, and maintain, but the demons revel in the agony and the humans rely on it to match their masters’ strength.

Implants During Play: If an Occultech Perk is taken after character creation, the implants must be done in Tharkold at a chop shop.

OCCULTECH IMPLANTS

★ **Prereq:** Strength 8+

When the character takes this Perk, she may choose up to \$10,000 worth of occultech. These implants have been properly exorcised of any demonic influence. See the list of Tharkoldu Occultech on page 160.

New Implants: This Perk may be taken more than once. Each time after the first, it grants the user another \$5,000 worth of implants.

OUTSIDER

Cosm: Aysle

Though most denizens of Aysle ally to the Light or Darkness, there are those who hew a different path. The barbarians of the cold reaches, some of the sea-raiders who didn’t ally with Uthorion, and even wild elves and rogue dwarves may “Walk the Gray.” The rest of Aysle call these the Outsiders.

BERSERK

- **Prereq:** Spirit 8+

Some warriors become so enraged in the heat of combat they often become a danger to their own allies — and a cyclone of death to their foes!

When a Berserker suffers a Wound, she automatically becomes enraged. She charges the nearest enemy regardless of danger and engages in hand-to-hand combat.

For the rest of the encounter, the warrior adds her Wound penalties to her *melee weapons* or *unarmed combat* damage. If she takes Shock in excess of her limit, she doesn’t fall immediately but instead makes a *Spirit* roll at the start of each turn thereafter. If a test fails, she’s KO’ed as usual.

If the test succeeds she fights on, rolling again at the start of each turn. A Berserker can stop testing *Spirit* if Shock is restored.

A Berserker is dangerous to her own, however. If she rolls a Mishap on a *melee weapons* or *unarmed combat* test (and the GM decides it's possible), she hits an ally for her normal damage plus one bonus die. The Game Master can choose the target that makes the most sense or select one randomly if the situation is unclear.

MAGIC RESISTANCE

- **Prereq:** The character may not have the Spellcaster Perk.

Though many Outsiders embrace and use magic themselves, some reject it and eventually become resistant. Magical spells suffer a -2 penalty when cast against a character with Magic Resistance. This includes friendly spells as well! Miracles and psionic powers are unaffected by this Perk.

PROWESS

Cosms: Any

Prowess is a general category that can be taken by any character from any cosm. It focuses primarily on Perks that can be used in combat.

BODYGUARD

- **Prereq:** At least two adds in maneuver.

The character selflessly puts herself in harm's way, protecting friends and allies with her own body. Once it's determined a nearby ally has been hit by a physical attack (ranged or melee), the Bodyguard may redirect the attack to herself instead. The damage affects her normally. She may do this once per turn.

BRAWLER

- **Prereq:** At least two adds in unarmed combat.

The fighter hits hard thanks to anything from dirty tricks and a good uppercut to training in karate, jujitsu, tae kwon do, or similar hand-to-hand fighting styles. Characters with this Perk cause *Strength* +2 damage with their bare

hands when attacking with *unarmed combat*. This stacks with any other *unarmed combat* bonuses such as an edeinos's claw attack.

More advanced and exotic techniques are taught in Pan-Pacifica under the **Ki Powers Perks**.

BRUTE

- **Prereq:** Strength 8+

The character can always use *Strength* when testing for **Defeat**, regardless of her *Spirit*.

DOUBLE TAP

- **Prereq:** At least 2 adds in energy weapons or fire combat.

Anyone can fire two shots from a weapon, but a well-trained marksman can make that extra shot really count. The character gains the option of firing two bullets at a target and gain a +1 bonus to attack.

ENDURANCE

- **Prereq:** None

This Storm Knight doesn't know how to quit. His Shock limit increases by +2.

HARD TO KILL

- **Prereq:** At least two other Prowess Perks.

The warrior's Wound limit increases by +1.

INDOMITABLE

- **Prereq:** None

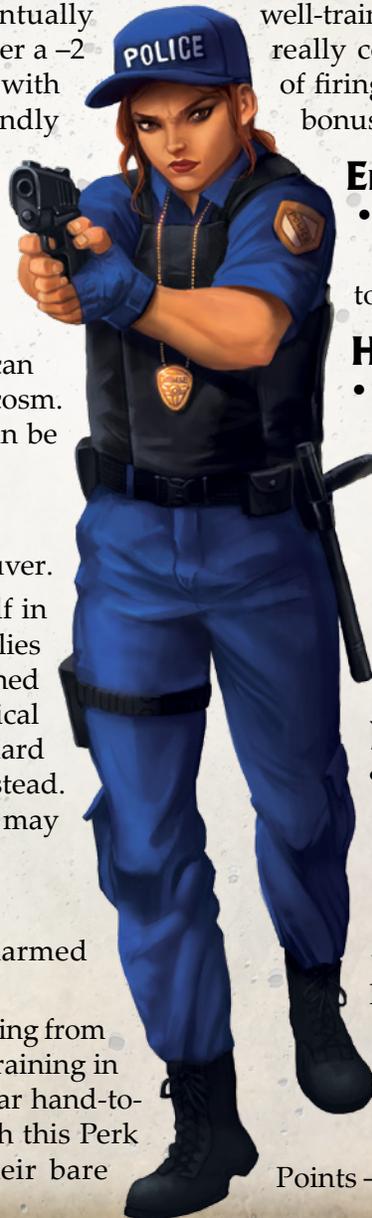
When the character attempts an Active Defense the test is Favored.

MASTERY

- **Prereq:** 5 adds in the chosen skill.

Player character Storm Knights cannot normally increase their skill adds to more than +5. But some are adept at very specific skills, such as a world class marksman, a top computer hacker, or a master swordsman.

The Mastery Perk allows your hero to increase any one skill beyond +5 adds to a maximum of +8. Skill adds are still purchased with Experience Points — the Perk simply allows you to do so.





Rama Tut and The Shroud flee from an unnatural flash flood. Will our heroes escape?

RELENTLESS

- **Prereq:** Strength 10+

The most furious fighters put everything they have into their blows.

When the character successfully uses the All-Out Attack option in melee, he can spend 3 Shock to add an extra bonus die to the damage. This stacks with the usual bonus damage from Good and Outstanding results. The warrior must have the available Shock to spend or the ability doesn't function.

SITUATIONAL AWARENESS

- **Prereq:** Mind 8+

Veteran Storm Knights become hyper-aware of their surroundings when danger nears, marking exits, reading their foes' intent, and knowing when and where to maneuver next.

Once per scene, a character with Situational Awareness may play a single card directly from her hand into her pool (and use it immediately if desired).

SNIPER

- **Prereq:** At least 3 adds in energy weapons, fire combat, or missile weapons.

When the character uses Aim (page 119) on a single ranged attack against a single foe, she adds an extra bonus die to the damage. This stacks with the usual bonus damage from Good and Outstanding results.

SURVIVOR

- **Prereq:** None

Whether she's blessed by fate, destined for some greater end, or just tough as nails, this Storm Knight is hard to kill. She ignores all Wound penalties when testing for Defeat (page 117).

STRONG-WILLED

- **Prereq:** Spirit 8+

The character can always use *Spirit* when testing for **Defeat**, regardless of her *Strength*.

TRADEMARK WEAPON

- **Prereq:** None

The Storm Knight is known for one particular weapon. When an attack with the weapon results in bonus damage, the player may reroll any 1s and accept the new result.

If the weapon is ever lost, the Game Master should eventually allow him to replace it, usually at the start of the next act.

VENGEFUL

- **Prereq:** Spirit 8+

Revenge isn't always a bad thing. When a Vengeful character suffers a Wound, she gets an Up result on the next action taken against the offender in the same scene. This doesn't stack with other Up results. The Wound must actually be sustained, not taken and then Soaked, for example.

WHIRLWIND

- **Prereq:** Dexterity 8+

The warrior has trained to hit a large number of foes in a single dance of death. He ignores the first two points of the Multi-Target penalty when using *melee weapons* (see **Multi-Targeting** on page 125).

PSIONICS

Cosms: Core Earth, Pan-Pacifica, Tharkold

Magic manipulates latent arcane energy and miracles channel power from otherworldly beings or realms. Psionics comes from one's own mental energy, allowing the "psi" to perform amazing feats of telepathy, kinesis, and far more.

See Psionics (beginning on page 204) for a complete list of powers.

IRON WILL

- **Prereq:** Psionic

This mentalist has learned to defend herself against rival psionics. Psionic attacks against her suffer a -2 penalty.

MULTI-TASKER

- **Prereq:** Knowledge of at least 5 powers.

The most efficient psis learn to trigger multiple powers at once, perhaps erecting a *psychic screen* while launching a *synaptic strike*.

A psi with this Perk may activate two different powers in a single turn as part of a Multi-Action.

OVERCHARGE

- **Prereq:** Psionic, *Spirit* 10+

The character can boost her psionics ability at the risk of seriously damaging herself or possibly even dying. She may roll another d20 and add it to the die roll. This die roll is in addition to rolls from Ups or a spent Possibility. Once the test is resolved, the psi immediately suffers one Wound that may not be Soaked.

PSIONIC

- **Prereq:** At least one add in *kinesis*, *precognition*, or *telepathy*.

Psionics or "psis" tap into the collective consciousness — represented by the Social Axiom — for incredible powers. They can use this to read minds, move matter and energy, and sometimes even see or predict aspects of the future.

Psionics can develop anywhere the Social Axiom is high enough, but like magic or miracles, just because it *can* doesn't mean it has yet.

When the Psi takes this Perk, she may choose any three powers from her cosm's Power List on page 206. Power descriptions and how to manifest them are explained in **Psionics** on page 204.

New Powers: This Perk may be taken more than once. Each time after the first, it grants the user one additional power.

"YOU'D BEST GET OUT OF MY HEAD, IBIS. YOU WON'T LIKE WHAT YOU FIND IN THERE."

-THOMAS BROWNSTONE



Rama Tut conjures a whirlwind in the City of the Dead!

PULP POWERS

Cosms: Nile Empire

The vigilantes of the Nile Empire are not the four-color super heroes of modern comics. They are pulp heroes with powers more in line with the Shadow, Green Hornet, or even “street level” crimefighters such as Batman. They are, in essence, ordinary men and women with a few extraordinary abilities, but cut them, and they *will* bleed.

Pulp hero powers have many different trappings. One character’s Super Strength might be the result of exposure to strange radioactive isotopes in Dr. Mobius’s lab. Another hero’s might come from the “Electro-Static Belt” he wears. Whatever the reason, the powers work the same. If the power comes from a gadget it doesn’t work correctly for anyone else. If the GM takes powers away (usually by confiscating relevant devices) the hero should get them back by the next act as usual.

ENHANCEMENTS & LIMITATIONS

Pulp Power Perks can be made more effective by taking any of the Enhancements listed with that power. An Enhancement may be taken by spending a Perk, a Major Limitation, or two Minor Limitations.

MAJOR LIMITATION

Below are examples of Major Limitations. Each one taken for a particular power grants it one Enhancement. There’s no limit to the number of Limitations you may put on a power.

- Only works in darkness/daylight.
- Only works on men/women.
- Only works on humans/nonhumans.
- Doesn’t work if you’re Stymied or Vulnerable.
- Doesn’t work in Dramatic Scenes.
- Doesn’t work in Standard Scenes.
- Doesn’t work if Wounded.

MINOR LIMITATION

Two Minor Limitations grant a power one Enhancement (a single Minor Limitation has no effect). Here are some examples.

- Doesn't work against a target wearing or primarily of a specific color.
- Doesn't work while another Pulp Power is active.
- If a Mishap occurs when using the power, it ceases to function for the remainder of the scene. The power must require a skill test to use or activate to take this Limitation. It doesn't work on Force Field, for example, since that requires no skill test.
- The item can't be used in melee.
- The power requires both hands (they cannot hold other items, weapons, shields, etc.).
- Must be Wounded.
- The power comes from a gadget that could be taken away (a ray gun or amulet) or might be occasionally inaccessible (a costume or armored suit).
- The power cannot be activated if a hero was KO'ed until after the current encounter.

Example: The Shroud has a cape that grants him the Super Skill *intimidation*. Since the cape may be taken away, it's a "gadget" Minor Limitation.

If the cape also ceases to function after a Mishap, that's a second Minor Limitation. The two limitations together grant the Shroud an Enhancement.

ELECTRO-RAY

★ Prereq: None.

The hero can fire a powerful bolt of electricity. He attacks using *energy weapons* or *Dexterity* and causes 13 damage. The ray has range 10/25/50, Ammo 5, and regenerates 1 shot each round.

Dangerous When Wet: Increase the damage by +2 in light rain or if the target is standing in a puddle, and +4 in heavy rain or if the target is in water up to his ankles or higher.

Enhancements:

- **Damage:** The damage is increased to 15.
- **Rapid Fire:** The character may use the Short Burst option when using his Electro-Ray.

- **Shots:** The power now holds 10 shots.
- **Small Blast Radius:** The ray gun affects everyone in a Small Blast Radius.

FLIGHT

★ Prereq: None

The caped crusader can fly! She can soar into the clouds, over the oceans, or across the burning sands without ever touching the ground.

The hero may fly up to her walking speed. She may "rush" up to 8× that speed but incurs a -2 penalty to any other actions performed during her turn. She uses *Dexterity* to maneuver.

Enhancements:

- **Aerial Acrobatics:** The flyer remains in constant motion. As long as she's flying, has room to maneuver, and isn't caught Flat-Footed, ranged attacks against her suffer a -2 penalty to hit.
- **Control:** The hero incurs no penalty when rushing.
- **Speed:** The flyer can move up to 150 meters per round (Value 11).

FORCE FIELD

★ Prereq: None

A shield of invisible energy surrounds the hero.

The force field has three "charges." Each time the hero suffers a Wound, the field expends a charge to block the wound and 2 Shock.

The field recharges at the rate of one charge per hour.

Enhancements:

- **Power:** The field has 5 charges.
- **Recharge:** The field regains a charge every 10 minutes.
- **Size:** The field can be used to protect an adjacent ally.

MIND CONTROL

★ Prereq: None

This invasive power allows a crimefighter to control his foes, turning them into puppets who dance on the ends of his mental strings.

Mind Control allows a pulp hero to control a single foe. This is a contest of *willpower* or *Mind*. Apply a -4 penalty if the target is in a hostile state (such as in combat). If the Mind Controller loses the contest, the target's mind is off-limits the remainder of the scene.

If a target is tasked with something drastically against his nature, such as harming an ally or himself, he gets an immediate *Mind* or *willpower* test to resist. The GM should modify this as she sees fit — +4 to resist harming a loved one or oneself, +2 to resist harming his allies. If a subject breaks free due to such a test, he cannot be controlled again during that scene.

How long Mind Control lasts depends on the success level:

- **Standard:** Until the end of the target's next turn, or about 10 seconds out of combat.
- **Good:** One minute.
- **Outstanding:** Until the end of the current scene.

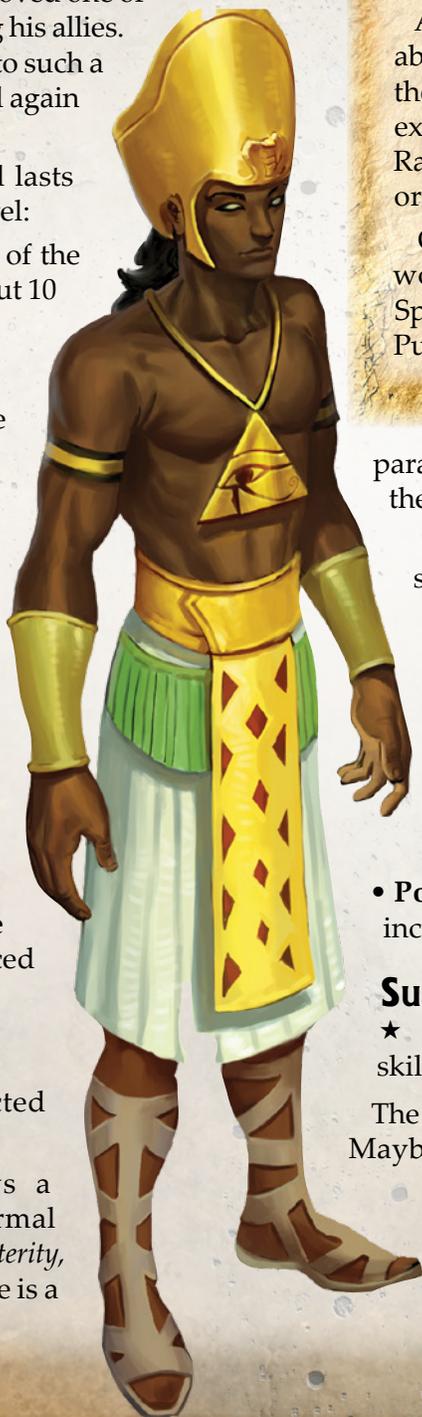
Enhancements:

- **Charisma:** The hero may use *persuasion* or *Charisma* instead of *willpower* or *Mind*. (The target resists normally.)
- **Control:** Negate the -4 penalty for hostile targets.
- **Power:** Any bonus to resist an act against the target's nature is reduced by 2.

SUPER ATTRIBUTE

★ **Prereq:** Attribute selected must be 10+.

Super Attribute allows a pulp hero to exceed normal maximums of *Charisma*, *Dexterity*, *Mind*, *Spirit*, or *Strength*. She is a



PULP SORCERY

Note that the Nile Empire has characters who use actual magical spells (via the Spellcaster Perk on page 104), and those who use Pulp Powers with a magical "trapping."

Anyone watching the two might not be able to tell the difference, but mechanically, they use different Perk sets. Rama Tut, for example, has Flight, Force Field, and Electro-Ray. He doesn't have *apportation*, *divination*, or the Spellcaster Perk.

Of course a character *could* walk in both worlds. A Nile Empire sorcerer with the Spellcaster Perk, a couple of spells, *and* some Pulp Powers, is perfectly viable.

paragon of one of these virtues with few rivals in the Nile Empire.

When taken, Super Attribute increases a selected attribute by +1.

The Nile Empire is a pulp realm — not a world of four-color superheroes — so Super Attribute may only be taken *once* (not once per attribute). Choose wisely!

Super Attribute increases the attribute limit a like amount.

Enhancements:

- **Power:** The attribute and its limit are increased to +2.

SUPER SKILL

★ **Prereq:** At least three adds in the selected skill.

The pulp hero is exceptionally good at something. Maybe he's a crack shot in *fire combat*, a mind

RAMA TUT



Whether they're technically dinosaurs or not doesn't matter when they're chasing you.

unrivaled in *science*, or has a wit that cuts his foes to the bone via *taunt*.

When Super Skill is taken, the character increases any one skill by two adds. She may exceed the usual maximum of +5 adds without taking the Mastery Perk. (If the character has the Mastery Perk, it stacks with Super Skill.) This stacks with all other skill increases and allows a pulp hero to reach superhuman levels of competency far faster than most.

Like Super Attribute, the champion may only take this Perk once — she cannot have more than one Super Skill.

Enhancements:

- **Favored:** The skill is considered Favored.
- **Power:** The skill is increased to +4 adds.

REALITY

Cosm: Core Earth

Perhaps the most powerful of all the Storm Knights are those who can master reality. It is the raw stuff of the Possibility Wars, and with it, most anything can happen.

ADAPTABLE

- **Prereq:** Realm Runner

The Realm Runner doesn't cause Contradictions when using equipment, spells, miracles, or powers supported by the local zone, even if the axioms are beyond his own personal reality.

AXIOM INCREASE

- **Prereq:** None

This Perk may be taken multiple times. The Storm Knight may increase any one of her axioms by one

each time this Perk is chosen. See page 178 for more on axiom levels and Contradictions.

GRANT POSSIBILITIES

★ **Prereq:** Charisma 8+

Storm Knights cannot normally give others their Possibilities, but those with this Perk can! Granting a Possibility is a free action that can be done at any time. The character must be in verbal or visual contact with the recipient somehow, but can otherwise cross any distance or barrier (except an invoked reality storm — see page 220).

NEGATION

• **Prereq:** None

When an enemy attempts to spend a Possibility for an attribute or skill test, the Storm Knight may spend her own Possibility to instantly negate it. This is a free action she can perform as long as she's aware of the rival's action.

Negation may *not* be used to stop a foe from Soaking Wounds with Possibilities.

PRODIGY

• **Prereq:** None

The character is filled with Possibility Energy. She begins each act with an extra Possibility. This stacks with any other ability that grants additional Possibilities.

REALM RUNNER

• **Prereq:** None

The Storm Knight has a natural feel for manipulating reality. He ignores four points of reality penalties when attempting to reconnect, and may ignore disconnection the first time it happens in each act.

STORM CALLER

• **Prereq:** At least three other Reality Perks.

The Storm Knight can engage another *reality*-rated character in a reality storm. See page 220 for a complete description.

STORYTELLER

• **Prereq:** Charisma 8+

After a Glory card is played, the zone fills with ambient Possibility Energy. A Storm Knight with

the Storyteller Perk can spread the tale of the deed and directly utilize that Possibility Energy.

Telling the tale requires an audience, a performance of the teller's choosing (narration, a song, etc.), and a *persuasion* test vs the standard zone modifiers (-4 in a Dominant Zone and -8 in a Pure Zone).

Tales may be told once per act, and only in a zone where the Storyteller took part in playing a Glory card within the last month. The performer doesn't have to have played the card himself, he just has to have been present at the event.

The Storyteller gains a separate pool of Possibilities, one on a standard success, two on a Good, and three on an Outstanding. For the rest of the act, the Storm Knight can spend these Possibilities for himself or for anyone who heard the tale (GM's call)—including Ords! This is a free action.

Note that telling tales of the Storm Knights' deeds almost always attracts attention from the High Lords and their minions. All the Reality Raiders are quick to hunt down such thorns in their sides.

TENACIOUS

• **Prereq:** Spirit 8+

Nothing seems to keep the hero down for long. Her tests to Soak damage become Favored.

SAVAGERY

Cosm: Living Land

Denizens of the Living Land, both the edeinos and those who have transformed to it, can embrace the Law of Savagery to gain a number of powerful abilities.

BEAST RIDER

• **Prereq:** At least three adds in beast riding.

Edeinos and transformed humans make use of the various beasts of the Living Land for transport and battle. Some riders are particularly adept at combat from the back of their mounts. Interactions against the creature are against the beast's defense or the rider's, whichever is better. The rider may also ignore the penalty if the beast runs (see *beast riding*, page 77).

ANIMAL COMPANION (SABRE-TOOTH CAT)

- **Prereq:** Charisma 8+

The great tigers of the Living Land are fearsome predators capable of taking down all but the largest dinosaurs. A smaller breed exists that seem far more interested in traveling with humans and edeinos — and less interested in eating them.

This Perk grants the hero a sabre-tooth cat as a companion. It is as intelligent as the most well-trained dog so it can follow basic commands, such as attacking a foe it's pointed at, protecting a person or area, or going to or waiting at a familiar place the character has marked for it.

The player controls the cat. The Game Master should only take over if the pet becomes confused, abused, or is off on its own.

The beast does not have Possibilities of its own, but the character can spend *his* Possibilities (and Destiny cards) for the creature even if they are separated.

If the cat is Defeated, it should be considered Incapacitated instead of slain. It returns at the start of the next act. If it's truly and undeniably killed, the character must visit the Living Land and spend several nights in the jungle to bond with a new companion.

SABRE-TOOTH CAT

Attributes: Charisma 7, Dexterity 10, Mind 5, Spirit 8, Strength 7

Skills: Dodge 12, find 7, intimidation 9, maneuver 11, stealth 13, survival 7, unarmed combat 11

Move: 14; **Tough:** 7; **Shock:** 8; **Wounds:** 2

Perks: —

Possibilities: Never

Special Abilities:

- **Bite/Claws:** *Strength* +2 (9).

SOCIAL

Cosm: Any

These Perks focus on having a network of friends and contacts and getting them to do what you want.

HELPER

- **Prereq:** Charisma 8+

The character may take an action to speak a few encouraging words to an ally suffering from Stymied or Vulnerable conditions. She then makes a standard (DN 10) *persuasion* test. A Standard success eliminates one condition, Good eliminates two, and Outstanding removes *all* negative conditions. The affected ally decides which conditions to remove.

LINGUIST

- **Prereq:** Mind 8+

Given a brief conversation with native speakers, study of written words, etc., the character can speak, read, and write basic concepts in a language he has no skill adds in. This isn't as comprehensive as having an actual add in the relevant *language*, but it should be enough to help the translator and his party speak and negotiate with the locals.

WEALTHY

- **Prereq:** None

Some people are born into riches and prosperity, while others earn it the hard way. The character has \$10,000 worth of starting gear instead of the usual \$1,000, and *persuasion* or *streetwise* is Favored when testing to purchase an item or service.

SPELLCRAFT

Cosms: Aysle, Core Earth, Cyberpapacy, Nile Empire, Orrorsh, Tharkold

Characters from many realms cast spells — the sorcerers of Aysle, the witches of the Cyberpapacy, the occultists of Orrorsh, and even some stubborn dabblers from Core Earth. This is the category that allows them to do so.

Magic is channeled in many varied ways, but all require the same core skills of *alteration*, *apportation*, *conjunction*, or *divination*.

MAGISTER

- **Prereq:** Spellcaster, knowledge of at least 5 spells.

The spellcaster has reached a level of mastery where she can cast two different spells in the same turn as part of a Multi-Action. She may also use the same skill when doing so (see **Multi-Actions** on page 124). Casting two different spells requires two empty hands.



Sometimes magic turns on those who summon its power, especially in the Cyberpapacy.

RESILIENT

- **Prereq:** Spellcaster

Spellcasters can eventually learn to dampen the effects of magical fatigue. When a Resilient sorcerer fails a spell he suffers one less Shock than usual.

SPELLCASTER

- **Prereq:** At least one add in alteration, apportation, conjuration, or divination.

Those who delve into the arcane arts go by many names — mage, wizard, witch, or warlock to name a few. Regardless of their particular background, all can cast spells using any of the four primary types of magical skill — *alteration, apportation, conjuration, or divination magic*.

When this Perk is taken, the mage may choose any three spells from her cosm's Spell List on page 186 for which she meets the minimum skill. Spell details are explained in **Magic** on page 184.

New Spells: This Perk may be taken more than once. Each time after the first, the character learns one additional spell.

**"YOU MIGHT WANT TO
STAND BACK. SOMETIMES
THIS GETS A LITTLE MESSY."**

-VIOLA VILLIERS

PERK LIST

Perk Name	Group (Page)
Adaptable	Reality (102)
Alchemy	Occult (92)
Animal Companion (Sabre-Tooth Cat)	Savagery (104)
Axiom Increase	Reality (102)
Bearded	Dwarf (85)
Beast Rider	Savagery (103)
Berserk	Outsider (95)
Block Strike	Ki Powers (90)
Bodyguard	Prowess (96)
Bolster	Leadership (90)
Braided	Dwarf (85)
Brawler	Prowess (96)
Brute	Prowess (96)
Bulletsmith	Occult (93)
Chameleon Skin	Edeinos (86)
Conviction	Faith (89)
Critical Strike	Darkness (84)
Cyberware Implants	Cyberware (84)
Death Claw	Edeinos (86)
Demoniacal Frenzy	Occult (94)
Detect Darkness	Light (91)
Diabolist	Occult (94)
Double Tap	Prowess (96)
Dragon Warrior	Dwarf (85)
Electro-Ray	Pulp Powers (100)
Elven Archer	Elf (88)
Elven Sorcerer	Elf (89)
Endurance	Prowess (96)
Flight	Pulp Powers (100)
Focused Strike	Ki Powers (90)
Followers	Leadership (90)

Perk Name (cont.)	Group (Page)
Force Field	Pulp Powers (100)
Forsaken	Dwarf (86)
Frightening Aspect	Darkness (84)
Grant Possibilities	Reality (103)
Hard to Kill	Prowess (96)
Helper	Social (104)
Indomitable	Prowess (96)
Ion Gusoku	Electric Samurai (87)
Iron Will	Psionics (98)
Ki Strike	Ki Powers (90)
Lay on Hands	Faith (90)
Linguist	Social (104)
Magic Resistance	Outsider (96)
Magister	Spellcraft (104)
Mastery	Prowess (96)
Medals	Occult (94)
Mind Control	Pulp Powers (100)
Miracles	Faith (89)
Multi-Tasker	Psionics (98)
Natural Leader	Leadership (91)
Negation	Reality (103)
Occultist	Occult (95)
Occultech Implants	Occultech (95)
Overcharge	Psionics (98)
Prodigy	Reality (103)
Protected	Faith (90)
Psionic	Psionics (98)
Radiant	Light (91)
Raise the Dead	Light (91)
Rally	Leadership (91)
Realm Runner	Reality (103)
Rejuvenate	Light (91)

Perk Name (cont.)	Group (Page)
Relentless	Prowess (97)
Resilient	Spellcraft (105)
Righteousness	Light (91)
Shadow Step	Darkness (85)
Situational Awareness	Prowess (97)
Smiling Deceiver	Darkness (85)
Sniper	Prowess (97)
Speed Demon	Electric Samurai (88)
Spellcaster	Spellcraft (105)
Spirit Bane	Faith (90)
Star Eyes	Edeinos (86)
Stone Skin	Edeinos (86)
Storm Caller	Reality (103)
Storyteller	Reality (103)

Perk Name (cont.)	Group (Page)
Strong-Willed	Prowess (98)
Super Attribute	Pulp Powers (101)
Super Skill	Pulp Powers (101)
Survivor	Prowess (97)
Tenacious	Reality (103)
Trademark Weapon	Prowess (98)
Unflinching	Electric Samurai (88)
Vengeful	Prowess (98)
Warden	Elf (89)
Wealthy	Social (104)
Whip Tail	Edeinos (87)
White Wolf	Elf (89)
Whirlwind	Prowess (98)



Aidan, Quinn Sebastian, Zhang Zhi, and Anishaa — ready to take on anything!

THE RULES

Torg uses a flexible and dynamic resolution system that allows it to handle everything from personal combat to fights between giant monsters.

Most of the time, players simply say what they want their character to do and it happens. If Sean wants Aidan to jump into his Land Rover and drive to the pyramids from Cairo he does so.

ATTRIBUTE & SKILL TESTS

If there's a chance the action might fail or succeed in an interesting way, the game uses a 20-sided die (a d20) to determine what happens:

- Roll a d20. If you roll a 10 or a 20, roll again and keep adding until you roll something other than a 10 or a 20. The final result is your **die total**.
- Look up the die total on the Bonus Chart at the bottom of your character sheet (and on page 109).
- Add the bonus to the skill or attribute being tested, and any circumstantial modifiers. This is your **action total**.

Note that modifiers never change the *die roll*, only the *action total*.

Example: Dean is playing Rama Tut, a pulp hero from the Nile Empire. He's looking for a secret entrance into a pyramid and the GM asks for a *find* total. Dean rolls a 10 on the d20, which means he rolls again. Then he rolls another 10, and finally a 3. That's a die total of 23, which is +8 on the Bonus Chart. His *find* is 11, so Rama Tut's action total is 19. He finds the door and enters the forbidden chamber beyond!

DIFFICULTY NUMBERS

The "Difficulty Number," or "DN," is the total a character needs to succeed at a task. If a hero's total equals or exceeds the DN after any modifiers, she's successful.

The "Standard" DN is 10, but sometimes the DN might be a target's skill or attribute instead. *Taunting* someone, for example, uses the foe's own *taunt* skill as its Difficulty Number. If a test is asked for and the DN isn't listed, assume it's 10.

Sometimes the total is already calculated for you, such as the DNs needed to successfully cast spells, miracles, and psionics.

DIFFICULTY MODIFIERS

Circumstances may add or subtract from the character's action total (again, modifiers *never* affect the die roll — just the total).

Here's a descriptive list of modifiers the GM can use to make a task more or less difficult.

DIFFICULTY MODIFIERS

Modifier	Adjusted DN	Task Description
+4	6	Very Easy
+2	8	Easy
–	10	Standard
–2	12	Challenging
–4	14	Hard
–6	16	Very Hard
–8	18	Heroic
–10	20	Near Impossible

SUCCESS LEVELS

A total that equals the DN is a Standard success, but higher totals often grant extra effects. If the final total is at least five points over the DN, the character has a Good success. If it's at least 10 points over the DN, it's an Outstanding success. Generally, we only care if a result is equal to or more than the DN, five or more points over the DN, or 10 or more points over the DN. Most of the time it should be obvious and you won't have to get the exact result.

SUCCESS LEVELS

Result Points	Success
0–4	Standard
5–9	Good
10+	Outstanding

FAILURE

What happens when a test is failed depends on what's at stake. If it's an attack or interaction, it just fails and the character may try again (usually on his next turn if in combat, for example). If it's an attribute or skill test, the Game Master might decide the character can try again after a certain amount of time has passed or conditions change. She might also want to introduce a dramatic element that increases the tension or risk of attempting the test again.

MISHAPS

Some tests, such as casting spells or firing Rapid Fire, have additional effects in case of "Mishaps." A Mishap is a natural roll of 1 on the first die roll when testing a skill or attribute total. Don't count 1s that come up as part of rerolls, Up results, or spending Possibilities — only for the first die rolled.

Some situations might expand the range of Mishaps, such as 1–2 or even 1–4. This may also add extra consequences to a Mishap. This is explained in the particular section whenever necessary. If multiple conditions apply, they all trigger on any Mishap.

A roll of 1 always fails, and no Possibilities may be spent to change it. That means even characters with the highest skills and attributes aren't *always* successful.

Other Mishaps, such as those that are triggered by a natural roll of 2, 3, or 4, for example, may be successful if the total is high enough (or more likely, Possibilities are spent), but the action still triggers any applicable Mishap consequences.

FAVORED SKILLS

Some Perks, spells, or abilities say a skill is "Favored." Immediately after rolling the first die of a test — and assuming it's not a Mishap — you may discard that result and roll again, but must accept the new result.

Bonus Chart

Die Roll	1	2	3	5	7	9	11	13	15	16	17	18	19	20	21	26	31	36	41	46	+5
			4	6	8	10	12	14							25	30	35	40	45	50	
Bonus	–10	–8	–6	–4	–2	–1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Remember, never add modifiers to the die roll, only the Bonus total.

Only the first roll is eligible for a reroll, *not* any dice that result from a 10 or 20, Up conditions, spending Possibilities, Hero or Drama cards, etc.

Multi-Actions: Favored skills do *not* grant a reroll when part of a Multi-Action.

Example: *Stealth* is a Favored skill for Rose Allain, an elven warden from Aysle. While sneaking through the forests of Wales, she makes a *stealth* test and rolls a 6. She decides to discard that result and try again. This time she gets a 12 instead.

POSSIBILITIES

Storm Knights, Stormers, and some creatures have Possibilities they can use to enhance their chances of success. Player characters reset to three Possibilities at the start of each act (more if they have certain Perks).

Any time a character attempts an action, the player can spend a Possibility to roll another die and add it to the die roll. Only one Possibility may be spent per action. Possibility Energy is potent, so any die roll of less than 10 is ignored and is treated as 10 instead (though without a further reroll).

Example: Aidan McAllister wants to climb a tree in the Living Land to get a better look at the confusing landscape. The GM asks his player, Sean, to make a *Strength* total.

Sean rolls a 7, which is -2 to Aidan's *Strength*. That's bad news, so Sean spends a Possibility and rolls a 3. Since he spent a Possibility, however, the die roll is raised to a 10, giving Aidan a die total of 17, or $+4$ on the Bonus Chart. Aidan's *Strength* is 8 so that's a total of 12, a Standard Success. Aidan climbs the tree and spies his destination in the distance.



A frenzied jiangshi interrupts Zhang Zhi's dinner.

THE DRAMA DECK

Brawls, duels, chases, and firefights in the game are fast-paced and exciting thanks to the flexibility of the game system and most importantly, the Drama Deck. The Drama Deck controls the flow of combat, determines which side goes first, and adds special results to the scene.

When a fight or other tense situation begins, the Game Master breaks the action down into rounds of 10 seconds each. Then he flips the top card of the Drama Deck to form the “Action Stack”.

The card on the Action Stack determines initiative, actions characters can use to gain advantages, and other special circumstances.

Use the top line for Standard Scenes, and the bottom darker line for Dramatic Scenes. The difference between Standard and Dramatic Scenes is explained in the Game Master’s section on page 257.

INITIATIVE

The first faction listed on the card determines which side goes first that round — H for the Heroes and their allies or V for the Villains and their minions.

Each side completes all their actions, then the other side completes all of theirs. This is called that character’s “turn.” Characters can go in whatever order the players choose. Roll *Dexterity* totals if there’s a debate, and if tied consider the actions simultaneous.

ROUNDS & TURNS

A “round” is a card of the Drama Deck, including both the Heroes’ and Villains’ portions of the round. It lasts 10 seconds.

A “turn” is all of each character’s actions. Resolve them all before moving on to the next character.

Example: On round one of a fight, the GM turns over the card below from the Drama Deck. It’s a Standard Scene, so the Heroes go first. Each hero takes her turn and resolves all her actions.

Then the villains go in whatever order the Game Master desires. When they’re done, the round is over and a new Drama card is drawn.

APPROVED ACTIONS

At the bottom of each Drama card is the “Approved Action.” If a character succeeds at that specific action this round, the player draws a card from the Destiny Deck and puts it into her hand (not her pool — see Destiny cards for more information).

Attacks are considered successful if they hit a target’s DN, even if they don’t cause damage. Defend is successful once an attack or interaction misses the hero.

If there are two Approved Actions on a Drama card, a character may receive a Destiny card for each. He may never receive more than one card for the same *type* of action, however.

DRAMA CARD BREAKDOWN

The top bar on this card says the Heroes go first in a Standard Scene. Then the Villains go and get an Inspiration result.

The Dramatic Scene Conflict Line still gives the Villains an Inspiration result, but they go first this time.

At the bottom of the card is the Approved Action. In this case, it’s *taunt*.

The letters on the right-hand side are used for Dramatic Skill Resolution, explained on page 130.



THE CONFLICT LINE

Beside each faction's initiative is any advantage or disadvantage that affects them this turn. The heroes or villains might get an extra action from a Flurry, feel the effects of Fatigue, or even suffer a Setback. Here are the advantages and disadvantages that can appear on the Conflict Line:

ADVANTAGES

- **Flurry:** The heroes or villains get an extra turn this round. All characters on the side with Flurry take their normal actions, then everyone gets another complete turn. The additional movement doesn't mean the character is super fast — it might just mean he took action while others hesitated.
- **Inspiration:** All the characters on this side immediately recover 2 Shock. Unconscious individuals wake up as part of this recovery.
- **Up:** An Up result gives each character on that side an additional roll. Add this to the first roll (and roll again if a 10 or 20 comes up as usual). Ups are rare and very powerful — use them to pull off epic attacks and Multi-Actions. Note that Up results are not Possibilities, so there's no guarantee that the second die is a minimum of 10.

DISADVANTAGES

- **Confused:** Players may not use cards from their pools (see **The Action Pool**, below) during the round. They may still gain Destiny cards from Approved Actions or place them into their pool normally.
- **Fatigued:** Fatigue inflicts two points of Shock to every character on the afflicted side at the end of their turn. This represents exhaustion, fear, stress, bleeding or minor injuries that happen between more serious attacks. Some types of armor and equipment

might increase the amount of Shock damage caused by a Fatigue result as well.

- **Setback:** Setbacks represent bad luck or wavering morale for the affected side. The Game Master should figure out a likely and unfortunate turn of events. Perhaps reinforcements for the other side show up or an environmental situation causes danger. If the GM doesn't have something prepared, those who are Setback lose their next turn — they hesitate, are distracted, or are otherwise delayed.
- **Stymied:** Everyone on this side becomes Stymied (-2 to all tests) until the end of their next turn.
- **Surge:** Everyone on this side must check for Contradictions (see page 178).

DESTINY CARDS

The Drama Deck is used to determine initiative in combat and any special effects. Cards from the Destiny Deck, on the other hand, are dealt out to the player characters at the beginning of each scene and can be played to boost their actions.

Characters start each scene with four Destiny cards in their "hand." Destiny cards can be played at any time when the game is not proceeding in rounds.

If the game *is* proceeding in rounds (usually due to combat), players must first build an "Action Pool" from their hand before cards can be played. This builds drama and forces tactical choices by the group as they build up their individual pools.

THE ACTION POOL

At the end of each player's turn, she may place one card from her hand onto the table in front of her as part of her Action Pool. Pool cards are always played face-up for all to see, and may then be played at any time — even immediately (if applicable).



Destiny cards stack with one another unless otherwise noted. For example, a player might use two Coup de Grace on a single attack to get +6 damage. Saving up a large combo of cards like this is often necessary to take on very powerful foes.

Trading Cards: Players may trade cards from their hands when the game is not in rounds, and from their pools when it is. In combat, they may trade at any time, whether it's their turn or not. In either case, cards must be traded one for one — players can't just give cards to others.

Replenishment: Players pick up all the cards in their pool at the end of each battle and reduce their hands down to four cards if they had more than that. At the end of each scene players with less than four cards draw up to four. After that, all players may discard one card and draw back up to four.

CRITICAL MOMENT

Once per act, as a free action, a player may play her entire hand directly into her pool. This is called playing for the "Critical Moment." These cards must be used to immediately affect one character's actions, either the one who played them or an ally.

Any cards that aren't used are discarded, meaning the player's hand and pool are both completely empty after playing for the "Critical Moment" — so make sure it's worth it!

COSM CARDS

Each player receives a Cosm card at the beginning of each act. If a player has a Cosm card left over from the previous act, it must be discarded and a new one drawn (the GM should shuffle all the cards for the current cosm and re-deal).

Cosm cards are not Destiny cards. They don't count against the player's hand size and they never go into the Action Pool. They can be played whenever the card says is appropriate.

Cosm cards reflect certain themes and World Laws of the current area. Some have negative effects in exchange for Possibilities for the hero or even the entire group. Others might reveal secrets or lost treasures, or have an effect on the story or the character herself. In a Mixed Zone the player may choose which cosm to draw from.

CHANGING COSMS

Entering a new cosm typically takes place at the beginning of an act, but if not, players who still have Cosm cards must discard them. They then receive a replacement card for the *new* cosm. In effect, players can never have Cosm cards that don't match the cosm they're currently in.

Players who already used their Cosm card for the act *don't* receive new ones.



ACTIONS

Combat rounds in *Torg Eternity* are 10 seconds long. During that time, each character can move and perform actions on her turn.

MOVEMENT

Characters may move up to their *Dexterity* in meters each round. They may also run up to 3× their current *Dexterity* (modified by armor, spells, powers, etc.), but this inflicts a -2 penalty to all other tests performed that turn.

Movement is not an action — it's simply part of the hero's turn. Characters may move on *each* turn, if they're affected by a Flurry result. This doesn't necessarily mean the hero is super fast — she may just act while others hesitate.

ACTIONS

Actions include tasks such as making an attack or casting a spell. Generally, anything that requires a die roll is an action.

Heroes *may* attempt multiple actions on their turn — see **Multi-Actions** on page 124.

Free Actions: Some actions are instant, such as spending a Possibility to Soak Wounds (see page 117) or certain types of reactive Perks. Free actions may be taken at any time, including on another character or opponent's turn. There's no limit to the number of free actions that may be taken each round.

Simple Actions: Talking, flipping a switch, or drawing a weapon are "simple" actions. A character may usually do one or two simple actions on his turn at the Game Master's discretion.



Maru, the Electric Samurai.

INTERACTION ATTACKS

Interaction attacks are those designed to unbalance, tire out, or maneuver a foe into a bad situation, reducing his effectiveness or making him more open to harm.

Interaction attacks use one of the following skills: *intimidation*, *maneuver*, *taunt*, or *trick*. The DN of the attack is the foe's matching skill, or linked attribute if he doesn't have it. The DN to use *intimidation*, for example, is the foe's *intimidation*, or *Spirit* if he doesn't have *intimidation*.

INTERACTION EFFECTS

If an interaction attack is successful, the attacker chooses one condition (Stymied or Vulnerable) with a Standard success and two effects with a Good result. The attacker can mix and stack these results however he wants, but no foe can ever suffer from more than two of each type — called "Very Vulnerable" or "Very Stymied."

An Outstanding success also allows the attacker to dictate another effect, called a "Player's Call" (though it applies to nonplayer character attackers as well).

Here's what each effect means:

- **Stymied:** The foe suffers -2 to all actions until the end of his next turn, or -4 if Very Stymied. Additional Stymied results have no further effect.
- **Vulnerable:** Actions taken directly against the foe are made at +2 until the end of his next action, or +4 if Very Vulnerable — additional Vulnerable results have no further effect.
- **Player's Call:** The target suffers a misfortune of some kind. Lesser foes should be taken out of the fight — maybe they're pushed off a ledge or flee. Stormers and more significant foes lose a turn or suffer a comparable effect as fits the situation. In all cases, the player and GM should work together to determine the results. As always, the GM has final say.

Example: The Shroud battles a group of cultists on a Cairo rooftop. He attempts a *maneuver* against one of them and gets an Outstanding success. He makes the foe both

Vulnerable and Stymied, but he got a Player's Call so neither will matter. The Shroud barks a staccato laugh as the cultist is knocked off the rooftop to the moonlit streets below!

Had the target been a rival Stormer or a more important character, the foe takes the Stymied or Vulnerable results and loses a turn as well — perhaps teetering on the edge and spending the round catching his balance to avoid plunging to his doom!

TIMING

Vulnerable and Stymied conditions last until the *end* of the target's next turn rather than the beginning. (Otherwise, using an interaction attack to Stymie a foe on your turn wouldn't have an effect if the opponent got rid of it at the *beginning* of his turn.)

Characters who want to help their companions by making targets Stymied and Vulnerable should usually go first for their side. That way their allies get to take advantage of any negative conditions, and might even get to do so again if they go before the foes in the following round.

PHYSICAL ATTACKS

True heroes resort to violence only as a last resort, but that's a common occurrence in the struggle against the Reality Raiders. To make a physical attack, a character rolls for a total with a skill such as *energy weapons*, *fire combat*, *heavy weapons*, *melee weapons*, *missile weapons*, or *unarmed combat*.

The DN is the defender's *dodge* for ranged attacks. In close combat, the DN is *melee weapons* if the foe is armed with an appropriate weapon or *unarmed combat* if he's not. Rifles used as clubs count as appropriate for defense. Crossbows, bows, or pistols that cannot easily block do not.

If the attack is equal to or greater than the target's matching defensive skill, the attack causes **Damage** (see page 116).

BONUS DAMAGE

A Good success on an attack adds a "Bonus Die" or "BD" to the damage result. An Outstanding success adds +2BD. If a Bonus Die shows the Eternity symbol (or a 6 if using a standard d6), the result is 5 *and* the attacker rolls again and adds it to the total. Keep rolling and adding 5 each time the eternity symbol is rolled.

Player character Storm Knights can also add Destiny card effects to the damage total to take down really tough foes.

Example: Thomas Brownstone, the Victorian monster hunter from Orrorsh, fires a silver bullet at a werewolf in the jungles of India. Thomas' *fire combat* total is 17 and the werewolf's *dodge* is 12. That's five points over the DN, so Thomas hits and even gets a bonus die. He rolls and gets an Eternity symbol, so he increases his damage by 5 and rolls again. He rolls *another* Eternity symbol so he adds another 5 and rolls again, this time getting a 3. That's a total bonus of +13 to his weapon's base damage. The wolf man roars in pain and bolts into the darkness.

RANGED ATTACKS

Ranged weapons have Short, Medium, and Long values listed in their description. Attacks at longer ranges are more difficult than those up close, and subtract from the action total as detailed below.

RANGE PENALTIES

Modifier	Range
—	Short
-2	Medium
-4	Long
-8	Extreme. In the right circumstances (lighting, terrain, etc.), and at the Game Master's discretion, weapons can fire up to twice their Long Range.

Example: Aidan fires a 9mm pistol at a group of shambling gospog. The pistol's range is 10/25/40. The creatures are 20 meters away, so they're within the weapon's Medium range (a -2 penalty).

"THIS IS GONNA LEAVE A MARK, TOVARICH."

-ANTON HAEGAR

DAMAGE

If a physical attack is successful, the attacker causes the damage value of his weapon, which depends on its type:

- **Firearm:** Fixed value
- **Melee Weapon:** *Strength* + Fixed value
- **Unarmed:** *Strength*

See the **Gear** chapter for specific values and any other special attributes weapons may have.

RESOLVING DAMAGE

If an attack hits, compare the damage total to the target's Toughness.

DAMAGE RESULTS TABLE

Damage Over Toughness	Damage
-6 or more	No Effect
-5 to -1	1 Shock
0-4	2 Shock
5-9	1 Wound, 2 Shock
10-14	2 Wounds, 4 Shock
15-19	3 Wounds, 6 Shock
20-24	4 Wounds, 8 Shock

...and so on

Another way to figure the damage result is that every five points of damage over a target's Toughness causes a Wound and two Shock. Attacks below Toughness (but within 5 points) cause 1 Shock, and attacks that equal or exceed Toughness but don't cause a Wound cause 2 Shock.

Example: Aidan punches an edeinos for 11 damage. The edeinos's Toughness is 10. That's not enough to cause a Wound, but the lizard man still takes two Shock.

Example 2: Tworek cleaves a giant (Toughness 17) for 29 damage. That's a difference of 12. Every five points over Toughness causes a Wound and two Shock, so the giant takes two Wounds and four Shock.

SHOCK

Shock is stress and minor physical injuries. When a character suffers Shock beyond his maximum (usually equal to his *Spirit*), he's Knocked Out (see below). Additional Shock beyond this limit is ignored.

Shock fades at the rate of one per minute as long as the individual isn't in combat or some other stressful situation. Stormers and Storm Knights can also spend Possibilities to restore Shock, see **Soaking Damage**, below.

KNOCKED OUT

If a character is Knocked Out (KO'ed) from Shock or other circumstances, he's unconscious and out of the fight for 30 minutes or until the end of the scene (GM's call). He may also be revived with a successful *first aid* test (see page 78). A KO'ed character regains Shock normally.

KO'ed characters can take no actions, including free actions, spending Possibilities, or trading/playing Destiny cards.

Example: Aidan's *Spirit* is 9. When he takes more than 9 Shock, he's Knocked Out (KO'ed) and ignores any further Shock.

WOUNDS

Serious injury and trauma are collectively called Wounds. When a character takes more Wounds than his maximum, he's KO'ed and must test for **Defeat** (see below). A single Wound takes out a Nile Empire Shocktrooper, for example, because he has a Wound limit of "–". Storm Knights can take three Wounds, and are Defeated if they take more than that.

A character can't suffer more Wounds than his maximum – listed in the description for nonplayer characters and monsters, or on the character sheet for player characters.

Kick Them While They're Down: If a Defeated character takes any new Wounds, he must test for Defeat again.

Healing: First aid, special powers, and time can heal injuries. See **Healing** on page 118.

WOUND PENALTIES

Characters suffer a –1 penalty to all tests for each Wound suffered. The maximum penalty is –3 regardless of how many Wounds an individual can take.

SOAKING DAMAGE

Storm Knights can use their *reality* skill to "Soak" Shock and Wounds. It doesn't matter what causes them – physical or mental damage, Fatigue, or even certain special abilities. This represents the character bending reality and choosing a version of events that ended more favorably for her.

To Soak damage, the injured character spends a Possibility and makes a *reality* test immediately after the damage is determined but before it actually takes effect.

This is a free action, and can even be attempted if the character is KO'ed. The DN is Standard (10), and negates the following injuries:

- **Standard:** One Wound and all Shock.
- **Good:** Two Wounds and all Shock.
- **Outstanding:** All Wounds and Shock.

Soaking does not restore existing Shock or Wounds.

RECOVERY

Shock is recovered immediately after a fight or other stressful situation ends unless the Game Master feels there's no opportunity to rest. This might occur during a long pursuit, in a generally dangerous situation (such as the middle of a battlefield), scaling a perilous mountain without sufficient stops, etc.

When the game is in rounds (such as during combat, a chase, or Dramatic Skill Resolution), a character may sacrifice an entire turn to recover 2 Shock (no movement or other actions are allowed while Recovering). Recovery isn't possible while engaged in melee, so find someplace safe!

DEFEAT

A character's physical endurance determines how much damage she can sustain, but it is her will to live that keeps her in the fight. When a character suffers Wounds beyond to her maximum, she must

make an immediate standard (DN 10) *Strength* or *Spirit* test (whichever is lowest) and consult the results below:

- **Failure:** The victim dies. He immediately gets one final, dramatic action before expiring. He may ignore his Wound penalties for this last heroic effort.
- **Standard:** The character is Knocked Out and suffers a permanent Injury (see below).
- **Good:** The Storm Knight is Knocked Out. He suffers an Injury (see below) that lasts until all his Wounds are healed.
- **Outstanding:** The hero is Knocked Out.

Example: A vicious jiangshi rends Zhang Zhi with its claws and jagged teeth. The thing causes two Wounds one round, and another two on the next. Zhang Zhi can't take more than three Wounds so he must test for **Defeat**.

His *Strength* and *Spirit* are both 8, but he has the Willpower Destiny card so he chooses *Spirit*. With the card, he manages a Good success. He's Knocked Out but his injuries aren't permanent.

INJURY

When a character sustains an Injury, one of her attributes (her choice) is reduced by 1. If this would reduce an attribute below 5, choose a different attribute instead.

The player should work with the Game Master to describe the injury based on the type of damage sustained. It doesn't have to directly correspond to any particular Wound the victim suffered in the fight. It might be the result of cumulative damage or simple shock to the system.

CHARACTER DEATH

If a character dies, it's generally appropriate for her companions to say a few kind words, sing her praises, or tell a story of some epic — or humorous — deed. Use the event to bring the rest of the party even closer, celebrate the legacy of the fallen, and welcome a new hero to the fold.

The player should make a new character with the same Experience Points as the rest of the party. The Game Master can work her in when it makes the most sense in the story.

HEALING

Wounded characters make a *Strength* test each day to recover, minus any Wound penalties as usual. Success means one Wound is removed. Additional successes have no further effect — natural healing takes time.

If an ally has the *medicine* skill, he can aid his companion by making a *medicine* roll. Each success eliminates one point of Wound penalties for the *Strength* test to recover (the penalties are still in effect as usual otherwise).

Example: A technodemon's claws dealt Aidan two Wounds during an adventure in Tharkold. Now he's traveling to the Nile Empire and Thomas Brownstone attempts to aid his companion during the long trek.

Aidan would normally make his daily *Strength* test at -2 for his two Wounds, but Brownstone gets a Good success on a *medicine* test so Aidan ignores the penalty for both Wounds. Aidan rolls a 16 for a result of 13 — he's successful and recovers one Wound. He can try again in 24 hours.

"MOONWALKER. ARE YOU DEAD OR MEDITATING? SOMETIMES I CAN'T TELL."

-AIDAN MCALLISTER

COMBAT & ACTION OPTIONS

Below are a few of the most common combat options heroes can use to fight the High Lords.

ACTIVE DEFENSE

A character may declare an active defense at any time as long as she has not used her action that round. She may also perform simple actions as usual. The first time she's attacked, she rolls a bonus and applies it to all her defenses that round — physical, interactive, magical, etc. This should be rolled just before the first attack total is generated.

Note that if Defend is an Approved Action, it's successful only if the target is attacked and missed.

Minimum Bonus: An active defense can't make a target more vulnerable — treat any Bonus Number less than +1 as +1.

AIM

A character with a ranged weapon can sacrifice his turn to aim. If he fires on his next turn, he adds +4 to the attack total. A character may take simple actions and walk while aiming, but may not run or take regular actions (including Multi-Actions).

ALL-OUT ATTACK

A desperate, furious *melee weapons* or *unarmed combat* attack increases the attack total by +4. This option represents anything from a powerful, wild swing to a reckless flurry of strikes. The focus on offense leaves the attacker exposed and off-balance, so he automatically becomes Very Vulnerable until the end of his next turn.

BLIND FIRE

Sometimes characters come under fire from an unknown source and fire back in panic in hopes of scoring a lucky hit or keeping the attacker's head down.

If the hero has no idea where the attack is coming from, his return fire simply misses. If he has a good idea based on sound, muzzle flash, etc., he may attack at a -6 penalty. This is in addition to any other penalties, such as cover and range.

CALLED SHOT

Attacks assume an attacker is aiming for the target's torso. But sometimes a person might want to aim for a foe's arm or leg to keep from killing him, or to bypass heavy torso armor. Or a hero might want to shoot the spellbook out of the hands of an evil sorcerer.



Maru and Zhang Zhi face off against hired assassins.

Called shots against something the size of a leg are a -2 penalty to the attack total. Smaller targets about the size of a hand or head carry a -4 penalty. The eye slits or joints of medieval armor are generally a -6 penalty.

Called shots don't stack with **Concealment** (see below). Use whichever penalty is higher. Aiming for someone's hand through a window, for example, is no harder than aiming for someone's hand. The GM has final say on whether a called shot is appropriate for the situation or target.

Vital Blow: A successful called shot to the head (-4) or other vital area adds +4 to the damage result. If a defender has no vital areas, such as an animated statue, the called shot has no additional effect.

Use the Toughness of the affected area and account for any change in armor. A head shot against a foe with no helmet, for example, bypasses armor and causes +4 damage.

Disarm: Called shots may be used to disarm an opponent by shooting his weapon or the hand that holds it. If the attack hits, the victim must make a *Strength* test versus the damage total to hang onto his weapon. If the attack was aimed at an actual limb and hits (and not just the weapon), damage is applied as well.

COMBINED ACTIONS CHART

Participants	Bonus
1	0
2	+1
3	+2
4-5	+3
6-9	+4
10-14	+5
15-24	+6
25-39	+7
40-59	+8
60-99	+9
100-149	+10

Use the full *Torg Value Chart* for greater numbers (see page 275).

COMBINED ACTIONS

If multiple characters attempt an action, you can use this shortcut. This is particularly useful when rolling a large number of foes' attacks versus the heroes.

Pick one character to be the "primary," then add a bonus based on the number of participants using the **Combined Actions Chart** (derived from the **Torg Value Chart**, page 275).

Example: Four edeinos attack Viola with their hroctt-shoot spears. Four participants adds +3 to *melee weapons* total according to the **Combined Actions Chart**, so the GM rolls for one of the lizard folk and adds +3 to the attack.

Example: Thirty-two sorcerers attempt a massive ritual. They add +7 to their spellcasting total.

Assigning Attacks: The Game Master should use common sense when assigning attacks. Ranged attackers should split their attacks among all possible targets unless there is a clear threat for them to focus fire on. Melee attackers tend to pair off evenly among all possible foes, but usually can't pit more than four against a single defender since that's all that can physically crowd around him.

Each group hits with a single attack, but the bonus from the combined attackers improves the chance of gaining bonus damage.

Example: Six Church Police fire on Viola and Thomas Brownstone. Since Viola is a known heretic, four of the police fire on her while two go after Thomas. The group firing on Viola add +3 to their *fire combat* total (four policemen add +3). Thanks to the bonus they get an Outstanding success and add +2BD to their final damage.

The two firing at Thomas add +1 to their *fire combat* total (two characters add +1) and get a Standard success (no extra damage).

Extra Effort: Player characters who want to put additional effort into helping another character complete a task can make an appropriate skill test for "Extra Effort." Use this only for player-based actions — keep the simpler system for summing up attacks or other nonplayer character actions.



Zhang Zhi takes cover during a firefight in Beijing.

- **Failure:** The “helper” gets in the way and adds nothing to the primary character’s total.
- **Standard:** The helper counts as an additional person as usual.
- **Good:** The helper counts as two additional people.
- **Outstanding:** The helper counts as three additional people.

Group Penalty: Sometimes more people have no effect or are even *harmful* to the outcome rather than helpful, such as 10 people trying to sneak past a guard tower rather than two. In this case, the GM may decide there’s no bonus for Combined Actions, or the “bonus” is read as a penalty instead!

Example: Rose Allain attempts to lead a band of survivors through a dark wood patrolled by Uthorian’s dire wolves. There are a dozen of them, so Rose must subtract 5 from the total (12 on the Combined Actions Chart is +5, or -5 in this case).

CONCEALMENT

Wise warriors get into cover when a firefight breaks out. Both melee and ranged attacks suffer the penalties listed below:

CONCEALMENT CHART

Mod	Concealment
-2	Partial: About a third of the target is concealed.
-4	Medium: About half the target is concealed.
-6	High: Three-quarters or more of the target is concealed.

CONTESTS

Some attribute or skill tests are “contests.” This means both characters roll and compare the totals. In these cases, whoever initiates the contest gets her total first. This must include any Possibilities, Destiny cards, or other bonuses.

Her foe or target then generates her total, and must beat the first total to win.

COVER

If an attack misses due to the concealment penalty and the GM feels the attack can penetrate the obstacle and hit the target anyway, the defender receives an Armor bonus as shown below (this stacks with worn Armor).

COVER VALUE CHART

Armor	Type of Cover
+2	Heavy table
+4	Car door (steel), 6"+ of wood
+6	Brick wall, small tree, vehicle

Example: Zhang Zhi takes cover behind a heavy wooden table at a gambling parlor in Hong Kong when bullets start flying. He has high concealment, so that's a -6 to hit. A gang member fires and misses by 2, so Zhang Zhi is hit but adds +2 Armor to his *Toughness*.

DARKNESS

Spotting or attacking targets in darkness is much harder than in broad daylight. Subtract the penalties below from attacks made in poor illumination.

DARKNESS PENALTIES

Mod	Light
-2	Dim
-4	Dark
-6	Pitch Black

EXPLOSIVES & AREA EFFECT ATTACKS

Explosives and other area effects can harm or affect anyone in their listed "Blast Radius." Since *Torg Eternity* doesn't require the use of miniatures to know exactly where every target is, use this simplified method to determine who or what actually gets hit by the explosion or effect.

Area effect attacks affect a number of targets based on the size of their listed Blast Size. A grenade, for example, is a Medium Blast that typically hits three individuals in normal "battlefield" conditions. If it's important, larger or smaller characters or creatures might count for more or less targets.

The GM should also alter the number of targets affected for specific circumstances. Adjacent or engaged characters are included with the original target and don't count against the total. A horde of gospog packed into a narrow hallway, for example, might mean three are adjacent to one another, and all hit by a Small Blast. An advancing infantry squad carefully spread out and using cover might halve the number hit or reduce it to a single individual.

The attacker should usually target a specific group — such as the insidious Wu Han or his minions — but the GM should adjust this based on the situation. If the edeinosh shaman stands far back from the attacking warriors, for example, the player must choose five warriors or the shaman. If their leader is a warrior in the thick of his pack, it makes sense that all could be affected at once.

AREA EFFECT TARGETS

Size	Affected	Examples
Small	1	Micro grenades, AP mines
Medium	3	Frag grenades, HE tank rounds, mortar round
Large	5	Claymore, small bomb
Very Large	10	Medium bomb
Huge	15	Large bomb

Making the Attack: Once the attacker has determined who might be affected, roll a single attack test with the appropriate skill. If nobody is hit, the area affect attack is assumed to have scattered in a way that doesn't harm anyone.

All of those who get hit take damage or have the effect applied normally, including any bonus damage. Any armor covering the torso applies.

Characters who take an Active Defense are able to jump into cover against the blast (use the **Cover Value Chart** as a guide).

Friendly Fire: Any friendly characters engaged in melee or otherwise determined to be in close proximity to the targets are hit as well — and don't count against the total number affected. Use those explosives carefully!

FIREARMS IN MELEE

Characters in close combat can't fire bows, rifles, or other long arms at the foes they're engaged with, but they may fire pistols or other small weapons.

The attack test is rolled normally, using *fire combat*, *missile weapons*, or *energy weapons* as appropriate. The defender must resist with his *melee weapons* (if armed) or *unarmed combat* (if not). This represents the target's ability to deflect or interfere with the attacker's firing hand. *Dodge* only applies at range.



Thomas Brownstone hunts by the full moon in Orrorsh.

FIRING INTO MELEE

Firing *into* a swirling melee where combatants are moving around and struggling for advantage is extremely dangerous if the attacker has allies in the fight.

The attack test is rolled as usual, but if the final die total is odd, a random participant in the melee is affected. (Include the original target when determining who's hit.) Compare the attack total to the selected target's *dodge* to see if it's hit and apply damage normally.

FLAT FOOTED

When an individual is at a serious disadvantage, such as being held hostage at gunpoint or unaware of an impending attack, he's said to be "flat-footed."

Unless the character can change his situation somehow, he's Very Vulnerable (+4 to any tests against him).

GRAPPLING

Grappling is an *unarmed combat* test. If successful, it can restrain a foe and even cause *Strength* damage. (In some cases the GM may allow the use of *melee weapons* instead, such as when using a bullwhip or net or using a staff or baton to hold someone.)

The success level determines the effect:

- **Standard:** The attacker strikes his target and does *Strength* -2 damage (if he chooses).
- **Good:** The attacker strikes with *Strength* damage (if he chooses) and restrains his foe — see below.
- **Outstanding:** As a Good result, but the foe is also Stymied.

Restrained: The defender is Flat Footed to all attacks, and may not move. On his turn he may only attempt to break free. This is an opposed test of *Strength* with his captor. Success ends the restraint but costs the victim's action. A Good



Jezrael rages at her former thrall, Ibis.

or Outstanding success breaks free and he may act normally.

MALFUNCTIONS

Malfunctions typically occur when characters fire weapons using Rapid Fire options, but some experimental or unreliable weapons may Malfunction as well. This typically occurs when the user rolls a Mishap, as specified in the weapon's description.

A Malfunction may mean the gun jams, the sword gets stuck, the magazine falls out in the heat of combat, or the weapon was simply dropped. The Game Master should decide the specifics based on the situation. Regardless of the narrative reason, repairing, reloading, or otherwise getting the weapon working again requires an action. No skill test is required — the attacker just has to spend the time to fix the issue and may then act normally.

MULTI-ACTIONS

A character can attempt to do two or more things in a round by taking a Multi-Action. To do so, the player declares all the actions her character will attempt and applies a -2 penalty for each extra

action. If a Storm Knight wants to do three things, for example, she suffers a -4 penalty to all of them.

Generate a single bonus for all the actions, apply the penalty and any other modifiers, then resolve each in whatever order she chooses (or makes sense).

Modifiers besides the Multi-Action penalty are applied to the relevant part of the test separately. If *intimidating* someone then firing at a target shrouded in darkness, for example, only apply the darkness penalty to the *fire combat* total.

If any of the actions were an attack, compare the total to each target's defense and apply effects and damage separately. Roll any bonus damage separately as well.

Repeating Actions: Characters cannot use the same skill more than once in a Multi-Action. A hero can't make two *fire combat* attacks, for example. She can use the **Multi-Targeting** rules, however (see below).

A character may not invoke more than one spell, miracle, or psionic power in a single turn. This is explained further in the Magic, Miracles, and Psionics chapters.

Example: Maru *taunts* a Kanawa corporate security guard while she slices at a ravenous jiangshi. That's one extra action, so she's at a -2 penalty to each total. The area is dark, so her attack suffers a -2 penalty to her *melee weapons* total, but *taunt* is unaffected.

In the next round, three infected clamber onto the roof. Maru draws her Kyogo autopistol and fires at all three. That's one *fire combat* total at -4 for the two extra targets.

MULTI-TARGETING

Characters can attack multiple opponents at once with physical or interaction attacks. Each additional target incurs a -2 penalty to the test. Firing at three targets, for example, subtracts 4 from the attack total. If successful, all of the targets are hit and suffer damage normally.

A character can't hit more targets than he has shots (but see **Rapid Fire**, below).

Example: Markus the Paladin is attacked by three giant rats in the subways beneath London. He decides to hit all three with his great sword. Three targets is -4 to his *melee weapons* total for two additional targets. If he succeeds, he applies his damage to all three of the creeping crawlers. He can even play a Destiny card like Coup de Grace to increase his damage total and apply it to all the sharp-toothed vermin at once.

NON-LETHAL DAMAGE

True heroes try their best not to kill when they can help it. Some attack forms allow the attacker to choose if they're lethal or non-lethal, such as *unarmed combat* or using *melee weapons* with blunt weapons. Some ranged weapons, such as bean-bag rounds fired from a shotgun, are also non-lethal.

Non-lethal attacks work as usual except anyone who takes his last Wound from such an attack is Knocked Out but does not have to test for **Defeat**.

OBJECTS

Attacking a stationary object is a Very Easy (DN 6) task. A Wound breaks the object, but Shock does nothing at all. Large objects may take a Wound before breaking, and Very Large objects may take two or more, depending on the size. The Toughness

of an object depends on its size and material. Here are a few examples.

SAMPLE OBJECT TOUGHNESS

Example	Toughness
Glass Window	5
Wooden Door	10
Stone Statue	15
Vault Door	20

RAPID FIRE

Some weapons fire in bursts, trading additional bullets for an increased chance one hits something vulnerable — or hits anything at all. Each option adds a bonus to the attack roll, costs additional bullets, and may increase the Mishap range (see below).

Unless otherwise noted in their description, all firearms that can fire Long Bursts may also fire Short Bursts. Heavy Bursts are typically only found in miniguns or vehicular weapons, and may *not* fire in any other mode unless otherwise noted in their description.

RAPID FIRE OPTIONS

Option	Bonus	Rounds per Target	Malf Range
Short Burst	+2	3	1-2
Long Burst	+4	7	1-3
Heavy Burst	+6	50	1

Malfunctions: A Mishap roll of 1 when using Rapid Fire means the attack doesn't happen and the weapon suffers a Malfunction (page 124). A Malfunction roll other than 1 means the weapon suffers a Malfunction *after* the attack (which may still succeed depending on skill, Possibilities, etc.).

Reloading: Rapid Fire relies on quick, consecutive shot groups. If the attacker doesn't have the full amount of ammunition in his clip or magazine, he may not use this option. A shooter can't fire the last round in his weapon's magazine, reload, fire more shots, and claim the Short Burst bonus, for example.

Multi-Targeting: If firing on multiple targets, the attacker must use the same Rapid Fire option for each.

Example: Maru is trapped in an alley by three jiangshi. She has to put them down fast. She's armed with a Kyogo submachine gun which holds 45 rounds, so she can afford to put a Short Burst into each (three rounds per target, or nine rounds total). Two extra targets is a -4 Multi-Targeting penalty, but she adds +2 for the Short Burst.

RELOAD

Reloading an arrow, bolt, clip, magazine, or a single loose shell is a simple action. No test is required. Since characters may perform two simple actions per turn, an archer can therefore fire up to three arrows per turn (fire, draw, fire, draw, fire).

SHOTGUNS

Shotguns, blunderbusses, or other weapons that fire a "scatter" of shots add +2 to the attack total at Short Range, but lose -2 at Long Range.

Double Barrel Shotguns: Both barrels may be fired at once, granting an extra +2 bonus at Close range, but no benefit at longer ranges at all.

SIZE

Small targets are harder to hit than average-size targets, and large targets are much easier to hit. Add or subtract the modifiers below when attacking particularly large or small foes. The values here assume typical dimensions for the target's mass.

SIZE CHART

Modifier	Example
-6	Tiny: Bird, sprite
-4	Very Small: Soccer ball, fox
-2	Small: Goblin, dog, chimpanzee
-	Average: Human, motorcycle, crocodile
+2	Large: Rhino, car, pickup
+4	Very Large: Whale, tank or APC, fighter jet, garbage truck, city bus

SUPPRESSIVE FIRE

Ranged weapons can be used to keep the enemy's heads down. An attacker must fire at least one round per foe targeted, and Rapid Fire options may be used to make the suppression more effective!

The DN is the targets' *intimidation* or *Spirit*. With a Standard success, the target is Stymied. A Good success means they're Very Stymied. An Outstanding success means the defender is also hit for the usual damage of the weapon rather than a "Player's Call," but no bonus dice are rolled. This isn't an interaction—it's an attack and counts as such for Approved Actions.

SURPRISE

If the player characters surprise their foes they may place one extra card from their hand into their pool before the fight begins (see the **Drama Deck**, page 111). If the villains would go first, skip their entire turn. This also ignores any effects for villains on the Conflict Line, the battle doesn't start until the heroes act.

If the player characters are the ones surprised, they cannot play cards into their pool for the first round. Likewise if they would act first according to the Drama card skip over their turn (and any effects) and start with the villains.

After the first round, play proceeds normally. A side might gain surprise by sneaking up on their enemies with *stealth* (page 82), setting up an ambush, or with the aid of an appropriate distraction (GM's call).

TWO WEAPONS

A character using two melee weapons increases his *melee weapons* defense by +2.

An attacker using two ranged weapons, such as two pistols, increases the number of bullets she might fire in one round for purposes of Multi-Targeting. If ammo allows, it also increases the Rapid Fire capability one step when firing both. Two automatic pistols fired together, for example, can now do Short Bursts. Two submachine guns (with the Short Burst ability) can now do Long Bursts, and two weapons with Long Bursts can do a Heavy Burst (if the hero is strong enough to hold them!) Two Heavy Burst weapons don't gain any further bonus.

Ammunition should be expended equally between the two weapons.

Example: Anishaa has two 9mm pistols. This allows her to use the Short Burst Rapid Fire option — +2 to her fire combat, expending three bullets per target with a Malfunction Range of 1–2.

WAIT

Sometimes a character in combat needs to hold her action. If she’s prepared, she can anticipate and even interrupt her enemies.

On her action, a player may declare her character is Waiting. She can then take her action during the other side’s initiative at a –2 penalty. This carries over from one round to the next until the character acts.

If she wants to interrupt an opponent, she must say so after the Game Master has announced the foe’s action but before he rolls any dice to

determine the results. The two characters roll a contest of *Dexterity* to see who acts first. The interrupted character generates a total first, then the interrupting character tests, including the –2 penalty for Waiting. If the interruption makes the foe’s action impossible, that action is lost.

Waiting consumes a character’s turn. If she gets a new turn from a Flurry, for example, she can continue to Wait or take her turn normally.

Player characters may *not* play Destiny cards into their pool when Waiting, but may do so after they’ve acted.

WITHDRAWING FROM MELEE

If a character is engaged in hand-to-hand combat and attempts to withdraw or run away, he becomes Vulnerable until the end of his next turn.



Ibis battles a ghul atop a speeding semi somewhere in the Siberian expanse.

EXTENDED EXAMPLE

Thomas Brownstone and Maru travel through a dank bog in the Living Land, when six Gospog of the First Planting rise up out of the mire to surprise them. This is a surprise attack, so neither Brownstone nor Maru may play cards into their pool during the first Round. The Drama card revealed is *They Strike!* This is a Standard Scene so the villains act first, and heroes are Fatigued. *Maneuver* is listed as an Approved Action.

A group of three gospog attacks each hero, generating a +2 Combined Action bonus, and they All-Out Attack for another +4. The group attacking Brownstone rolls a 7, generating a -2 penalty to their *unarmed combat* of 10 for a total of 14 (10+2+4-2=14). Brownstone doesn't have a melee weapon handy, so the DN is his own *unarmed combat* of 9 — a Good hit! The bonus die rolls a three, so the gospog deal 13 damage (*Strength* 8, +2 claws, +3 on the bonus die = 13 damage). His Toughness is 11, so he suffers 2 Shock. Maru's group of gospog rolls a 3 (-6), for a total of 10 against her *melee weapons* of 12 (she's armed with her Electric Katana). Barely a miss! All the gospog are Very Vulnerable thanks to the All-Out Attack option.

Now it's the heroes' turn to act, in any order they choose, and they decide Brownstone should go first. The gospog's Fear property forces him to make a *Spirit* test or become Very Stymied. He rolls a 20, then a 15, for a total of 35 (+10) — he's faced far worse and doesn't hesitate. He uses a simple action to load three Holy Water bullets into his slayer's gun, then a Multi-Action to shoot one of the creatures and a maneuver to keep a tree trunk between he and one of the gospog. That's -2 for the Multi-Action penalty (one extra action). He rolls a 13, which generates a +1 bonus, so a total modifier of -1 to each action.

Brownstone's player resolves the attack first. Brownstone's *fire combat* skill is 12, so -1 he got an 11 against the gospog's *dodge* 8, and he gets another +4 because the creature is Very Vulnerable for a total of 15 versus an 8 — a Good hit! The slayer's gun does 13 damage, +2 for Holy Water shells, plus the result of a bonus die (the die rolls a 1, so only +1 damage in this case). His damage 16 shot (13+2+1=16) is more than five over the gospog's 8 Toughness so it takes a Wound and drops back into the muck, defeated.

Now the player resolves the interaction. Brownstone's *maneuver* is 10, -2 for the Multi-Action, +1 for the test result, and +4 thanks to the gospog's Very Vulnerable status, for a total of 13 versus its *maneuver* of 8, another Good success! Brownstone can't make the gospog any more Vulnerable, so he opts to make it Very Stymied instead. Brownstone's player draws a Destiny card, since *maneuver* was Approved, but doesn't play a card into his Action Pool because they were surprised.

Also at the end of his turn the Fatigue on the Conflict Line takes effect. Brownstone wears armor with the Fatigue property (page 144), so he takes 3 Shock instead of 2. He's taken 5 Shock total now.

Now Maru acts. She attempts her *Spirit* test for fear and also succeeds handily. She has no time for these honorless creatures, and decides to slice all three with her sword. Her *melee weapons* is 12, -4 for the Multi-Target penalty (two extra targets, -2 for each one). She rolls a 16 (a bonus of +3), and adds another +4 since all her targets are Very Vulnerable. The total result is 15, a Good hit against the gospogs' *unarmed combat* 10. Her sword deals 11 damage plus a bonus die to each creature. She rolls a 3, a 4, and then a 4. The first gospog takes 14 damage and the other two take 15 — more than enough to Wound them and remove all three from the fight in one fluid attack.

At the end of her turn she suffers two Shock from Fatigue on the Conflict Line, plus an extra Shock from the property on her armor. She didn't perform an Approved Action so her player doesn't draw a card. She could normally play a card into her Action Pool, but surprise prevents that until next round.

On the second Round, the Drama card revealed is *Lucky Break!* The heroes act first, then the villains, and when the villains act they become Stymied. One of the two remaining gospog is already Very Stymied, so it can't actually become any more Stymied than it already is. Both gospog are also still Very Vulnerable, and remain so until the end of their next turn. *Attack* and *taunt* are both Approved Actions.

Brownstone and Maru grin at one another as they finish off the last two creatures before the villains even get a chance to act.

ACTION & COMBAT OPTIONS SUMMARY

Option	Effect
Active Defense	Sacrifice a turn to roll a bonus (minimum of 1) that applies to all defenses until the character's next turn.
Aim	Sacrifice a turn aiming to gain +4 on the next ranged attack.
All-Out Attack	The attacker adds +4 to his melee or unarmed attack total but is Very Vulnerable.
Blind Fire	Attack at -6 if the target's location is generally known.
Called Shot	Subtract a penalty based on size (-2 for size of an arm or leg; -4 for size of a soccer ball; -6 for space between armor). Add +4 damage if the attack is against a vital area.
Combined Actions	Add a bonus to the total for the value of each assisting character (using the Combined Actions Chart). Player characters may use Extra Effort (see text).
Concealment	Partial: -2; Medium: -4; High: -6
Cover	The obstacle adds a bonus to the defender's Toughness. See text.
Darkness	Dim: -2 to attacks; Dark: -4 to attacks; Pitch Black: -6 to attacks.
Explosives	All characters in the area of effect are attacked without Multi-Target penalties (see text for number of targets). Those taking an Active Defense gain the benefit of Cover.
Firearms in Melee	Pistols only. DN is the defender's <i>melee weapons/unarmed combat</i> .
Firing into Melee	If the die roll is odd, the attack hits a random participant.
Flat Footed	A relatively defenseless foe is Very Vulnerable (+4 to actions against him).
Grappling	The attacker pits his <i>unarmed combat</i> against the target's defense. Standard success causes <i>Strength</i> -2 damage and no hold. A Good success causes <i>Strength</i> damage and the foe is restrained. An Outstanding success adds Stymied and Vulnerable effects.
Multi-Actions	Declare all actions. Roll one total with a penalty of -2 for each extra action.
Multi-Target	The character suffers -2 for each extra target affected. Each target suffers damage or effects normally based on the level of success.
Non-Lethal Damage	Non-lethal Wounds are recovered after 24 hours.
Objects	Attacking a stationary object is Very Easy (DN 6).
Rapid Fire	The attacker fires a Short Burst (3 rounds and adds +2), Long Burst (7 rounds for +4), or Heavy Burst (50 rounds for +6). Malfunction range is 1-2 for a Short Burst or 1-3 for a Long Burst, but normal for a Heavy Burst.
Reload	Reload a clip, magazine, or three loose bullets as a simple action.
Run	The character may move up to his Run distance at a -2 penalty to all other actions that round.
Shotguns	+2 to the attack total at Short range, -2 at Long range.
Size	Tiny: -6; Very Small: -4; Small: -2; Large: +2; Very Large: +4
Stymied	The target suffers a -2 penalty (-4 if Very Stymied) to all actions until the end of his next turn.
Suppressive Fire	Use <i>fire combat</i> as an interaction attack. An Outstanding result causes damage.
Surprise	If the heroes surprise their foes, they start with an extra card in their pool, or may not play a card if they are surprised. The surprised side never acts first.
Vulnerable	Actions taken against the foe are made at +2 (+4 if Very Vulnerable) until the end of his next action.
Wait	The character delays her action and may go at any time before her next turn at a -2 penalty. Interrupting a foe requires a contest of <i>Dexterity</i> , with the -2 penalty.

DRAMATIC SKILL RESOLUTION

A bomb is about to explode, a death trap must be disarmed, or a stela must be ripped from the earth before the High Lords detect its saboteurs. These are staples of cinematic action that might not be very fulfilling with just a skill test. *Torg Eternity* combines the skill tests your hero might use to escape these deadly situations with the Drama Deck to create great tension and drama.

Dramatic Skill Resolution divides an important task into four steps, labeled A through D. Each step requires a particular test to resolve. The exact nature of the task and any modifier to the DN is determined by the GM and the particular situation.

Each step must be resolved in order, starting with A and ending with D. The Dramatic Steps entry on each card of the Drama Deck lists the steps that may be attempted that round. If the card doesn't list the step the team needs, they must wait until they get one that does. This makes successful completion critical in case time is about to expire.

Characters can use combined actions to help with a task, or attempt multiple steps in a round as a Multi-Action if the correct Dramatic Steps are listed.

Failure may mean the bomb explodes, the cultists complete a ritual, or some other dire consequence as determined by the situation. But it *should* be dire — otherwise it probably wasn't a "dramatic" task.

Timing & Failure: A standard Dramatic Skill Resolution is five rounds. This is how long it should take most groups to complete all four steps given some intense card play and team work.

Some Dramatic Skill Resolutions might not have a hard time limit at all, but something else becomes harder or worse the longer it takes to complete. For example, hordes of gospog might attack, requiring the rest of the party to withstand the mob while one or two of them focus on the task.

Skill Use as an Approved Action: Whenever the hero doesn't have the opportunity to gain a step, he can attempt the next test anyway, and it counts as an Approved Action if successful. Even if he can't make true progress that round, success pushes him further toward the final goal.

LAST-DITCH EFFORT

If time's about to run out, a desperate adventurer can declare a last-ditch effort. This is truly risky though — *all* the remaining actions must be completed in one round, even if they don't appear on the card. Treat these as Multi-Actions with an additional -2 penalty to each to account for having to rush such an important and stressful series of tasks in short order.

If the last-ditch effort fails and there is still time remaining, treat it as a failure during a Critical Problem (see below). Only one last-ditch effort may be attempted for a task — so make it count!

DILEMMAS

The Dramatic Steps line has one other nasty surprise for our heroes — Dilemmas that make the task more difficult in place of steps on the card. Each Dilemma requires a test against the current step. If the test passes the step it is completed, but if it fails (or if no attempt is made) a consequence affects the rest of the task:

- **Possible Setback:** Something happens that might make the hero back up a step. If she fails her test this round, she loses a step. If she was attempting step C, for example, she backs up and must repeat step B.
- **Complication:** A complication makes the job more challenging. Perhaps a tool breaks, the ride gets bumpy, or the Storm Knight's sweat loosens his grip on whatever delicate mechanisms he's manipulating. Failure subtracts 1 from all further tests in the task!
- **Critical Problem:** This Dilemma signals real trouble. The booby trap on the bomb attempts to activate or the hero might fall from the death trap he's wiggling out of into the pit below.

Failing the skill test during a Critical Problem means the Storm Knight must start over or find a new way to move forward — which means beginning again from step A!

The GM and the player should work together to figure out exactly what this means narratively, but the best tactic is to make *sure* he doesn't fail during a critical problem!

EXTENDED EXAMPLE

Viola must cast a ritual to teleport herself and her companions out of a crumbling castle in Orrorsh. Once begun, it must be completed in five rounds. Thomas Brownstone and Maru stand at Viola's side, fending off hordes of gospog so that she can complete the complex sorcery.

The Game Master decides on the following steps:

- **Step A:** Find the proper passage in a grimoire Viola found earlier in the adventure. This is a test of the *scholar* skill.
- **Step B:** Translate the passage from Latin. Viola wisely put a skill add into *language (Latin)* earlier in the adventure when she found the old spell book.
- **Step C:** Cast the spell. Viola must make a *apportation* magic test at -2 .
- **Step D:** Power the effect. Viola must give the ritual power by making a *Strength* test. It's a powerful incantation, so the DN penalty is -4 .

Viola suffers a Complication right at the start! She has to make it or everything will get more difficult. She rolls her *scholar* skill and gets a 15 total — success! The Complication has no effect and she completes Step A.

The next round, Thomas and Maru are hard-pressed and the Dramatic Steps are A B C. Viola attempts steps B and C as a Multi-Action at once. She uses Possibilities and Destiny cards to make both the *language (Latin)* and *apportation* magic tests. Only Step D remains!

The third round gives Viola only an A. No luck. But she makes the next test anyway as an approved action. It's a *Strength* test at -4 , but she gets a lucky roll and nets a Destiny card.

The fourth round has Steps A and B. Again, no luck. Thomas and Maru are heavily wounded, but they keep the horde of groaning undead off Viola for another round. The cyberwitch once again tests her *Strength* as an approved action but fails this time.

The fifth and final round. Viola gets a Possible Setback, so she must complete Step D or lose Step C. *Strength* is her weakest attribute, but the party is doomed if she doesn't succeed. Viola spends a Possibility and a number of Destiny cards...Maru and Thomas trade cards from their pools to help her out.

With the last possible card played and die rolled, Viola succeeds! The trio fade from the dark cellar and appear on a cliff overlooking the crumbling manor. The Storm Knights are exhausted and their resources are tapped, but they have retrieved a valuable weapon in the battle against the Gaunt Man.



VEHICLES

Fast-paced car chases and dogfights are staples of the kinds of action movies *Torg Eternity* attempts to simulate. Below are all the rules you need to keep the action flowing once the Storm Knights get behind the wheel.

When making tests for vehicles, drivers use their *air, land, or water vehicles* skill, modified by the vehicle's Maneuverability Rating (MR) listed in Chapter 5: Gear.

If a driver rolls a Mishap when making an *air, land, or water vehicles test*, he has a **Collision** (see below).

COMBAT

Characters may perform actions as usual while in or on vehicles, depending on their position in the vehicle, line of sight, and any other narrative circumstances.

Merely driving a vehicle is a simple action. Stunts, ramming, active defenses, and gaining steps in a **Chase** (see below) are all actions.

Defense: A driver's defense is his appropriate skill, plus the vehicle's Maneuverability Rating.

Distance: The GM decides the distance narratively based on the circumstances of the fight and the weapons involved. For dogfights and the like, the default Range is Medium.

Speed: Faster targets are more difficult to hit. Subtract the penalties below when a vehicle is moving at or near its Top Speed. These aren't relative speeds; the penalties assume evasive maneuvers and the like where speed can be reasonably employed periodically.

SPEED PENALTIES

Penalty	Speed Value	Speed Categories
-2	11-14	Fast: Motorcycles, cars, biplanes
-4	15-16	Very Fast: Racing bikes, sports cars, airplanes
-6	17+	Ultra Fast: Jets

WOUNDS

Every vehicle's Toughness is listed in Chapter 5: Gear. Each Wound taken subtracts one from its driver's skill tests (maximum -3) to control the vehicle, but not from attacks or other tests unless specified by the vehicle's description. Once a vehicle takes more Wounds than its limit, it's wrecked and no longer functions (see Collisions if it was moving at the time!).

Vehicles don't suffer Shock, but any Shock that would have been inflicted is suffered by each passenger instead! An attack that fails to Wound but exceeds the vehicle's Toughness, for example, causes two Shock to all the passengers.

CALLED SHOTS

Attackers can try to take out parts of a vehicle to slow it down rather than destroying it. Here are a few commonly targeted areas.

- **Engine:** A vehicle's engine has the same Toughness as the rest of the body. A Wound caused when specifically targeting the engine (-2) also reduces its Top Speed value by 2.
- **Passengers:** Attackers can target any crew members or passengers they can see with the usual concealment and cover penalties (at the GM's discretion).
- **Wheels:** Wheels have a Toughness 4 less than the vehicle they're designed for (which includes tracks as well) and are -2 to hit for normal-size tires. Each tire can take a single Wound before it's destroyed. These Wounds don't count toward destroying the vehicle, but each tire that's destroyed reduces its MR and Speed Value by 1, or more at the GM's discretion.

STUNTS

A driver may attempt a stunt against any of his rivals to slow them down, set them up for an attack, or even cause them to collide with an obstacle.

Stunts pit the attacker's vehicle skill against the target's defense. Standard and Good successes cause Stymied and Vulnerable results just like an interaction. An Outstanding result also causes a **Collision** for the target (see below).



Quinn Sebastian, wily veteran of the Possibility Wars.

COLLISIONS

When a collision occurs against a substantial obstacle (GM's call), the driver gets one last chance to avert catastrophe. This is a test of his vehicle skill and is a free action. The result of the test determines any damage sustained by the vehicle and those inside it.

Passengers: Everyone in the vehicle suffers the same damage total, or -2 for those wearing seatbelts, or -4 if the vehicle has air bags or other advanced safety measures.

Collision damage is the Top Speed value of the vehicle +2BD. Note that tough, slow-moving vehicles can plow through buildings, but there's always a risk if the bonus dice explode!

Vehicle Test	Damage
Failure	Top Speed value +2BD
Standard	Top Speed value +1BD
Good	Top Speed value
Outstanding	No effect! The driver swerves aside at the last second!

RAMMING

Sometimes a driver isn't trying to avoid something, he wants to hit it! Ramming is a test of the attacker's vehicle skill versus the target's defense. With at least a Standard success, both parties suffer the other's Toughness as damage, plus any bonus dice listed below. The GM may add additional damage for extreme speed or other circumstances.

RAMMING DAMAGE

Success	Effect
Failure	The target evades
Standard	Both parties take an additional +1BD damage
Good	The defender takes +1BD
Outstanding	The defender takes +2BD

Example: Quinn rams his jeep into a tyrannosaurus rex. The crafty veteran gets an Outstanding result on his *land vehicles* roll against the dino's *dodge* of 10. He causes the jeep's Toughness of 15 plus two bonus dice in damage. His jeep takes 20 damage but no bonus dice. The jeep has airbags, so Quinn himself takes 16 damage.

CHASES

Torg Eternity is a game of cinematic action, and one staple of a good action story is the chase! Whether Storm Knights are racing motorcycles through the crowded streets of Tokyo or outrunning a raging smilodon in the Living Land, these rules will keep your chase scenes exciting and fluid.

Chases aren't dogfights or standard combat — use the vehicle rules on the previous pages for that. In a chase, one party is attempting to escape the other. In game terms, chases use Dramatic Skill Resolution (page 130). If the prey completes Step D first, he escapes. If the hunter completes Step D first, the prey is cut off, cornered, or otherwise forced to stop and fight.

CHASE STEPS

Each step on the Drama Deck card represents a character, creature, or vehicle's relative position in the chase. If the hunter's on Step A and the prey is on Step C, the prey is ahead and close to escape.

Track each vehicle separately. All passengers in a single vehicle are on the same step.

To advance to the next chase step (A, B, C, or D), it must be available on the current Drama card. Hunters or prey test the relevant vehicle skill test (*air, land, or water vehicles*), or *Dexterity* if on foot. Note that advancing to the next step is optional — a hunter may want to stay on the current step to get a better shot at her prey (see **Distance**, below). Participants may *not* go backward except as the result of a Dilemma.

The DN of each step is the Top Speed value of the *fastest* participant involved. Participants gain a bonus for their vehicle's speed as well (as listed in Chapter 5: Gear).

Example: Maru rides her Ishido Special while trying to outrun a pursuing gang on street bikes. Her machine has the highest Top Speed, 15, so that becomes the DN of each chase step for everyone. She's +4 when testing for steps since her bike is Very Fast. Her pursuers' motorcycles are only Fast, netting them +2 when trying to hit the DN 15 for each step.

SPEED MODIFIER

Bonus	Speed Value	Speed Categories
+2	11–14	Fast: Motorcycles, cars, biplanes
+4	15–16	Very Fast: Racing bikes, sports cars, airplanes
+6	17+	Ultra Fast: Jets

DISTANCE

Chases are about outracing *and* outmaneuvering a foe, so subtract 2 from attacks and stunts for every dramatic step between the attacker and the target. A Tokyo detective at Step C shooting a ninja at Step A, for example, has a -4 penalty to his attacks. This isn't strictly distance, but reflects relative positioning during the round, advantageous positions, and obstacles.

Interactions aren't affected by range, except for *maneuver*, which can only be used between individuals on the same step.

DILEMMAS

All of the usual Dramatic Step dilemmas are in place during Chases. Here are some ways the Game Master might interpret each, and a special consideration for Critical Problems. Mishaps on maneuvers to avoid dilemmas may result in a Collision just like any other vehicle test!

- **Possible Setback:** The driver faces an obstacle that slows her down or forces her off the regular path. Failure means she loses a step (from B to A, for example).
- **Complication:** If the skill test fails, the vehicle suffers minor damage that makes it harder to control. It might mean a flat tire, a sputtering propeller, or some other mechanical problem. Further skill tests for this vehicle suffer a -1 penalty for the rest of the chase. This is cumulative, so failing multiple complications can be devastating.
- **Critical Problem:** The driver must make a skill test on her action. Failure means she drops back to step A.



Earth has plenty of its own dangers to contend with.

ENVIRONMENTAL HAZARDS

Here's how to handle Hazardous Conditions such as falling, catching fire, or surviving hostile environments.

Gear: Note that many types of equipment can help Storm Knights negotiate the various hazards below. See **Chapter 5: Gear** for descriptions.

DROWNING

Characters in rough water must make a *Strength* test as a free action each round to avoid taking in water. If the test is failed, the character suffers Fatigue (which means heavy armor may cause more Shock!)

SWIMMING

If the *Strength* test to avoid drowning succeeds with a Good result, a character may also move half her *Dexterity* in meters. She may move her full *Dexterity* in meters with an Outstanding success.

Characters can't "run" while swimming without equipment or other adaptations.

Holding One's Breath: In a completely airless environment, characters can generally hold their breath for a number of rounds equal to half their *Strength*, rounded up. After that, a character starts to suffocate. Suffocation causes 2 Shock per round until the character is KO'ed. She takes a Wound each round thereafter until she expires.

Characters may not use the Recovery option (see page 117) while holding their breath.

ELECTRICITY

Minor shocks such as touching a low-voltage fence cause 2 Shock. Contact with high-voltage lines deals a damage value of 15 +1BD. Lightning strikes are random. During a storm roll a d20 and a strike occurs on a 1. Assign every character present a number and then roll again to see if anyone is hit with a damage value of 18 +1BD.

EXTREME HEAT/COLD

Characters traveling in extreme heat or cold must make a *survival* or *Strength* test or suffer Fatigue every eight hours, which can only be recovered by alleviating the situation. The DN is 12 if the temperature is over 40 Celsius or below -10.

FALLING

The damage a character takes from falling is listed on the table below. Armor adds a maximum of +2 to Toughness versus falling damage unless it says otherwise.

If there's some plausible way to break the fall (tumbling through branches, grasping at window ledges, a fall into water or deep snow), a successful *Dexterity* test reduces damage by 5.

FALLING DAMAGE

Distance	Damage
0–5 meters	0
6–10 meters	10 +1BD
11–15 meters	15 +1BD
16–20 meters	20 +1BD
21–30 meters	30 +1BD
31 meters+	40 +1BD

CLIMBING

Simple climbs such as a ladder shouldn't normally require a roll. More difficult ascents, such as rock walls, window ledges, or sheer surfaces, require a *Strength* test.

If a character is climbing under duress, the GM should use Dramatic Skill Resolution.

CLIMBING DIFFICULTY NUMBERS

DN	Surface
8	Tree, knotted rope
10	Rock wall, rope
12	Rough cliff, building wall with some ledges or windows
16	Smooth surface with few hand- or footholds

SPEED

If the speed of a climb becomes important, a climber moves one meter per round. A Good success on a *Strength* roll increases this to two meters per round, and an Outstanding success to three.

LEAPING

When a character needs to jump over an obstacle or opening, he tests the lower of his *Dexterity* or *Strength* against the DNs listed below. The Horizontal Distance is a straight jump — such as jumping over a pit. Vertical Distance includes some climbing — jumping halfway up a fence and pulling oneself over, for example.

LEAPING DISTANCE

DN	Horizontal Distance*	Vertical Distance
10	Up to 2 meters	Up to 1 meter
12	Up to 3 meters	Up to 2 meters
14	Up to 4 meters	Up to 3 meters

*A running start doubles the distance.

FIRE

Since *Torg Eternity* is a cinematic game, the GM should assume most highly incendiary substances catch fire when hit with open flame. Other substances don't.

Damage from fire affects the target's lowest armored area — head, legs, arms, or torso. (Ignore minor openings such as eyeslits or joints.)

Characters moving through a fire, burning building, or other blaze they can't escape suffer damage each round, as shown on the table below.

FIRE DAMAGE

Distance	Damage
Campfire, burning clothing	8 +1BD
Bonfire	10 +1BD
Flamethrower or burning building	16 +1BD

RADIATION

In some areas of Tharkold, “hot spots” of high radiation are an ever-present threat. A *survival* test detects the danger without the use of special equipment.

After every 10 minutes spent in a hot spot, an unprotected character suffers a Wound. Non-magical healing (see page 118) can only treat Wounds if the practitioner has appropriate tools for radiation sickness. Supernatural healing treats such Wounds normally.

SURVIVAL

When it’s important to the story, finding shelter, food, and water, navigating the wilderness, and avoiding disease, sunstroke, frostbite and other environmental conditions are all uses of the *survival* skill.

The first day a character spends in the wild without supplies (or without shelter in harsh conditions), she makes a *survival* skill test. A Standard success provides food, water, and relative safety for one person for one day. A Good success provides for up to five people, and an Outstanding success provides for 10. (Larger finds should be part of the story and indicate a settlement, cache, oasis, etc.)

Those who go without sufficient water suffer 1 Shock every day, and 1 Shock every other day without food. Once an individual is KO’ed, she takes a Wound per day until she expires.

This Shock can only be recovered by drinking or eating (GM’s call how much). A cup of water or some food scraps might stave off Shock loss for a day while an actual meal allows the characters to recover.



The Shroud battles in a raging forest fire.

GEAR

A variety of tools, weapons, gear, and vehicles are available to fight the High Lords. On the following pages are tables and descriptions of some of the most common, including some that are specific to the various invaders' realities.

Each table includes the item's Tech level, its abilities, and cost. Prices are given in US dollars. In the price lists, "K" = thousands, "M" = millions, and "B" = billions.

While other countries and cosms obviously use different currencies, conversion should usually only come into play when it's a story issue. For example, when the heroes first arrive in a new cosm or location with a strange currency, they might have to find a contact or way to convert their funds. If the party has been in Aysle for weeks and just wants to pick up a replacement dagger, there's no reason to convert from dollars to silver coins.

BUYING THINGS

The Delphi Council provides the basics for their agents, so heroes don't normally need to worry about food, lodging, ammo, or most travel.

Exactly how they provide funds depends on the realm — it might be cash in a low technology cosm like Orrorsh, distributed by agents as needed; or it might be a temporary online "burner" account in high-tech locations such as Pan-Pacifica or the Cyberpapacy.

Unless the Game Master says otherwise, assume the party's basics are covered. Anything else can be requested from the council or purchased through the character's personal resources.

DELPHI COUNCIL REQUESTS

When a character wants the Delphi Council to pay for something outside the usual expenses, he makes a *persuasion* test against the Value of the equipment requested as shown in the equipment lists on the following pages. Value is listed in parentheses next to each item's Price.

If successful and it's possible to get funds or gear to the location, the council honors the request. This might take some time depending on the party's current location. Remember that communication

may be difficult in realms such as the Living Land or Aysle, and may be monitored in places like the Cyberpapacy.

The Delphi Council doesn't authorize things like private jets, controlled substances, or weapons that are illegal in a relatively lawful civilian area. Such attempts automatically fail.

Conversely, if the council wants the group to take a Learjet to Seoul or have the absolute best camping equipment to explore the haunted jungles of Orrosh, it just happens. Characters only roll when asking for something above and beyond what the mission requires.

EQUIPMENT AVAILABILITY

It's easy to buy a laptop in Pan-Pacifica, and just about impossible to find one in the Living Land. The Game Master should decide if finding a particular item is possible at all. If it's easy, the purchase just happens. If there are few markets or the item isn't easily found there, let her make a *streetwise* roll. Common items have no modifier, uncommon are -2, and rare are -4 or more.

At the Game Master's discretion, failing the roll might not mean the item is unavailable — it may just mean it's beat up, defective, or has a glitch.

The Game Master should add or subtract a modifier based on the scarcity of the item in the particular area — it may simply be unavailable.

ITEM AVAILABILITY

Modifier	Local Availability
+2	Surplus
—	Common
-2	Uncommon
-4	Rare
-6 or more	Unique

Example: Aidan arrives in Berlin, Germany and wants to buy a Kevlar vest after losing his in the Living Land. The Equipment List says it costs \$250 (12). The GM decides Kevlar vests are Rare in Germany, at least to the general public, so Aidan rolls with a -4 penalty.

Aidan requests the vest through the Delphi Council. His *persuasion* is 10. He rolls a +1 bonus for a total of 7. The Delphi Council sends its regrets that it can't find a vest for him at this time. He can try again later though.

PERSONAL RESOURCES

Agents of the Delphi Council have their own resources as well. If they want to buy something on their own — either because the council couldn't or didn't come through, or perhaps because it's something the council *won't* approve, they can always try their personal funds.

When someone wants something special, such as cyberware, a magic item, or a non-necessity like a deluxe suite at the local hotel, he makes a *streetwise* test against the total Value of the purchase. Use the same modifiers listed under **Item Availability** above.

If successful, he finds what he's looking for and has the funds to afford it. If not, he can't find what he needs in the time he has available, his personal or discretionary cash is temporarily depleted, or some other problem arises that prevents him from making the purchase.

As with Delphi Council requests, he can try again in the next act (or whenever the Game Master thinks makes sense).

GENERAL GEAR

On the following pages are armor, weapons, items, and even vehicles Storm Knights may find useful when adventuring from cosm to cosm.

For equipment not included here, or for different Tech Axiom versions of similar equipment, the Game Master should base the price on what is available today. Note that conditions caused by the Possibility Wars may make some items rare, expensive, or completely unavailable. Extrapolate a Tech Axiom from the axiom chart on page 228 and assign a price that seems reasonable.

GENERAL GEAR

Core Earth Items		
	Tech	Price
Ammo Belt/Web Belt	21	50 (9)
Climbing Gear	23	100 (10)
Ghillie Suit	22	500 (14)
Hands-free Comms	23	150 (11)
Laser Sight	23	150 (11)
Mobile Phone	23	300 (13)
Multi-Tool	22	40 (8)
Night-vision Goggles	22	500 (14)
Nylon Rope, 10 meters	22	25 (7)
Portable Generator	21	500 (14)
Radiation Detector	21	120 (11)
Aysle Items		
	Tech	Price
Backpack	8	100 (10)
Caltrops	14	40 (8)
Candles	10	5 (4)
Jewelry	9	500 (14)
Lock Picks	10	10 (5)
Healing Potion	12	500 (14)
Hemp Rope, 10 meters	8	15 (6)
Quiver	7	5 (4)
Spell Component Bag	8	75 (10)
Cyberpacity Items		
	Tech	Price
Augmented Reality HUD	26	900 (15)
Cyberdeck	26	700 (15)
Hologram Clasp	26	750 (15)
Identity Scrambler	26	700 (15)
Projection Clothing	26	400 (13)
Living Land Items		
	Tech	Price
Animal-hide Canoe	3	600 (14)
Trading Gems	1	100 (10)
Holy Symbol/Totem	5	25 (7)
Tribal Tattoos	4	250 (12)
Torch	2	5 (4)
Tribal Paint	4	25 (7)
Nile Empire Items		
	Tech	Price
Binoculars	19	30 (8)
First Aid Kit	19	50 (9)
Flares	20	5 (4)

Flashlight	20	10 (5)
Gas Mask	19	175 (12)
Handcuffs/Speedcuffs	19	50 (9)
Inflatable Raft	19	150 (11)
Lighter	18	2 (2)
Micro Audio Transmitter	20	100 (10)
Movie Camera	19	100 (10)
Radio Receiver	18	50 (9)
Silencer	21	60 (9)
Sunglasses	20	25 (7)
Tracking Device	20	150 (11)
Typewriter, Portable	19	80 (10)
Walkie-Talkie	20	50 (9)

Orrorsh Items		
	Tech	Price
Bulletsmith Kit	17	150 (11)
Alchemy Kit	17	200 (12)
Disguise Kit	18	60 (9)
Gas Lantern	16	30 (8)
Mosquito Netting	17	80 (10)
Notebook	15	1 (0)
Padlock	16	20 (7)
Spectacles	16	80 (10)
Targeting Scope	16	100 (10)
Tool Belt	16	100 (10)

Pan-Pacifica Items		
	Tech	Price
Armored Briefcase	24	200 (12)
Chameleon Clothing	24	600 (14)
Electronic Lockpick	24	400 (13)
Filter Mask	24	60 (9)
Ion Clothing	24	140 (11)
Smoke Pellets	24	40 (8)
Wall Crawlers	24	400 (13)

Tharkold Items		
	Tech	Price
Interactive Map	25	350 (13)
Power Pack	25	100 (10)
Radiation Pills	25	20 (7)
Slap Patch	25	400 (13)
Slaver Collar	25	120 (11)
Smartgun Attachment	25	200 (12)
Tracer Patch	25	150 (11)

SELECTED ITEM DESCRIPTIONS

Ammo Belt: Also called a web belt, this common accessory holds extra magazines for firearms without being too bulky or unmanageable. The belt carries five extra clips of ammunition or 50 loose shells. Ammo is included in the price. Functionally identical belts are available as low as Tech 15.

Armored Briefcase: Fingerprint and voice-locked, this stylish accessory is Very Hard (-6) to break into. Destroying it (Toughness 10) likely also destroys its contents.

Augmented Reality HUD: A projection into one or both eyes analyzes and labels combat threats and anything the user stares at. *Find* and *dodge* become Favored skills so long as the HUD's sensors can detect the opponent.

Caltrops: A batch of scattered spikes that always land with a point upwards, designed to impale feet and tires. Once deployed as a simple action *maneuver* interactions become Favored around the spikes.

Chameleon Clothing: Once activated, these clothes shift color to match the environment around them. The effect isn't perfect, but grants a stationary wearer a +4 bonus to *stealth*.

Climbing Gear: Climbing gear and safety measures take several minutes to set up, but once done the character may use *Dexterity* in place of *Strength* to climb.

Cyberdeck: A powerful personal computer connected directly to the user's neurons. The connected user's *computer* skill becomes Favored.

Disguise Kit: Allows the Storm Knight to change appearance with time and a *trick* test. Mimicking specific targets adds a difficulty modifier, depending on how different they look.

Filter Mask: Advanced microfibers screen particles from the air, making the wearer immune to inhaled poisons and toxins.

First Aid Kit: Makes *first aid* tests Favored.

Gas Mask: The wearer is immune to inhaled poisons and toxins, but suffers a -2 penalty on *find* tests due to the bulky head wear.

Ghillie Suit: Specially crafted camouflage for a single, specific environment. A stationary wearer becomes Favored for *stealth* tests in the corresponding surroundings.

Handcuffs: Sometimes called speedcuffs. Attaching handcuffs requires a Good Grapple result (see page 123). A cuffed target's hands are restrained until the cuffs are unlocked or broken — Toughness 18 or a Heroic (DN 18) *Strength* test.

Healing Potion: Requires Magic Axiom 13. Drinking the potion is a simple action that restores one Wound and one bonus die of Shock.

Hologram Clasp: A worn device that creates a mirror image of the wearer a few meters away. Ranged attacks against the wearer suffer a -2 penalty when the device is active.

Identity Scrambler: When activated, the device disrupts the input from any camera or recording device connected to the GodNet. As a side-effect the user doesn't appear on augmented reality HUDs, eliminating the bonus they usually grant.

Interactive Map: The paper of this map is a touch-sensitive display, allowing the user to zoom, scroll, and change the display. In zones that support the map's Tech Axiom, information on the map is updated real-time via wireless connection.

Ion Clothing: Fashionable clothing with illuminated strips the user can activate or deactivate. Also counts as a universal charger that generates power over time as the wearer moves.

Laser Sight: First available at Tech 23. A small laser is fitted to the barrel of the firearm and projects a red dot onto targets that indicates to the firer where the weapon is actually aimed. At higher Tech Axioms, a laser sight is often built into the weapon as a standard feature.

A laser sight allows the user to ignore one point of penalties to his attack roll when used.

Micro Audio Transmitter: Relays sound to any attuned radio receivers within 400 meters.

Mobile Phone: Applications like GPS and a flashlight are included. Most cellphones require signal boosting towers to get signal, so in low technology areas a phone may still not have reception. Reality storms play havoc with signals as well.

Movie Camera: Bulky and heavy when they first appear — treat this like a Minimum Strength 10 weapon. By Tech 22 cameras are light enough to ignore any minimum.

Multi-Tool: A handy device that combines clippers, screwdrivers, a wrench, and other small tools into a single fold-out tool.

Night-vision Goggles: Ignore up to four points of Darkness penalties. *Trick* becomes Favored against the wearer if the foe is wielding a light source.

Power Pack: Worn like a web belt, and holds five spare reload packs for energy weapons.

Projection Clothing: A simple skintight covering that projects dynamic layers of holographic apparel, including effects like flames. A user can toggle between different preprogrammed outfits, or create his own with a cyberdeck.

Quiver: A container that holds 20 arrows (included).

Radiation Detector: Also known as a Geiger counter. When switched on it automatically alerts the user of dangerous radiation levels. Grants a +4 bonus to *find* items that are more radioactive than the background area.

Radiation Pills: Each pill eliminates one Wound caused by radiation.

Silencer: A silencer is a tube or baffle added to the barrel of a weapon that suppresses the amount of noise it makes when fired. This lowers the damage value of the firearm by two, but reduces the sound of most weapons by enough that firing doesn't automatically give away a hidden character's position. Silenced weapons can only be fired out to Medium range.

Slap Patch: A strip of vat-grown skin that fuses with damaged flesh it comes in contact with. Using an action and a slap patch immediately heals 1 Wound.

Slaver Collar: Attaching a slaver collar requires several minutes, and is linked to a "master" device. If the wearer moves more than 500 meters away, the master device stops transmitting, or the master dies, the collar detonates dealing 24 +2BD damage. The collar is placed underneath any worn armor, ignoring it.

Smartgun Attachment: Has no effect on its own other than to allow the use of smart ammunition (page 159) with the weapon. The attachment records footage of the weapon's targets, and a connected cyber eye (see **Cyberware**, page 160) also sees through the weapon's sensors.

Smoke Pellets: Can be thrown to the ground as a *trick* interaction, and leaves behind smoke (-2 Concealment penalty) in a five-meter radius.

Targeting Scope: Targeting scopes are low-powered telescopes that let the firer see distant targets better. When combined with the Aim option (page 119) the character ignores the first two points of Range penalties for an attack.

Tracer Patch: A small swath of fabric that clings to anything it is placed against, and alters its color and texture to become visually undetectable. Any attuned device can locate the patch so long as it's within wireless broadcast range.

Tracking Device: A beacon that broadcasts its location to any attuned radio receiver within one kilometer.

Wall Crawlers: The fibers of these boots and gloves temporarily bond with materials they are pressed against. Even slick surfaces like smooth glass become DN 10 to scale.

ARMOR

Core Earth	Tech	Bonus	Price	Max Dex	Notes
Ballistic/Kevlar Vest	22	+4	250 (12)	10	Torso, Fatigues
Stab Vest	23	+3	200 (11)	10	Torso
Tactical Armor	23	+4	450 (13)	8	Min Str 8, Fatigues
Aysle	Tech	Bonus	Price	Max Dex	Notes
Chain Mail	10	+2	300 (12)	8	Min Str 8, Fatigues
Elven Chain	12	+3	500 (13)	10	Torso
Leather Armor	8	+1	150 (11)	10	—
Plate Mail	12	+3	600 (14)	8	Min Str 10, Fatigues, Full body
Leather Jerkin	8	+1	100 (10)	12	Torso
Spiked Plates	12	+2	400 (12)	8	Min Str 8, Fatigues, bonus adds to unarmed damage.
Cyberpacity	Tech	Bonus	Price	Max Dex	Notes
Armor of God	26	+4	1,000 (15)	8	Fatigues, Full body
Destroyer Armor	26	+4	3,500 (17)	8	Min Str 12, Fatigues, Full body, user's Strength gains a +2 for attacks and carrying gear
Reflec Armor	26	+2	250 (12)	10	Bonus also adds to <i>dodge</i> against <i>energy weapons</i> .
Living Land	Tech	Bonus	Price	Max Dex	Notes
Bone and Hide	3	+1	50 (8)	12	Torso
Carapace	3	+3	800 (14)	6	Min Str 10, Fatigues
Hrockt Root Armor	3	+2	400 (13)	10	Torso, Jakatts only
Nile Empire	Tech	Bonus	Price	Max Dex	Notes
Fireproof Suit	19	+1	250 (12)	10	Fatigues, Full body, +5 armor against fire attacks.
Flight Jacket	19	+1	75 (9)	12	Torso
Orrorsh	Tech	Bonus	Price	Max Dex	Notes
Boilerplate Hauberk	18	+4	1,000 (15)	6	Min Str 12, Fatigues
Heavy Cuirass	15	+3	250 (12)	8	Fatigues, Torso
Monster Hide Duster	16	+2	350 (12)	10	Fatigues
Pan-Pacifica	Tech	Bonus	Price	Max Dex	Notes
IriMesh Clothing	24	+2	250 (12)	—	—
Kanawa Security Armor	24	+4	700 (15)	8	Min Str 8, Full body
Plexiflex Sheathing	24	+3	450 (13)	10	May be concealed under clothing.
Tharkold	Tech	Bonus	Price	Max Dex	Notes
Technodemon Hide Vest	25	+4	350 (12)	12	Torso, Fatigues.
DiffraX Plate	25	+3	500 (13)	8	Min Str 8, Fatigues, bonus adds to <i>dodge</i> vs <i>energy weapons</i> .

ARMOR

Some Storm Knights fight the High Lords unencumbered — leaping, dodging, and maneuvering freely. Others prefer to put as much leather, metal, or advanced polymers between themselves and their foes as they can.

The **Armor Table** lists the most common types of protection worn in the cosms. Wearing multiple layers of armor uses only the best value rather than adding the values together — they're just not designed to hold together that way.

Bonus is the number of points added to the wearer's *Strength* to calculate his Toughness. The total bonus from armor is listed in parentheses behind the full Toughness rating for use with armor piercing effects.

Example: A *Strength* 8 character wearing a +3 stab vest has a Toughness of 11 (3).

Notes lists any special qualities of the armor, such as:

- **Fatigues:** Whenever a Fatigue result comes up on the Conflict Line of the Drama Deck, the wearer suffers one additional Shock.
- **Maximum Dexterity (Max Dex):** The hero's *Dexterity* can't exceed the listed maximum while the armor is worn.
- **Minimum Strength (Min Str):** A character suffers -1 to his *Dexterity* and related skills for every point he has under the listed Minimum Strength. This penalty is applied after the maximum, if armor has a Max Dex as well.

Example: A hero with a *Strength* of 7 wearing chain mail (Min Str 9) suffers -2 to all *Dexterity* and related skill tests.

- **Full Body/Torso:** By default, armor covers the torso and portions of the wearer's limbs and head. A -4 Called Shot (see page 119) avoids the armor's bonus to Toughness. If armor notes it only protects the torso it only requires a -2 Called Shot to avoid. Full body armor protects against fire and other attacks that target the lowest armor value of the subject.

SELECTED ARMOR DESCRIPTIONS

Armor of God: Made with thick but lightweight sheets of HardPlas, a synthetic material with very high tensile strength. As the primary armor of all Church Police very limited quantities are legitimately for sale, but a thriving black market operates around re-purposed suits plundered from fallen Streetbeaters.

Ballistic Vest: Also known as bulletproof vests or Kevlar armor. Made of synthetic material designed to catch and stop bullets as they spin into different protective layers.

Boilerplate Hauberk: Thick iron plates, intricately hinged together to form a long overshirt. Includes a thick pot helmet, faceplate, and ankle greaves. Friend and foe alike call the hardy Victorian shocktroops who wear this armor "juggernauts."

Bone and Hide: Bone and hide armor consists of finely shaped bone pieces carefully sewn into the hide. It is very difficult to make, for if the bone layer does not conform in shape to the user, it breaks easily in combat.

Carapace: The chitinous shells of the Living Land's larger insects can be adapted into formidable armor. The result is uncomfortable and restricting, but resistant to even advanced weaponry.

Cuirass: A rigid steel vest that protects the chest, back, and vitals. Usually smooth and angled to help deflect blows, but there are versions that mimic musculature instead.

Destroyer Armor: Servo assisted power armor that only the elite strike teams of the Cyberchurch have access to. It automatically comes equipped with an Augmented Reality HUD.

DiffraX Plate: Black metallic armor cobbled together from energy-diffusing salvage. It resembles obsidian, and energy skitters across its surface, sizzling and popping until it coalesces and re-emerges projected at some different angle.

Fireproof Suit: A thick set of coveralls woven with fire resistant material.

Hrockt Root: Crafted from the extremely durable roots of the hrockt tree, this armor is highly protective but also immobile without the will of Lanala. To be of any use the wearer must be a jakatt, with one or more adds in *faith* (Keta Kalles) and a

Spirit Axiom of 11 or more. If the local axiom is lower this armor does cause a Contradiction.

IriMesh Clothing: A light textile woven by nano-machines. IriMesh looks and feels similar to silk, but with even more tensile strength. IriMesh can be worn at elegant banquets without looking out of place, and doesn't raise security concerns at checkpoints.

Kanawa Security Armor: These suits of full body armor are designed for Kanawa's security forces, but more than a few have fallen into the hands of rebels and independent Storm Knights. The suits are made of black laminate and resemble early samurai armor.

Leather: Animal hides tanned or boiled to a stiffer, more durable finish, then reinforced with studs or stitched seams. Found in some form in every cosm.

Monster Hide Duster: A long overcoat made from the treated skins of various beasts that once terrorized the innocent. The monsters of Orrorsh are notoriously hardy, so leather made from their hides is especially durable.

Plate Mail: Early plate mail is heavy and hot, but still offers excellent protection against most contemporary weapons. Wearing plate is considered a sign of prestige among the nobles of Aysle.

Plexiflex Sheathing: A series of clasps, cups, and form-fitting plates that fasten onto various parts of the wearer's body. Those who prefer subtlety strap sheathing under loose clothing. Some East Asian street gangs have taken to decorating the pieces and wearing them atop their clothing like sports padding.

Reflec Armor: Light, glittery, cloth-like hybrid material designed to refract and redistribute energy. Reflec comes in various colors. It refracts light,

which usually surrounds the armor in a dazzling corona, adding its armor rating to the wearer's *dodge* against all energy weapons.

Spiked Plates: A hodgepodge of metal plates with sharpened protruding barbs, nails, and blades. The spikes add the armor's bonus to *unarmed* tests when Grappling (see page 123) or resisting a grapple.

Stab Vest: Lighter and more comfortable than a ballistic vest, and designed more to stop slashing and piercing weapons. Still somewhat effective against bullets.

Tactical Armor: Modern military grade protection featuring different layers, a helmet, and nearly full coverage while still allowing good mobility.

Technodemon Hide: Killing a demon and taking its skin is hard. Finding chemicals powerful enough to tan and cure it is even harder. The result is worth it — light, supple, and extremely tough.

The Fatigue effect isn't from the weight of the armor, but from the discomfort and nightmares produced by the skin still writhing with evil.



MARKUS NEWMAN

SHIELDS

Armor	Tech	Bonus	Price	Notes
Core Earth				
Riot Shield	22	+2	100 (10)	Min Str 6
Aysle				
Small Shield	9	+1	100 (10)	Min Str 7
Medium Shield	9	+2	150 (11)	Min Str 8
Large Shield	9	+3	250 (12)	Min Str 9, may not move and attack unless <i>Strength</i> 11+
Cyberpapacy				
Tower of Babel	25	+3	200 (12)	Min Str 8, Painful, may not move and attack unless <i>Strength</i> 10+
Living Land				
Creature Shell	3	+1	50 (9)	Min Str 6
Pan-Pacifica				
Plexiflex Shield	24	+3	100 (10)	Min Str 6
Tharkold				
DiffraX Shield	25	+2	150 (11)	Min Str 8, bonus doubled against energy

SHIELDS

Shields come in a variety of sizes and materials. The amount of protection a shield offers adds to a character's defensive skill, normally *melee weapons* or *dodge*, as long as the attack comes from the front or shield-side (GM's call). A shield-bearer surrounded in melee gains keeps his protection against up to three opponents. If the character uses an Active Defense, the shield's bonus is added to Toughness as well as defenses.

Shield Bash: If a shield is used to bash an opponent, its damage is *Strength* +1.

SELECTED SHIELD DESCRIPTIONS

DiffraX Shield: A plate of Tharkoldu metal designed to absorb and deflect energy weapons. The material is always a flat black. The bonus to defense is doubled to +4 against any energy weapons.

Large Shield: Sometimes called a tower shield, it is up to two meters tall and requires *Strength* of 9 or higher to wield effectively. A character may not move and attack while using such a shield. Particularly strong characters (*Strength* 11+) may move and attack normally.

Medium Shield: About 1.5 meters in length, this is the type of shield commonly associated with the knights of Aysle.

Plexiflex Shield: Plexiflex's light weight, transparency, and kinetic energy diffusing properties make it an ideal material for shields.

Riot Shield: Police and security forces around the world use these lightweight plexiglass shields to protect themselves from rioters. Now many use them against the invaders' hordes as well.

Small Shield: Usually little more than a rounded piece of wood affixed to the warrior's arm with a strap.

Tower of Babel: An imposing, composite shield favored by the Church Police of the Cyberpapacy. The outer side pulses with dangerous electrical shocks, while the inner side projects images of what's ahead and video communications. Similar to a large shield, the Tower usually must be planted to be effective — preventing a user from moving and attacking unless he has *Strength* 10 or higher.

MELEE WEAPONS

Core Earth	Tech	Bonus	Price	Notes
Chainsaw	22	14	150 (11)	Unwieldy
Machete	22	+2	40 (8)	<i>Survival</i> tests Favored
Truncheon	21	+2	120 (11)	—
Aysle	Tech	Bonus	Price	Notes
Axes				
Battle Axe	9	+3	200 (11)	—
Great Axe	10	+4	300 (12)	Stagger, Two Handed, Unwieldy
Blades				
Dagger	8	+1	25 (7)	Small
Longsword	9	+3	120 (10)	—
Short Sword	8	+2	90 (9)	—
Two-Handed Sword	10	+4	300 (12)	Two Handed
Clubs & Maces				
Mace	8	+2	50 (9)	—
Morning Star	8	+3	200 (11)	Unwieldy
War Hammer	9	+4	250 (12)	Stagger, Two Handed, Unwieldy
Pole Arms				
Halberd	10	+4	350 (12)	Reach 2 meters, Two Handed
Spear	8	+2	25 (7)	Reach 2 meters, Thrown
Staff	5	+2	25 (7)	Two Handed
Cyberpapacy	Tech	Bonus	Price	Notes
Power Dagger	26	+2	220 (11)	Small
Riot Stick	26	+3	150 (11)	Non-lethal, Painful
Living Land	Tech	Bonus	Price	Notes
Bone Knife	3	+1	5 (4)	Fragile, Small
Hrockt Shoot Spear	2	+2	40 (8)	Thrown
Improvised Club	1	+2	5 (4)	Unwieldy
Stone Axe	2	+2	15 (6)	Fragile, Stagger
Nile Empire	Tech	Bonus	Price	Notes
Bull Whip	8	+2	40 (8)	Reach 3 meters
Orrorsh	Tech	Bonus	Price	Notes
Saber	16	+3	150 (11)	—
Pan-Pacifica	Tech	Bonus	Price	Notes
Electric Katana	24	+4	500 (13)	Armor Piercing 2
Katana	12	+3	140 (10)	—
Tharkold	Tech	Bonus	Price	Notes
Impact Hammer	25	+4	300 (13)	Stagger, Two Handed
Pain Gauntlet	25	+1	100 (10)	Painful, Stagger

MELEE WEAPONS

Wise Storm Knights learn to use the most simple weapons. While an assault rifle might be the best tool against the thugs of the Cyberpope, it often becomes little more than a club in the low-tech jungles of the Living Land. That's when a little training with a club or spear goes a long way.

While a weapon is equipped the character must use his *melee weapons* skill for attacks and defense. Large objects or weapons like rifles may be wielded as a light club.

Here's what the weapon statistics mean:

Tech is the Technological level of the weapon — important when determining whether or not it may cause a Contradiction in certain cosms. Higher axiom versions made out of more advanced materials are possible.

Bonus is added directly to the damage for *Strength*-based weapons. This may be a fixed number for weapons like chainsaws or power saws that deal damage regardless of the force behind them.

Price (Value) is the typical cost of the weapon in dollars, as well as its Value on the **Torg Value Chart**.

Notes lists any of the weapon's special traits:

- **Armor Piercing:** The weapon ignores points of Armor up to the number specified.
- **Fragile:** On a Mishap (page 109) the weapon breaks.
- **Painful:** If the attack deals any damage at all, it does +1 Shock.
- **Small:** The item is relatively small. and easy to hide. Searches suffer a -2 penalty to find the weapon if it's hidden.
- **Stagger:** The target becomes Stymied after any damage is dealt.
- **Thrown:** The item also counts as a missile weapon, and can be thrown using the *missile weapons* skill with a Range of 10/20/40.
- **Two Handed:** Requires both hands to use. The weapon may be used with one hand with a 10 *Strength* or higher.
- **Unwieldy:** The attacker becomes Vulnerable after a miss.

SELECTED MELEE WEAPON DESCRIPTIONS

Battle Axe: A sharp, broad metal head attached to a wooden shaft, battle axes are most commonly used as melee weapons.

Bone Knife: The simplest stabbing weapon, usually little more than a handhold and a short shaft with a sharpened point.

Chainsaw: A small gas or electric motor powers a toothed chain that circles a guide-bar. When revved, the chain tears away at anything it touches. It deals a straight damage value rather than adding to *Strength*.

Dagger: A short-bladed weapon between 15 and 30 centimeters in length. Daggers can be easily concealed and drawn in close quarters.

Electric Katana: The ion circuitry nano-imprinted into the katana's blade glows with energy when activated. The field generated just over the surface cuts even sharper, and protects the metal underneath from chipping or dulling. May be used as a normal katana when not energized.

Great Axe: The most terrifying of the "barbarian" weapons is the great axe. The double-edged blade and wide arc cuts swaths through the wielder's foes.

Halberd: A polearm slightly over two meters in length with a large axe-blade mounted at one end with a spike for puncturing armor opposing it. Some also have a long thrusting point on the end of the pole for chopping and thrusting attacks.

Hrockt Shoot Spear: Pliable when wet and growing, but hard as iron once cut and dried. Often cultivated into straight spears with sharp points. Also commonly thrown as a missile weapon.

Impact Hammer: The heavy head contains a pneumatic mechanism that adds a burst of thrust to the swing and drives a spike forward at the point of impact to greatly increase the force directed at the impact point — if a wielder is strong enough to get the hammer moving in the first place.

Improvised Club: Almost anything a character picks up may be swung like a weapon. The advantage is the character is armed and uses *melee weapons* for attack and defense. However, a miss with the weapon leaves the character Vulnerable. Balanced clubs designed for combat don't suffer that drawback.



Markus duels a deadly lurk Stormer.

Katana: Outstanding quality steel and workmanship allows this one-edged blade to be lighter and sharper than a regular sword.

Machete: Designed for cutting through thick foliage, these mid-sized, single-edged blades are also perfectly useful for cutting flesh. Modern machetes have built-in tools and features that make *survival* tests Favored.

Morning Star: A variation of the mace, the head of the morning star is connected to the handle by joints or chains which increase the force of the blow. It cannot be used in tight spaces where the user can't effectively swing the impact end.

Pain Gauntlet: An armored glove laced with technodemon technology. Once an opponent is restrained the gauntlet deals damage every round automatically.

Power Dagger: Sometimes known as a plasma dagger, pressing a control button on the hilt activates a laser or plasma energy field around the blade, increasing its effectiveness. The weapon can be used as a regular dagger with the power off.

Riot Stick: A heavy metallic club used for crowd suppression within the Cyberpapacy. When activated the tip pulses with powerful electric shocks which can be set to lethal or non-lethal. If not activated treat as a mace.

Spear: A long wooden pole with a metal head on the end, spears can be used as melee or missile weapons. It is not uncommon for a warrior who uses spears to carry several of them, some for throwing and at least one to keep on hand for melee combat.

Staff: A staff can be a very effective weapon in trained hands. Staves are also often seen as walking sticks and overlooked as weapons.

Truncheon: A modern baton made of advanced materials and specially balanced and weighted. Many versions have a hinged club-head or are collapsible.

MISSILE WEAPONS

Missile weapons are muscle-powered, *Strength*-based devices which hurl projectiles at their target. This includes everything from throwing daggers to crossbows — both modern and ancient.

Tech is the minimum axiom of the weapon. Higher tech versions made of more advanced materials may also be found. See the **Melee Weapons** section for the axiom levels of common materials used in some of these weapons.

Damage is either a bonus, which is added to the user's *Strength*, or a fixed value for those that provide their own power, such as grenades or crossbows.

Any melee weapon can be thrown. It uses its regular bonus for damage, but suffers a -2 penalty on the attack unless it has a property stating otherwise. Spears appear on both lists, and don't suffer a penalty when thrown. Drawing a weapon

to throw (or an arrow for a bow) is a simple action, so two or three may be readied and used if the character is Multi-Targeting.

Range is the weapon's Short, Medium, and Long Range bands. See page 116 for details.

Price (Value) is the cost in dollars, and its value on the **Torg Value Chart**.

Notes lists any special traits the weapon has, which may include:

- **Armor Piercing (AP):** The weapon ignores points of Armor up to the number specified.
- **Ammo:** The number of shots that may be fired before the weapon must be reloaded (see page 126).
- **Blast:** The size of an explosion, which determines how many targets may be affected. See **Explosives & Area Effect Attacks**, page 122.



An axe can be a deadly ranged weapon in a pinch.

MISSILE WEAPONS

Missile Weapon	Tech	Damage	Range (meters)	Price	Notes
Core Earth					
Compound Bow	22	13	20/40/80	150 (11)	Min Str 6
Taser	22	12	2/4/6	150 (11)	Painful, Stagger, Non-lethal
Aysle					
Composite Longbow	13	13	20/40/80	200 (11)	Min Str 7
Darts	8	+1	5/10/15	25 (7)	Small
Heavy Crossbow	12	13	10/25/40	200 (11)	Reload
Long Bow	9	12	20/40/80	100 (10)	Min Str 8
Light Crossbow	9	12	10/25/40	150 (11)	Ammo 1
Short Bow	7	11	10/25/40	70 (9)	Min Str 6
Sling	7	+1	5/20/40	15 (6)	—
Throwing Axe	8	+2	5/10/15	60 (9)	—
Cyberpapacy					
Disruptor Grenade	26	16	10/20/30	100 (11)	Non-lethal, Medium Blast
Living Land					
Blow Gun	3	+0	10/20/30	5 (4)	—
Hrockt Shoot Spear	3	+2	10/20/40	40 (8)	—
Rock Bolo	3	+1	10/20/30	5 (4)	May be use to grapple
Spear	5	+2	10/20/40	25 (7)	—
War Boomerang	5	+1	5/10/15	40 (8)	Returns when thrown
Nile Empire					
Frag Grenade	20	16	10/20/30	50 (9)	Medium Blast
Petrol Bomb	20	14	10/20/30	25 (7)	Medium Blast, Fire
Orrorsh					
Dynamite Stick	17	13	10/20/30	20 (6)	Medium Blast
Multi-Crossbow	17	13	10/25/40	250 (12)	Ammo 3, Reload
Pan-Pacifica					
Electric Longbow	24	13	20/40/80	250 (12)	Min Str 6, AP 2
Ion Shuriken	24	+2	5/10/15	200 (11)	AP 2, Small
Offensive Grenade	23	17	10/20/30	250 (12)	Small Blast
Tharkold					
Net Launcher	25	5	5/10/15	100 (10)	Small Blast

- **Reload:** The weapon is very slow or cumbersome to reload. It takes a full turn to reload, which means reloading can't be combined with any other actions. Firing the weapon may be combined with other actions normally.

MISSILE WEAPON DESCRIPTIONS

Blow Gun: A long tube that a dart or other small projectile fits into. The user blows into the tube to propel the dart. Blow gun projectiles are small and deal limited damage, but may be coated with poisons or toxins.

Composite Long Bow: A more powerful version of the long bow, this weapon is made up of three different materials, combined to enhance the elastic properties of each. While actually closer in size to the short bow, the composite bow fires arrows at a greater velocity.

Compound Bow: A further extension of the composite bow, the compound bow uses pulleys and cables instead of elastic materials to reduce the amount of strength required to pull and hold the bow while applying more force to the arrow when it's released. Compound bows can be quickly adjusted to different draw strengths.

Dart: A specially balanced blade weighted so that it can be thrown with reliable accuracy at a target. A normal dagger cannot be counted on to hit a target blade-first.

Disruptor Grenade: Each grenade resembles a flat throwing disc. When it strikes the ground or a target it emits a strong pulse meant to incapacitate anyone nearby. Some disruptors use electric pulses, others use sonic waves, but either has the same effect on those unfortunate enough to be caught within the pulse!

Electric Longbow: Material memory alters the elastic properties of the bow, and electronically increases the force of the release. Arrowheads usually include the same technology as an electric katana, just on a smaller scale.

Fragmentation Grenade: Pulling the pin on this spherical grenade allows the safety handle to pop free, arming the grenade, unless the handle is manually held in place. The fuse has a normal duration of seven seconds and has a Medium Blast radius.

Heavy Crossbow: A larger version of the light crossbow, almost always equipped with some kind of foot stirrup and a winch or pulley arrangement to facilitate cocking the more powerful pull of the bow. Although it is more powerful and has a longer range, the heavy crossbow is hampered by the time it takes to cock the bow.

Ion Shuriken: The famous "throwing stars" of the ninja, updated with state-of-the-art materials and advanced, penetrating blades.

Light Crossbow: A crossbow consists of a bow attached to a wooden stock, which allows the weapon to be kept cocked without any effort. Some require the firer to cock the bow manually, while others use cranks or pulleys which allow for much stronger pulls and thus more power than the firer might be able to manage with his *Strength*.

Long Bow: A wooden bow, greater than 1.5 meters in length. The string is drawn back as far as the ear, and has a greater range and can shoot arrows at a greater velocity than the short bow.

Multi-Crossbow: These Victorian contraptions usually have multiple sets of arms or spring mechanisms that redraw and cock the crossbow while feeding a new bolt into the chamber.

Net Launcher: A weighted net fits into a tube launcher powered by a tightly wound torsion spring. A mechanical engine is needed to wind the spring or recover the net after it's been launched. The net acts just like a Grappling attempt (page 123), with a hit dealing -2 damage. A Good hit restrains the target temporarily and does full damage. An Outstanding hit restrains and Stymies the target. Technodemons often employ a special version of this weapon that deploys a net with the same properties as a pain gauntlet.

Offensive Grenade: A high-tech grenade developed by the Kanawa corporation, it has not seen much export due to problems with long-range Contradictions. It is a small cylinder with a timer knob on the top. The timer can be set from one to 60 seconds. Intended for use while advancing. The Small Blast radius is less than the more familiar fragmentation grenade.

Petrol Bomb: Often called a Molotov Cocktail. A petrol bomb usually involves a glass container such as a bottle, flammable contents like fuel or alcohol,

and an igniter. An igniter can be as simple as a flaming rag. When thrown at a target the container breaks and the fuel ignites explosively. Targets are engulfed in flame (see **Fire** on page 136).

Rock Bolo: Can be as simple as two stones tied together by vines. A bolo is usually spun around to generate momentum, then hurled at a target. Not only does the impact deal damage, but the cord between the weights often wraps around the target.

Short Bow: A simple wooden bow, less than 1.5 meters in length. It fires wooden shafts usually fitted with metallic heads. Short bows are actually possible as early as Tech 5 but they aren't as powerful as this version.

Sling: A sling is a piece of leather or cord with a pouch in the middle. The pouch is loaded with a stone or lead ball called a "bullet." Grasping both

ends, the wielder twirls it rapidly and then releases one end of the rope, flinging the stone rapidly toward its target.

Taser: A small, spring-loaded device that fires electrodes at a target, usually via compressed air. It has very short range, but delivers a powerful electrical jolt to the target. A taser generates Shock normally, but doesn't deal the associated Wounds. A hit target automatically suffers a Very Stymied result from uncontrollable muscle spasms.

Throwing Axe: A tomahawk or other light axe weighted for throwing. May also be used as a melee weapon with the same bonus.

War Boomerang: These heavy throwing sticks can be hurled in such a way as to follow a curved flight path. It returns to the thrower ready for another toss after a miss — except on a Mishap!



A bow is as dangerous as a gun in the hands of a master.

FIREARMS

Core Earth	Tech	Damage	Ammo	Range (meters)	Price	Notes
Pistols						
.38 Revolver	20	12	6	10/25/40	100 (10)	Small
.45 Colt Automatic	20	14	7	10/25/40	250 (12)	—
Glock 9mm	22	13	15	10/25/40	250 (12)	—
Shotguns						
Atchisson 12	23	14	32	10/20/30	450 (13)	Short Burst
Remington 870	22	14	7	10/20/30	200 (11)	—
Submachine Guns						
MAC-10	22	13	30	10/25/40	350 (12)	Short Burst
Uzi	22	13	32	10/25/40	400 (13)	Short Burst
Rifles						
.308 Hunting Rifle	21	14	10	80/160/320	300 (12)	—
AK-47	22	14	30	40/80/160	500 (13)	Long Burst
Barrett M82	23	16	10	100/500/1K	1,200 (15)	Bulky, AP 4
GM-94 Launcher	23	16	3	50/100/200	1,500 (16)	Medium Blast
M4 carbine/M-16	23	13	30	50/100/200	300 (12)	Long Burst
Machine Guns						
7.62mm Minigun	22	15	10	100/500/1K	10K (20)	Heavy Burst, Bulky
Maremont M60	22	15	50	100/500/1K	3,000 (17)	Long Burst, Bulky
Aysle						
Aysle	Tech	Damage	Ammo	Range (meters)	Price	Notes
Arquebus	14	14	1	5/10/20	200 (11)	Reload
Ayslish Wheel-lock	14	13	1	5/10/20	150 (11)	Reload
Blunderbuss	14	14	1	5/10/15	250 (12)	Reload
Cyberpapacy						
Cyberpapacy	Tech	Damage	Ammo	Range (meters)	Price	Notes
GWI GodFire Plasma	26	16	10	20/40/80	2K (16)	Small Blast
GWI GodBeam Laser	26	14	15	100/500/1K	600 (14)	Short Burst, AP 1
GWI GodLight Laser	26	14	5	50/100/500	350 (12)	Small
GWI GodMeeter	26	15	25	10/25/40	450 (13)	—
MAS Storm Shotgun	26	15	30	15/30/45	500 (13)	Short Burst
Nile Empire						
Nile Empire	Tech	Damage	Ammo	Range (meters)	Price	Notes
Hunting Shotgun	20	13	2	10/20/30	100 (10)	—
M1918 BAR	20	14	20	50/100/200	2,000 (16)	Long Burst
Mauser Pistol	20	13	10	10/25/40	250 (12)	—
Schmeisser MP-40	20	13	32	10/25/40	350 (12)	Short Burst
Thompson 1928	20	14	50	15/30/60	400 (13)	Long Burst

Orrorsh	Tech	Damage	Ammo	Range (meters)	Price	Notes
.450 Nitro Express	18	15	2	40/80/160	400 (13)	Bulky, AP 2
Webley Revolver	18	14	6	10/25/40	300 (12)	—
Lee-Enfield MK 1	19	14	10	50/100/200	350 (12)	—
Pan-Pacifica	Tech	Damage	Ammo	Range (meters)	Price	Notes
Impala Chaingun	24	15	20	100/500/1K	20K (21)	Heavy Burst, Bulky
SC Kyogo T11	24	14	120	50/100/200	800 (14)	Long Burst
SC Kyogo 144 SMG	24	13	45	20/40/80	400 (13)	Short Burst
Tharkold	Tech	Damage	Ammo	Range (meters)	Price	Notes
Alph Pulverizer	25	17	3	20/40/80	8,000 (19)	Painful, Bulky
Alph Sprayer	25	14	30	40/80/160	1,000 (15)	Long Burst, Bulky
Thav-9 SMG	25	13	60	20/40/80	500 (13)	Short Burst

FIREARMS

The weapons listed here only begin to scratch the surface of the many kinds of firearms that have been developed through Core Earth's history and in other cosms. Except for values like ammunition capacity and price, the values given here should work for any other firearm of the same general type or size.

In general, pistols and submachineguns may be operated with one hand, while rifles and shotguns require two hands.

Tech is the minimum axiom of the weapon.

Damage is the gun's base effect value. Rapid Fire options don't directly affect a weapon's damage value, but the bonus to hit increases the odds of a Good or Outstanding hit.

Ammo is how many shots the weapon holds in its magazine or clip, if it has one. Reloading requires spare ammunition and takes a simple action. Ammo determines the maximum number of targets the weapon can affect with a single action (see **Multi-Targeting** on page 125).

Range is the weapon's Short, Medium, and Long range bands. See page 116 for details.

Price (Value) is the cost in dollars, and its value on the **Torg Value Chart** for requisitions.

Notes lists any special traits the weapon has, which may include:

- **Armor Piercing (AP):** The weapon's damage ignores up to the listed amount of Armor.

- **Bulky:** The weapon is meant to be fired braced on the ground or a bipod. If the attacker doesn't move there's no penalty, but if firing on the move treat the weapon as Minimum Strength 12 (see page 144).
- **Heavy Burst:** The weapon fires Heavy Bursts (page 125) only. The guns only fires in that mode and the Ammo is expressed as the number of bursts rather than the number of bullets.
- **Long Burst:** The weapon may use the Long Burst option (see page 125) by using seven shots of ammunition.
- **Short Burst:** The weapon is capable of quickly squeezing off several shots at the same target. The attacker may use the Short Burst option (see **Rapid Fire**, page 125) by spending three shots of ammunition.
- **Reload:** The weapon is very slow or cumbersome to reload. It takes a full turn to reload this weapon, which means reloading can't be combined with any other actions. Firing the weapon may be, but not the reload.

SELECTED FIREARM DESCRIPTIONS

.38 Revolver: A straightforward six-cylinder revolver known for its reliability and long use by law-enforcement organizations around the world.

.308 Hunting Rifle: This is a common breech-loading hunting rifle found throughout the world, and in particular the United States. It was most often used for deer hunting before the invasion.

.45 Colt Automatic: Actually a semiautomatic pistol, the .45 auto was the standard US military sidearm for almost 70 years. It's a heavy pistol with a lot of recoil but with excellent stopping power. The weapon is a favorite of the "mystery men" who operate in the Nile Empire.

.450 Nitro Express: A double-barreled rifle with a massive cartridge designed for large game such as elephants, or the monsters of Gaea. The stock was a metal plate so it could be braced against a tree rather than the hunter's shoulder. The second barrel was meant for emergencies, such as a charging beast tough enough to survive the first shot.

7.62mm Minigun: An electrically operated Gatling gun, capable of a horrendous rate of fire. It weighs 120 kilograms without ammunition and is most often used in light aircraft or helicopters.

AK-47: Also known as the Kalashnikov, this Soviet-era assault rifle is a familiar sight worldwide. It fires 7.62mm ammunition and its normal rate of fire is the three-round burst, though it can be set for single fire or Long Burst. The AK-47 is a very rugged piece of equipment and can take a lot more abuse than its American counterpart, the M-16.

Alph Pulverizer: Many technodemons have blaster weapons similar to the Pulverizer installed in an arm. Its beam scours armor and flesh, stripping it one layer at a time. This rare weapon is a salvaged version converted to be carried like a rifle. The weapon recharges by siphoning pain from the user, which costs an action and deals 2 Shock each time the magazine is reloaded without a dock.

Alph Sprayer: An advanced energy weapon, this assault weapon fires bolts of charged plasma to devastating effect. The distinctive sound of its energy projectiles are well known around Tharkold.

Arquebus: A matchlock musket with a barrel length of 1.2 to 1.8 meters. The weapon is so heavy that a wooden rest is required to support the barrel when aiming. A lit match is used to ignite the black powder and fire the weapon. Wet conditions make use of a matchlock virtually impossible. Always uses black powder ammunition (page 158).

Atchisson 12: Also known as the Assault 12, the Atchisson is an innovative short-barreled, auto-loading 12-gauge shotgun. The weapon is designed for hip firing. The Atchisson's normal rate of fire is single shot, but it is capable of firing Long Bursts.

Ayslish Wheel-lock: An early form of firearm, the wheel-lock uses a spring mechanism to generate sparks when the trigger is pulled. The sparks ignite the black powder and the weapon is fired, assuming that all the involved components are dry and working properly. Must use black powder ammunition (page 158). In Aysle, dwarves are generally the only people who use wheel-locks.

Barrett M82: Fires a whopping .50-caliber round that can penetrate brick walls and retain enough energy to kill a person on the other side. The Barrett has a semi-automatic firing mechanism and heavy recoil suppression. It is almost always fired braced with its bipod.

Blunderbuss: A flintlock musket with a wide brass barrel and flared muzzle, the blunderbuss does not have good range but it scatters shot very effectively in that short range. Because it is a black-powder-load weapon, it has the additional benefit that just about any metal scrap could be used for shot if lead pellets are not available. Thanks to the wide scatter pattern of a blunderbuss it counts as a shotgun (see page 126), and a single shot may hit two or three targets (standard Multi-Targeting penalties apply) if they are close together.

Glock 9mm: A recoil-operated 9mm semiautomatic. Notable for its large, double-stacked ammo magazine.

GM-94 Launcher: A pump-action grenade launcher used by Russian special forces and security forces. Designed for fragmentation grenades or offensive grenades (found under **Missile Weapons and Explosives**), it delivers them at much greater range. It has also proven adept at launching salvaged technodemon explosives.

GWI GodBeam Laser: The GodBeam has a long barrel, a stabilizing stock, and laser sight. It emits a deadly blue beam of laser light. A laser sight (page 141) is integral, using a low-power beam from the weapon itself. All GWI weapons are connected to

the GodNet by default, so hacked versions are rare and expensive.

GWI GodLight Laser: Small enough to be mounted on a person's wrist with an appropriate holder. Like its larger cousin the GodBeam Laser, this compact device always counts as having a built-in laser sight.

GWI GodFire Plasma: The GodFire more closely resembles a flamethrower than a rifle. A hefty power supply worn as a backpack generates the plasma energy, which is fed to the "rifle" through a connecting cable. The superheated plasma appears as a fiery red ball that explodes when it hits, affecting all targets within the detonation point.

GWI GodMeeter: The most common sidearm in use by the Church Police. It's a high caliber and very loud firearm. Like other GWI weapons it has a limited artificial intelligence built in—not to assist with firing but to disable functions and preach at miscreants if the weapon falls into the wrong hands. The gun is also capable of selecting between different types of ammunition by vocal command if more than one type is loaded.

Hunting Shotgun: The typical double-barreled shotgun. The barrels are usually side by side, and a single trigger fires each barrel in sequence depending on how far it's pulled.

Lee Enfield MK 1: A British bolt-action repeating rifle with a box magazine, the Lee Enfield has proven popular in Orrorsh because of its superiority to the local Victorian rifles. A reliable and accurate rifle, modern models of the Lee Enfield are available but they do not differ significantly from the Tech 20 version.

M-4 carbine/M-16: A modern variant of the ubiquitous M-16 assault rifle, the M-4 is light, compact, and used by military and police organizations across the globe. In game terms, its performance is near enough to the M-16 assault rifle that the two may be used interchangeably. It's chambered for a relatively small 5.56mm round. The M-4's normal rate of fire is a Short Burst. Older versions like the M-16 may Long Burst, but newer models dispense with that option completely.

M1918 BAR: The Browning Automatic Rifle was a heavy rifle designed for support fire. Its high rate of fire was limited by its comparatively small magazine. Usually fired from a shoulder sling.

MAC-10: Generally considered more of a heavy machine pistol, the MAC-10 is rugged and reliable but not particularly accurate or easy to use.

Maremont M60: A selective-fire light machine-gun, the Maremont can be set for Short or Long Bursts. The barrel has a bipod for firing while braced on the ground. A strong enough operator can use it unbraced and on the move.

MAS Storm Gun: A fully automatic shotgun used by the Church Police of the Cyberpapacy. The storm gun fires its projectiles at great velocities, giving it superior range capabilities. It's a brutal weapon reserved for when the Church wishes to make a particular statement.

Mauser Pistol: An often-copied design that features a high muzzle velocity and excellent penetration and a distinctive box magazine in front of the trigger. It remains extremely popular in the Nile Empire, where knock-offs are still manufactured.

Remington 870: A popular pump-action shotgun available in a variety of gauges. Numerous add-ons and special shells are available for the police and paramilitary markets.

SC Kyogo 144: A lightweight submachine gun from Pan-Pacifica, the Kyogo is unusually accurate for a submachine gun and is quite popular due to its exceptional range and damage.

SC Kyogo T11: A powerful assault rifle from the Pan-Pacifica mega-conglomerates that rivals the power of the AK-47 while somehow managing to squeeze four times the ammunition capacity into each magazine. A modified version has been designed for use in automated security systems.

Schmeisser MP-40: A German 9mm submachine gun from World War II, it is a cutting edge weapon for Tech 20. The weapons of the Nile Empire bear a striking resemblance to this model, and have the same statistics. Likewise, it's extremely popular in the Nile Empire's black markets.

Thav-9: A standard submachine gun design used in Tharkold. Sophisticated muzzle brake



Brownstone's slayer's gun is for supernatural threats. Against mundane foes he uses anything handy.

design prevents “climbing” problems when fired on Long Burst.

Thompson 1298: The “Tommy gun” was made famous during the gangster era of Prohibition in the United States. A heavy weapon, the Thompson fires .45 caliber ammunition and is brutally efficient at close range thanks to its high rate of fire. A 20-round magazine was available, though more people are familiar with the 50-round drum. Ammo ratings are provided for both the clip and drum. The Thompson cannot be fired on single shot, only Short and Long Burst.

Uzi: Famous from appearing in numerous movies, the Uzi is recognized and used worldwide. It is extremely durable and designed for extended use.

SPECIAL AMMUNITION

The firing characteristics of firearms may be altered with special ammunition.

Armor Piercing: First available at Tech 20, armor-piercing rounds, AP for short, are designed to reduce the effectiveness of armor.

Against armored targets, AP ammunition reduces armor adds by two points (to no lower than zero). Against unarmored targets, AP ammunition has no extra effect.

Bean Bag: These shells may be loaded into any shotgun. They expand into bags that hit with enough force to stagger most opponents and knock the wind out of them. Bean bag rounds deal non-lethal damage and Stymie any foe they hit.

Black Powder: Powder weapons often have the Reload property (page 155). The powder and its ignition materials become useless if wet, and prone to malfunctions and misfires. The weapon has a Malfunction range of 1–2, and fails to fire on any

Malfunction, not just the 1 result. Powder is viable as early as Tech 14.

Flechette: First available at Tech 24. Flechette rounds are designed to defeat standard ballistic armor such as Kevlar. A flechette shell is tightly packed with slivers of metal that go through soft armor like a needle through cloth. They are much *less* effective against hard armor, however.

Flechettes ignore 3 points of “soft” armor such as leather, IriMesh, or stab vests. Unfortunately flechette rounds don’t ignore any points of “hard” armor — such as Armor of God, Kanawa security armor, or plate mail — at all.

Hollow Point: First available at Tech 20, this category includes a variety of ammunition types besides hollow points, such as simple-to-make “dum-dum” rounds. These are types of ammunition designed to either deform on impact (“mushroom”) or otherwise expand to create a larger, nastier wound. They are more effective against targets not wearing any armor because impact with the armor causes the projectile to deform before it hits the target’s body.

Hollow point ammunition increases a firearm’s damage value by one point when used on unarmored targets. It has no extra effect against a target with any armor rating at all.

Shot: In place of a solid slug the weapon fires a cluster of small projectiles across a spread pattern. Shot may only be fired from smooth-bore weapons, and is considered the default round for shotguns. Like Shotguns (page 126) the shot grants a +2

bonus to hit any target within Close range, but -2 at Long range. Shot becomes practical at Tech 14, and remains popular far beyond that.

Smart Ammo: First available at Tech 25, smart ammunition is not really a bullet but a small, self-guiding missile. The projectile is equipped with a sensor, usually a heat-seeker, and can change its trajectory during flight to track a target. A target must still be visible — the missile doesn’t make sharp turns around corners and the like.

Smart ammunition makes the test for the attack Favored (see page 109). Requires a Smartgun Attachment weapon add-on or the CSI EyeKill Mk. IV to use.

X-Ray Charges: A modulator for energy weapons that pushes the beam out of the visible spectrum. These special power packs are available starting at Tech 25. X-ray shots ignores the properties of Reflec and Diffrax armor.

SPECIAL AMMUNITION

Ammo Type	Shots	Tech	Price
Armor Piercing	50	20	150 (11)
Bean Bag	2	22	50 (8)
Black Powder	30	14	50 (8)
Flechette	50	24	150 (11)
Hollow Point	50	20	150 (11)
Shot	10	14	30 (7)
Smart Ammo	50	25	250 (12)
X-ray Charges	20	25	300 (12)

CYBERWARE IMPLANTS

Cyberware	Tech	Price	Notes
Bellevue 20-20 Cyber Eye	26	2,000 (17)	<i>Find</i> and <i>tracking</i> become Favored
Bellevue Low-Light MK II	26	1,000 (15)	Ignore 2 points of Darkness penalties
CyberHam Encrypted Comms	26	500 (13)	Allows silent communication
CyberHam Fingerprint Mimic	26	1,000 (15)	Fools fingerprint scans (per finger)
CyberHam Retina Mimic	26	2,000 (17)	Fools retina scans
CSI EyeKill MK IV	26	2,000 (17)	Ignore 2 points of Range penalties
Datas Toxin Detector MK I	26	1,000 (15)	Warns if food or drink is poisoned
HardPlas Arm	26	5,000 (18)	+1 <i>Strength</i> with that arm
HardPlas LifeLock Backup System	26	3,000 (18)	Ignore 2 points of penalties testing Defeat
Hexxer MK I	26	5,000 (18)	Ignore half the Shock from failing a spell
Hexxer MK II	26	10K (20)	Ignored Shock becomes a casting bonus
Trigon Integrated Weapon Mount	26	1,000 (15)	Concealed, add the cost of the weapon
Trigon Body Plating	26	6,000 (19)	+2 Armor, Full Body, concealed under skin

CYBERWARE

Cybernetic technology allows tools, armor, and weapons to be grafted directly into the user's body and connected to his nervous system.

Cyberware implants are sleek, attractive, and often installed as elective upgrades for merely cosmetic purposes. Sanctioned implants are ridiculously cheap, but those are connected to the GodNet and therefore useless to Storm Knights. "Clean" installs are done at illegal chop shops throughout the Cyberpapacy.

Storm Knights must purchase implants using the Cyberware Perk (page 84). When purchased through the Perk, implants are acquired at the base price and all malicious software and connections to the GodNet have been purged. Without the Perk the risks and side effects of an installation are untenable. Future sourcebooks will include the nasty details for heroes reckless or desperate enough to go under the scalpel anyway.

Implants purchased during play still require the character to find a chop shop for the actual purchase and installation. Just spending a day inside the Cyberpapacy is enough time to find an appropriate vendor.

Tech is the minimum axiom of the implant. A contradicting implant stops granting bonuses if it becomes contradictory, but doesn't disappear. For

example, a disconnected user with a HardPlas Arm doesn't gain extra *Strength*, but may still use items that require two hands.

Price is the cost in dollars, and its value on the **Torg Value Chart** for requisitions. Actual implant costs on the street are usually much higher.

SELECTED IMPLANT DESCRIPTIONS

Bellevue 20-20 Cyber Eye: This eye enhancement increases fine detail and can even detect patterns or breaks in patterns. Any test made to detect and comprehend visual evidence, usually *find* or *tracking*, becomes Favored (page 109).

CSI EyeKill MK IV: The EyeKill projects a low intensity laser beam onto a target visible to the user. When linked to a weapon via a SmartGun attachment (see page 142), it eliminates the first 2 points of Range penalties.

CyberHam Encrypted Comms: Scrambled and encrypted communication bursts make the cyborg's transmissions nearly impossible to intercept or trace. The signals are routed through a neural interface, so he may listen or speak over the channel without making any real noise at all.

HardPlas Arm: One of the hero's arms is replaced by a cybernetic version. It increases *Strength* tests by +1 and has +2 Armor on that limb only. The arm's Armor protects the character's torso if he takes an

Active Defense. The *Strength* increase applies only to tests and attacks made with that limb.

HardPlas LifeLock Backup Systems: Several of the character's vital organs are augmented with efficient cybernetic equivalents. These new organs have self-diagnostics, backup power, and some can even reroute functions in an emergency. When the character must roll for Defeat (see page 117) she ignores the penalties for up to two Wounds.

Hexxer MK I: Those who use magic in the Cyberpapacy do so at great risk. This device was created to vent the extreme backlash warlocks or witches often suffer under Malraux's rule.

A hexxer is implanted along the bones of the forearm and wired directly into the brain. When a spellcaster suffers Shock from a failed spell, the device crackles with white energy and releases it into the air around her.

In game terms, the character ignores half of the Shock she suffers from Backlash (round up to a minimum of 1).

Hexxer MK II: An upgrade to the hexxer stores the energy from Backlash and allows the warlock or witch to actually *use* it in powering her own spells.

After a spellcaster suffers Backlash, the hexxer MK II works like a MK I above, negating half the Shock from a failed spell. In addition, the amount of Shock negated is automatically applied as a bonus on the character's next spellcasting test. The energy dissipates after one minute (six rounds), so it must be used within that time frame or the bonus is lost.

Trigon Body Plating: This subdermal armor is grafted throughout the patient's body, increasing overall durability. It adds +2 Armor, and provides Full Body coverage. Note that body plating is armor, so it doesn't stack with any worn armor — just take the highest value for a location.

Trigon Integrated Weapon Mount: One of the character's limbs is rebuilt with any melee weapon or firearm built in. The mechanism is concealed with lifelike NeuraSkin, so long as the weapon is smaller than the limb. Add the cost of the weapon to the cost of the implant to determine the final value. Note that tools such as lock picks may be installed in such mounts as well.

OCCULTECH

Occultech implants are just as powerful as the higher-tech devices found in the Cyberpapacy, but the unmistakable stench of evil clings to them.

Occultech tends to be large and obvious — almost all implants were originally designed for technodemons. Once a demon is slain or discards obsolete parts the salvage ends up adapted for human use, usually by either the demon's thralls or the foes who brought him down.

Scavenged demon parts must be carefully handled and exorcised before a new installation, lest the new cyborg succumb to the dark urges of the original owner. Even a "clean" install imparts nightmares, pain, and occasional problems with impulse control.

Storm Knights must purchase implants using the Occultech Perk (page 95). When purchased through the Perk the implants are acquired at the base price and any demonic influence has been removed. Without the Perk the risks and side effects of an installation are unbearable.

Implants purchased during play still require the character to find a chop shop for the actual purchase and installation. Just spending a day inside Tharkold is enough time to find a physician who can do the job.

Tech is the minimum axiom of the implant. A contradicting implant stops granting bonuses if it becomes contradictory, but doesn't disappear. For example, a disconnected user with Digan darksight eyes can't see in the dark anymore, but isn't blind.

Price is the cost in dollars, and its value on the **Torg Value Chart** for requisitions. Actual implant costs on the street are usually much higher.

SELECTED IMPLANT DESCRIPTIONS

Alph Weapon Dock: Alph energy weapons run on energy clips which are often in short supply in the Blasted Land. The weapon dock allows the cyborg to power Alph weapons with his own bio-energy. Reloading the ammo for any connected Alph weapon costs an action and deals 1 Shock to the character.

Chod Rabbitjack MK II: Hydraulic shocks built into the user's legs add spring, and even an

OCCULTECH IMPLANTS

Occultech	Tech	Price	Notes
Alph Weapon Dock	25	1,000 (15)	Reload an Alph weapon for 2 Shock
Chod Rabbitjack MK II	25	2,000 (17)	+2 Move, Vulnerable to jump move x2
Chod Stitcher Unit	25	8,000 (19)	Gain +1 Wound, Wounds deal +2 Shock
Digan CyberArm	25	8,000 (19)	+2 <i>Strength</i> with that arm
Digan Darksight Eyes MK III	25	3,000 (18)	Ignore 6 points of Darkness penalties
Digan Hardjack Dock	25	2,000 (17)	Allows use of Digan vehicles
Thav Integrated Weapon Mount	25	500 (13)	Plus the cost of the weapon (any Thav)
Thav Radiation Filter MK II	25	2,000 (17)	Wounds from radiation heal normally
Vav Sensation Suppressor	25	6,000 (19)	Ignore 1 Shock from all sources
Vav Toxin Suppressor	25	3,000 (18)	Test to eliminate poison after 3 rounds
Zan Endoskeleton MK III	25	10K (20)	+4 Armor, Full Body, concealed under skin
Zan Slashers	25	500 (13)	Deal <i>Strength</i> +2 damage
Zan Spinose Plating	25	8,000 (19)	+2 Armor, +1 damage to <i>unarmed combat</i>

explosive burst of power to leaps. The character's Move increases +2, and he may jump double speed in place of a regular move at the cost of becoming Vulnerable.

Chod Stitcher: This ghoulish device is built into the subject's back. When the cyborg suffers damage, long arms extend and begin painfully stapling cuts closed. The result grants the cyborg an extra Wound overall, but each time he suffers a Wound he takes an extra 2 Shock as the Stitcher goes to work.

Digan CyberArm: Digan constructions are bulky but powerful, and this modular replacement arm is no exception. It increases *Strength* tests and damage by +2, and has +3 Armor on that limb only. The arm's Armor protects the character's torso if he takes an Active Defense. The *Strength* increase applies only to tests and attacks made with that limb.

Thav Weapon Mount: One of the character's limbs is rebuilt with any Thav manufactured weapon or firearm built in. The mechanism is obvious, but modular so the weapon may be changed as desired. Any attached weapons are purchased separately.

Vav Sensation Suppressor: The subject's pleasure and pain receptors are shunted or rerouted. The result is a constant unpleasant numbness. Reduce the Shock a character suffers from any source by one, whether from damage, failure to activate

powers or spells, or other sources. Subjects with this implant tend to become addicted to extreme sensations that can overwhelm the suppressor.

Vav Toxin Suppressor: Filters throughout the subject's blood vessels work to screen any identified poisons. The cyborg tests *Strength* to recover from the effects of poison every three rounds, rather than once a minute.

Zan Endoskeleton: A popular modification among thralls who prioritize efficiency over their humanity. Armor is grafted atop all the bones in the cyborg's body, especially around the skull and ribcage. The cyborg's skin appears normal, but any damage reveals the individual is as much robot as flesh now. The conversion adds +4 Armor and counts as Full Body protection.

Zan Slashers: Slashers are long blades housed in the forearms or fingers which extend when needed. The blades are sturdy and sharp, causing *Strength* +2 damage. Slashers use *melee weapons* for attacks.

Zan Spinose Plating: An ugly dermal graft that adds protective plates to various parts of the cyborg's body. Retractable spikes protrude from every plate, dealing *Strength* +1 damage. If grappled, the character may extend the spikes as a simple action and automatically break free. The plates offer Armor +2, but there are gaps. As usual, worn armor doesn't stack; take the best value only.

HEAVY WEAPONS & EXPLOSIVES

Core Earth	Tech	Damage	Ammo	Range (meters)	Price	Notes
30mm Auto-Cannon	21	24 (AP 2)	*	500/2K/4K	70K (24)	Heavy Burst
120mm Tank Gun	21	29 (AP 10)	1	1K/3K/5K	550K (28)	Medium Blast
125mm Tank Gun	21	30 (AP 10)	1	1K/3K/5K	550K (28)	Medium Blast
152mm Howitzer	22	31 (AP 6)	*	—/5K/20K	700K (29)	Large Blast
C-4 (300g)	22	16 (AP 10)	—	—	250 (12)	Small Blast
C-6 (300g)	22	20 (AP 10)	—	—	400 (13)	Small Blast
C-9 (300g)	22	23 (AP 10)	—	—	1K (15)	Small Blast
Hellfire Anti-Tank	22	29 (AP 4)	1	2K/10K/12K	70K (24)	Medium Blast
LAW Rocket	22	25 (AP 4)	1	100/250/500	300 (12)	HEAT ammo
M18 Claymore Mine	22	19	—	—	1K (15)	Medium Blast
Stinger AA	23	26 (AP 4)	1	—/4K/—	50K (23)	Medium Blast
TOW Anti-Tank	22	28 (AP 6)	1	—/2K /4K	36K (23)	Medium Blast
Aysle	Tech	Damage	Ammo	Range (meters)	Price	Notes
Ballista	11	18	1	100/250/500	1K (15)	Reload
Ayslish Cannon	14	20	1	100/250/500	2K (16)	Reload
Cyberpapacy	Tech	Damage	Ammo	Range (meters)	Price	Notes
Godsvoice	26	24	10	100/150/200	50K (23)	Large Blast
Nile Empire	Tech	Damage	Ammo	Range (meters)	Price	Notes
.30 Caliber MG	20	15 (AP 2)	*	500/1K/2K	8K (19)	Long Burst
.50 Caliber MG	20	16 (AP 2)	*	500/1K/2K	10K (20)	Long Burst
20mm Auto-Cannon	20	22 (AP 2)	*	500/2K/4K	50K (23)	Heavy Burst
20mm Cannon	20	22 (AP 2)	*	500/2K/4K	25K (22)	Long Burst
2.75-inch Rockets	20	25 (AP 2)	*	500/1K/2.5K	2K (16)	Long Burst
75mm Tank Gun	20	28 (AP 6)	1	500/1K/2.5K	300K (27)	Medium Blast
105mm Tank Gun	20	29 (AP 6)	1	1K/2.5K/4K	500K (28)	Medium Blast
Bazooka	20	18 (AP 4)	1	100/250/500	400 (13)	Medium Blast
Flamethrower	20	16	2	20/25/30	600 (14)	Small Blast
Land Mine	20	17	1	—	500 (13)	Medium Blast
Orrorsh	Tech	Damage	Ammo	Range (meters)	Price	Notes
12-pounder Cannon	17	20 (AP 2)	1	100/500/1K	4K (18)	Reload
Dynamite Stick	17	13	—	5/10/15	20 (6)	Medium Blast
Pan-Pacifica	Tech	Damage	Ammo	Range (meters)	Price	Notes
15mm Sentry Gun	24	22	200	50/1K/2K	250K (27)	Long Burst
Screecher	24	18	*	—/50/100	25K (22)	Large Blast
Tharkold	Tech	Damage	Ammo	Range (meters)	Price	Notes
Mim Shredder Mine	25	25 (AP 2)	1	—	5K (18)	Medium Blast

HEAVY WEAPONS

Heavy weapons are devices used to destroy vehicles, structures, or masses of troops. Their use requires the *heavy weapons* skill. Heavy weapons aren't carried; they are only mounted in vehicles or fortifications unless specifically noted.

Heavy weapons use the same statistics as Firearms, but have a wider and more dangerous variety of ammunition options. The Blast listed in Notes is the default for the weapon — see **Explosives & Area Effect Attacks** (page 122).

Damage includes the Armor Piercing (AP) value of the most commonly used ammunition for each weapon.

Ammo is by weapons platform, or by individual device. A Nile Empire Paket Mk. II carries 20 20mm rounds, while an Apache helicopter carries 1,200 30mm shots for its fast-firing autocannon.

SELECTED HEAVY WEAPON DESCRIPTIONS

2.75-inch Rockets: Commonly found on combat helicopters. Depending on the launcher, rockets may use Rapid Fire to overwhelm the target.

12-pounder Cannon: One of the last muzzle-loading smoothbore cannons of the 19th century, sometimes known as the Napoleon field gun. A wide variety of different rounds are available for the gun, including grapeshot and shrapnel.

15mm Sentry Gun: State of the art self-propelled turret, sometimes called “Rovers” by security troops that employ them. Rovers obey voice commands, shuffle into position on mechanized legs, and fire on any unfriendly movement in the zone they are set to watch. Friendly targets are designated through IFF bracelets, face, and voice recognition, but Rovers are notoriously twitchy. A *heavy weapons* or *profession (demolitions)* test sets the Autogun and its targeting parameters, after which it attacks on its own with a *heavy weapons* skill of 10. Kanawa hasn't offered the Autogun on the market yet, but captured and modified turrets are already appearing on the black market.

20mm Automatic Cannon: Similar in design to an enlarged machine gun, this belt-fed weapon is most often found mounted on airplanes, though it can be mounted on other vehicles or fortifications.

It remains popular on military vehicles well after its introduction at Tech 20, especially with KEP or incendiary rounds.

30mm Automatic Cannon: Another rapid firing cannon, the 30mm usually has a slightly lower rate of fire than lighter autocannons, but its larger shells hit harder and have greater range.

75mm Tank Gun: Once the cutting edge in Tech 20 tank armament, this is the weapon for the assault vehicles of the Nile Empire. A wide variety of ammunition makes this an ideal weapon for tanks, planes, and zeppelins.

125mm Tank: The standard armament of the ubiquitous Soviet-era T-72 tank found throughout the world as well as the US M1A1. Almost always uses KEP ammunition for use against heavily armored targets.

152mm Howitzer: Usually hitched to a vehicle, towed into position, and then reconfigured to fire. Each shell weighs 44 kg and usually requires a crew of six to load and fire. The usual howitzer shell types are available, plus in Russia one-kiloton tactical nuclear shells were produced for this weapon.

Ayslish Cannon: Similar in size to the 12-pound cannons of Core Earth's 15th century, cannons have only recently been used in any great number by the Ayslish. Dwarves usually stylize the cannons to resemble dragons or other monsters.

Ballista: The ballista is a large, crossbow-like device used to fire 4.5 kilogram spear-like bolts great distances and with great force. Winding the bowstring back requires a Heroic (DN 18) *Strength* test, and usually requires a crew of six.

Bazooka: A broad category for early man-portable anti-tank devices. Almost all are shoulder-fired tubes that launch rocket-propelled warheads. Bazookas use HEAT ammunition, and may be carried by a single person.

Flamethrower: A horrifying weapon that streams burning fuel across an area. As a fire weapon it ignites the target, continuing to deal damage, and always attacks the least-protected armor location. The fuel for flamethrowers is notoriously vulnerable, and a Called Shot (see page 119) hitting a fuel tank may detonate the weapon, dealing its damage to the user and everyone around him.

Godsvoice: A heavy microwave emitter used by Church Police for non-lethal crowd control. Nerves of individuals in the affected area feel like they have caught fire, even though there is very little heat present. A small percentage of targets do suffer mild radiation burns on exposed flesh. Many victims claim to hear choir songs when under the effects of the ray. As a beam this weapon isn't eligible to use different ammunition types.

Hellfire Anti-Tank Missile: Designed expressly to be fired from the US Army's Apache helicopter, the Hellfire is a laser-guided missile. This weapon requires a lock-on, so the user must Aim (page 119) before firing. The Hellfire uses HEAT ammunition for its standard missile.

LAW Rocket: An extremely portable and disposable anti-tank weapon, the LAW is a direct-fire (unguided) rocket. Instructions for its use are inscribed on each LAW canister in cartoon form, enabling the LAW to be fired by just about anybody. Once fired the canister is discarded. The canister is loaded with a HEAT round. A Storm Knight may carry one or more LAW Rockets if desired.

Screecher: Sonic crowd control device deployed along contamination zones to keep crowds at bay. The ultrasound frequency causes nausea and extreme discomfort to anyone not wearing special protective headsets. The weapon's damage is non-lethal.

Stinger Anti-Aircraft Missile: A self-guided missile designed for use against low-flying aircraft, the Stinger missile comes in a disposable tube that is fitted to the reusable launching unit, and may be carried into position and fired by a single person.

The firer uses an action to aim at the target and rolls *heavy weapons*. A standard success gains a lock-on, and the missile may be fired with another action. A Good success gives a +2 when the missile is fired, and an Outstanding success increases the bonus to +4. The firer may continue trying to lock-on hoping for the full +4 to the *heavy weapons* skill once the missile is finally fired.

The pilot of the target vessel may make an Active Defense roll to avoid the missile, and adds +4 to his roll if he has anti-missile countermeasures such as chaff or jammers.

TOW Anti-Tank Missile: Fired from a vehicle mount, such as on a jeep or helicopter, the TOW is a wire-guided missile the firer "flies" into the target. This weapon requires a lock-on to fire, so the firer must use an Aim (page 119) against the target before attacking. The initial cost is for the launcher and its systems, and then each missile is purchased separately.

SPECIAL AMMUNITION

Grapeshot: Only available for smoothbore cannons such as the 12-pounder or Ayslish cannon. Rows of ball bearings or flechettes are packed into the barrel, scatter across a wide cone, and grant the properties of a Shotgun (see page 126) and a Medium Blast area of effect.

High Explosive Anti Tank (HEAT): Found only in heavy weapons and first available at Tech 20 on specialized weapons, HEAT (High Explosive Anti Tank) rounds are designed to detonate after penetrating vehicular armor.

If the target is Very Large or has an Armor rating greater than five, then HEAT ammunition ignores up to five points of Armor. If not the shot still counts as Armor Piercing and ignores up to 2 Armor. The explosion has a Medium Blast radius.

Incendiary: Emerging at Tech 19, these rounds contain various flammable compounds designed to ignite and remain burning when they strike a target. Treat the damage from the weapon as Fire, attacking the lowest Armor value on the target and continuing to burn until doused.

KEP (Kinetic Energy Penetrator): Fires a depleted uranium or other heavy metal dart at a high muzzle velocity, dealing damage solely through massive kinetic energy. Ignores 10 points of armor from vehicles. Requires Tech 22.

Smoke Shells: Common for target marking. The shells deal no damage, but instead cover a 10 meter radius with thick, colored smoke (-2 Visibility). The smoke lingers in the area until the firer receives a Setback.

Shrapnel Shells: Sometimes called scattershot or fragmentation rounds. Lower Tech versions used fuses, while Tech 23 and beyond use sensors to detonate at the right altitude, showering high-speed shell fragments or flechettes across the Blast

area. Damage drops -2 , reducing effectiveness against armored targets, but the weapon gains a Medium Blast area of effect.

Tracers: Using phosphorus or similar pyrotechnics, one in five rounds fired burns brightly enough to be visible during daylight, allowing the firer to see the actual trajectory the projectiles follow so corrections can be made. Tracers only have an effect when fired Long Burst. After firing, the tracers grant the firer an Aim (see page 119) for their next shot. Tracers appear at Tech 19.

EXPLOSIVES

Land Mine: An explosive device with a pressure-plate trigger, usually buried or concealed along roads or fields. These devices are meant to injure rather than kill, usually by blowing off the limb that triggered the device. It takes a few minutes and a *profession (demolitions)* test to plant a device. A good success makes the device hard (-2) to *find*, and an outstanding success makes it difficult (-4).

Dynamite: Nitroglycerine stabilized in a neutralizing material such as clay or sawdust, dynamite is exceptionally stable and normally

only set off by another explosion, usually a blasting cap or detonator. Dynamite sticks with a fuse have the blasting cap included in the stick, and may be carried or thrown by a Storm Knight.

Add $+1$ to the damage for each additional stick of dynamite in a bundle, up to a maximum of six sticks. Anyone can throw a stick of dynamite, but setting it up for maximum effect is a use of the *profession (demolitions)* skill.

Old sticks can be very dangerous because the nitroglycerine “sweats” out of the stick and any sharp shock might set it off. Nitroglycerine itself can be found at Tech Axiom 18. It has the same cost and effects as a stick of dynamite but is similarly detonated by any impact.

M18 Claymore Mine: A block of C4 surrounded by ball bearings or other fragments. Usually set off by a trip-wire or manually detonated from a remote trigger. Claymore mines are built to shape the blast and fragments into a Medium Blast from the device. The device may be easily carried, and only takes an action to plant.

Mim Shredder Mine: This technodemon device is dreaded in Tharkold, and is sometimes called the Carousel of Death. The mine itself fires a spinning



Ibis has the right tool for the job.

warhead up into the air, and mono-filament threads lance out in every direction, lacerating flesh and armor. The operation makes an annoying buzzing sound that humans compare to the sound alarm clocks make.

The mine can be carried by a person, set with just an action, or even thrown into position to activate it. It triggers based on sound. It will listen for movement all around it, and detonate when it calculates the most targets are within its radius. A very difficult (-6) *stealth* test allows someone to sneak through the mine's radius without waking it up.

Plastique (C-4, C-6, C-9): A chemical explosive with the consistency of putty or modeling clay, plastique can be molded easily and is very stable. It cannot be set off by any amount of impact and only extreme levels of heat (over 500 degrees Celsius) might set it off otherwise. Plastique is portable, and triggered electrically, usually by a small battery-powered timer/detonator. The damage values and blast radius values are for a 300-gram amount of the explosive.

Add +1 damage for each additional 300 grams of plastique, up to a maximum of three kilograms. Every three kilograms beyond that increases the Blast area by one size.

VEHICLES

Modes of transportation vary widely from one reality to the next. A trip of 500 kilometers may only take an hour in Core Earth thanks to jet aircraft, but takes days or weeks in realms with less advanced technology like Aysle, where a horse-drawn carriage is the best way to travel.

The descriptions provided in this section can be used for craft similar to the specific one listed. Most variations between vehicles of a similar type and Tech Axiom are small enough that they do not affect the game values. For example, the statistics of the Sopwith Camel can be used for most other types of biplanes.

Top Speed: The vehicle's maximum speed in kilometers per hour (KPH), followed by the corresponding value number. If a vehicle's Top Speed is high enough to make it eligible for a Speed

Penalty (page 132) the bracket is listed as well: Fast, VF (for Very Fast) or Ultra.

Passengers (Pass): The total number of individuals who can fit in the craft, including the driver/pilot. More passengers may be crammed in (up to one higher value) at the cost of performance and discomfort. When overloaded the vehicle's speed drops one value, and all aboard are Stymied.

Maneuver Rating (MR): Apply this modifier to *air vehicles*, *land vehicles*, or *water vehicles* for skill tests and the vehicle's defense. MR takes the vehicle's size into account, so a larger vehicle is more likely to suffer a performance penalty than a smaller one.

Wounds (Wnds): The maximum number of Wounds a vehicle can suffer and still function. Any more Wounds wrecks the vehicle and causes it to crash (treat as a Collision, page 133). Wound penalties apply to tests to control the vehicle, up to a maximum of -3.

Toughness: The Toughness of the vehicle. The number in parentheses is how much of the vehicle's Toughness is provided by Armor, useful when calculating Armor Piercing attacks. Any Shock done applies to all passengers aboard.

SELECTED AIRCRAFT DESCRIPTIONS

A-10 Thunderbolt II: A ground attack aircraft known for its heavy armor and the 30mm autocannon it uses to devastate tanks or ground vehicles. The cannon holds enough ammo for 27 Heavy Bursts. Usually the wings mount eight Hellfire missiles and four banks of 20 2.75-inch rockets.

Apache AH-64: The Apache attack helicopter exchanges top speed for maneuverability, superior armor, and a heavy armament load. Its primary weapon is the M230A1 chain gun, a 30mm autocannon mounted on a forward spindle turret with 24 Heavy Bursts of ammunition. A standard Apache load-out includes stub wing armament of either 16 Hellfire anti-tank rockets or four banks of 20 2.75-inch rockets.

Avro C.30 Autogyro: Autogyros are noted for their extremely short take-off distance, as little as a few meters, thanks to the auto-rotating props above the fuselage. The C.30 can take off and land from the roof of a large building, and while not a true helicopter it can nearly hover in a strong wind.

Bell AH-1G: Known as the Huey Cobra, this helicopter is amazingly lethal for Tech 22 where it first appeared. A crew of two controls a turret with two 7.62mm miniguns with enough ammunition for 20 Heavy Bursts. Twin wing pods could hold launchers with seven 2.75-inch rockets each, or four TOW missiles.

Bell H-13 Sioux: The distinctive “soap bubble” cockpit marks this light helicopter, best known for its role in the Korean War as medical evacuation transport. Up to three could sit in the wide cockpit, and two more “passengers” can ride strapped into the stretchers fixed on the sides of the craft. It’s still in wide use across the world.

Boeing 747: A narrow-bodied airliner, and the most common replacement for the venerable 727, the 747 is the most common jetliner in dozens of fleets across Core Earth. The plane has a range capable of transcontinental flights.

C-5 Galaxy: A massive transport aircraft favored by the Delphi Council. The cargo space can be rigged for passengers or up to three heavy vehicles. Some Galaxies are configured for ground support, and feature four mounted 7.62mm miniguns each

with 20 bursts of ammunition. Additional weapons loads include two 20mm cannons with the same ammo as the miniguns, 20 Hellfire missiles, and a 105mm tank gun.

DC-3: The 1,500-mile (2,400-kilometer) range of the DC-3 is quite impressive for Tech 20. A military transport version has also been developed, the C-47. Both types of aircraft continue to see use in Core Earth. The DC-3 is famous for its hardiness and reliability.

Digam Specter: A strange design of Tharkoldu origin. The Digam-Sim/3, sometimes called the Specter, is a modular attack craft built around two rotating jet engines and two weapon-pod hardpoints. What makes it odd is it doesn’t have a true cockpit. The pilot gets plugged in via cybernetic interface, or in extreme cases built directly into the machine. Resistance fighters use captured Specters as drone fighters.

F-15: The F-15 is indicative of most Tech 23 air superiority fighters: capable of acceleration and maneuvers beyond human tolerance. The main limit is the pilot, not the machine. Managing and withstanding those force is the key to victory and



The Shroud flies the unfriendly skies over the Nile Empire.

AIRCRAFT

Core Earth	Tech	Top Speed	Pass	MR	Wnds	Tough	Price
A-10 Thunderbolt II	23	560 (15) VF	2	-1	4	24 (4)	12M (35)
AH-64 Apache	23	300 (14) Fast	2	-1	4	20 (4)	8M (34)
Bell AH-1G Cobra	22	350 (14) Fast	2	-1	3	17 (2)	1.5 M (31)
Bell H-13 Sioux	22	210 (13) Fast	3	-1	2	15	1M (30)
Boeing 747	22	950 (16) VF	490	-4	5	24	5M (33)
C-5 Galaxy	23	540 (15) VF	92	-4	5	25 (2)	12M (35)
F-15	23	2,250 (18) Ultra	1	-1	4	22 (2)	17M (36)
Learjet L45	23	860 (16) VF	8	-2	3	20	1.5 M (31)
Mi-24 Hind	22	370 (14) Fast	10	-1	4	22 (4)	12M (35)
V-22 Osprey	23	500 (15) VF	24	-1	3	21	35M (37)
Aylse	Tech	Top Speed	Pass	MR	Wnds	Tough	Price
Fey Galleon	9	20 (8)	50	-4	4	25 (2)	10M (35)
Cyberpapacy	Tech	Top Speed	Pass	MR	Wnds	Tough	Price
Peugeot Pirouette	26	200 (13) Fast	4	-0	2	14	25K (22)
Nile Empire	Tech	Top Speed	Pass	MR	Wnds	Tough	Price
Avro C.30 Autogyro	20	160 (13) Fast	2	-0	2	13	300K (27)
Sopwith FI Camel	19	200 (13) Fast	1	-0	2	14	60K (24)
Spitfire VB	20	600 (16) VF	1	-1	3	17 (2)	200K (26)
PM1-Paket Fighter	20	600 (16) VF	1	-2	3	18 (2)	300K (27)
PBY Seaplane	20	200 (13) Fast	6	-2	3	17	200K (26)
DC-3	20	320 (14) Fast	36	-2	3	19 (2)	150K (26)
Zeppelin	19	100 (12) Fast	40	-6	4	15	800K (29)
Pan-Pacifica	Tech	Top Speed	Pass	MR	Wnds	Tough	Price
Oda Hornet	24	400 (15) VF	8	-1	3	21 (4)	8M (35)
Oda-17 Private Jet	24	1,750 (18) Ultra	2	-2	3	22	24M (37)
Oda Grasshopper	24	55 (10)	1	-0	—	11	30K (23)
Tharkold	Tech	Top Speed	Pass	MR	Wnds	Tough	Price
Digam Specter	25	600 (16) VF	1	-0	2	22 (4)	10M (34)

LAND VEHICLES

Core Earth	Tech	Top Speed	Pass	MR	Wnds	Tough	Price
Ford Taurus	23	160 (13) Fast	4	-1	2	14	15K (21)
Chevy Suburban	23	135 (12) Fast	6	-2	2	15	25K (22)
Toyota Prius	23	120 (12) Fast	4	-2	2	13	25K (22)
Kawasaki Ninja	23	330 (13) Fast	1	-0	1	12	11K (20)
Harley Chopper	22	180 (13) Fast	1	-0	1	12	23K (21)
Mack Semi-Truck	22	140 (12) Fast	2	-2	3	20 (2)	120K (25)
M113 ACAV	22	65 (11) Fast	13	-1	3	24 (6)	100K (25)

Core Earth (cont.)	Tech	Top Speed	Pass	MR	Wnds	Tough	Price
M1 Abrams	23	70 (11) Fast	4	-1	4	32 (10)	1.5 M (31)
T-72	22	55 (10)	3	-2	4	30 (10)	750K (29)
Aysle	Tech	Top Speed	Pass	MR	Wnds	Tough	Price
Fey Carriage	13	32 (9)	5	-2	2	12	40K (23)
Passenger Carriage	8	48 (9)	6	-4	2	12	800 (14)
Cyberpapacy	Tech	Top Speed	Pass	MR	Wnds	Tough	Price
Peugeot 115 Car	26	200 (13) Fast	4	-1	2	14	25K (22)
Peugeot Hoverbike	26	200 (13) Fast	1	-0	1	12	18K (21)
GWI Samson	26	110 (11) Fast	4	-2	4	28 (10)	2.5M (32)
Nile Empire	Tech	Top Speed	Pass	MR	Wnds	Tough	Price
1933 Daimler-Benz	20	100 (12) Fast	4	-2	2	14	8,000 (19)
1938 Halftrack	20	55 (10)	10	-4	3	22 (2)	100K (25)
BMW R75 + Sidecar	20	100 (12) Fast	2	-1	1	13	8K (19)
Jeep	20	80 (11) Fast	4	-1	2	15 (1)	6K (19)
Tiger Tank	20	40 (10)	4	-4	4	28 (8)	200K (26)
Pan-Pacifica	Tech	Top Speed	Pass	MR	Wnds	Tough	Price
Ishido Special	24	400 (15) VF	1	-0	1	13	40K (23)
Armored Limo	24	140 (12) Fast	8	-2	2	20 (6)	250K (27)
Tharkold	Tech	Top Speed	Pass	MR	Wnds	Tough	Price
Wasteland Junker	25	100 (12) Fast	4	-1	2	15 (2)	15K (21)

WATER VEHICLES

Core Earth	Tech	Top Speed	Pass	MR	Wnds	Tough	Price
Lazzara Yacht	23	55 (10)	12	-4	3	16	80M (39)
Los Angeles Class	22	55 (10)	140	-4	5	33 (2)	2B (46)
Luxury Liner	22	25 (9)	3,200	-8	6	34	110M (40)
Aysle	Tech	Top Speed	Pass	MR	Wnds	Tough	Price
Galleon	14	20 (8)	220	-6	5	25	1M (30)
Viking Longship	9	10 (7)	30	-4	4	15	20K (21)
Nile Empire	Tech	Top Speed	Pass	MR	Wnds	Tough	Price
Diesel Steamer	20	40 (10)	24	-6	4	30	6M (34)
Motorboat	20	100 (12) Fast	6	-2	2	15	16K (21)
Type 209 Class	20	40 (10)	33	-4	4	28	30M (37)
Orrorsh	Tech	Top Speed	Pass	MR	Wnds	Tough	Price
Coal Steamer	18	30 (9)	24	-6	4	30	4M (33)
Clipper Ship	17	40 (10)	140	-4	5	26	2M (31)
Pan-Pacifica	Tech	Top Speed	Pass	MR	Wnds	Tough	Price
Oda Dragon	24	160 (13) Fast	5	-0	2	16	500K (28)

survival. The F-15 is usually armed with a 20mm auto-cannon (Ammo 10) and eight Stinger air-to-air missiles.

Fey Galleon: A large ship hull interlaced with runes and magic to lift it into the air. It has no propulsion of its own, relying on sail power or specially designed air oars. A wheel amidships is turned one way to elevate the ship in place, and the other way to descend. Requires a Magic Axiom of 18 to remain aloft.

Learjet L24: A high speed business jet with capacity for six passengers in addition to the two crew. Many are privately owned by or chartered to Storm Knights to quickly get teams to hot spots around the globe. In addition to the passengers, the L24 has room for about 1,000 pounds (450 kilos) of cargo.

Mi-24 Hind: There are many Mi-24 variants still in service across Russia and Europe. It's seen extensive service and is Core Earth's fastest attack helicopter. Most configurations can carry eight troops in addition to a crew of two. It is usually armed with a 20mm auto-cannon that can fire 30 Heavy Bursts before it runs empty. The wings mount four pods carrying 32 2.75-inch rockets each and four TOW Missiles.

Oda-17: Built purely for speed, the Oda-17 is a private two-seat jet equipped with extensive stealth technology. It's technically an executive transport meant for sensitive visits, but it is also used for reconnaissance and corporate espionage.

Oda Grasshopper PMD: The Grasshopper Personal Mobility Device is an emerging product line from Oda. It straps on like a backpack and uses bursts of compressed air to propel the wearer forward, sideways, or up. Within the device's maximum altitude ceiling of 20 meters it is extremely maneuverable.

Oda Hornet: Oda produces a commercial helicopter with two main configurations. The Butterfly is unarmed and features a full office, entertainment center, and a wet bar. The Hornet looks almost identical, but trades luxury for concealed armament: two Impala chainguns (Ammo 10) and two launchers that carry 50 2.75-inch rockets each.

PBY Seaplane: A twin-engine light cargo plane heavily used by the military of the Nile Empire and by civilians as a tramp freighter. The cargo area can be converted into passenger space, increasing its capacity to 20. The military variant is armed with three machine guns (damage value 15) in cupola turrets covering different arcs.

PM-1 Paket: A single-engine monoplane from the Nile Empire. The Paket is the workhorse of the Imperial air fleet. It is used as a support fighter and for reconnaissance. Standard armament is two .30-caliber machineguns with 200 rounds of ammo each.

Peugeot Pirouette: Peugeot's third-generation levitation technology no longer requires a surface to repulse, creating a true flying car. Some decry this innovative vehicle as a safety issue, but others point to it as the Cyberpapacy fulfilling its promise to upgrade the world in every way.

Sopwith FI Camel: The Camel served with distinction during the first World War as an air superiority and ground attack craft. It is tricky to fly, but a skilled pilot can turn its peculiarities into advantages in a tight dogfight. The Camel has an operational ceiling of 22,000 feet. Standard armament is two .30-caliber MGs synchronized to fire between rotations of the propeller.

Spitfire VB: The Spitfire is a tight-turner thanks to its large elliptical wing, but its name comes from the immense firepower it mounts: four .30-caliber machineguns with 250 rounds of ammo each, plus two 20mm cannons with 120 rounds each.

V-22 Osprey: A rotary wing VTOL (vertical take-off and landing) aircraft designed for insertion and extraction of specialist teams. It has a reputation for being accident-prone, but is gaining popularity with Storm Knights. It is usually lightly armed with 20mm cannons. It's capable of carrying a vehicle in addition to the compliment of passengers.

Zeppelin: Rigid-skinned blimps filled with hydrogen or helium within lightweight wood and aluminum frames. The cargo gondola is slung beneath the zeppelin. Though ponderous and vulnerable to attack, these aircraft are quiet and don't stall. Plus, Pharaoh Mobius just seems to like them.



Another last-second escape for The Shroud.

SELECTED LAND VEHICLE DESCRIPTIONS

1933 Daimler-Benz: This sedan epitomizes the low, sleek, rounded roadster designs still popular in the Nile Empire. The Daimler-Benz has a long chassis and independent suspension system that give it high performance and a comfortable ride.

BMW R75: Ubiquitous among the forces of the Nile Empire, and usually deployed with a passenger sidecar. Most of the different motorcycles that share the same statistics as the R75 have standardized compatible parts, even when built by different manufacturers. When the sidecar is detached the R75's speed value increases by one, but Toughness decreases by one.

Chevy Suburban: Available with upgraded suspension, this rugged passenger vehicle is used by government task forces and as a military transport. Various door and seating configurations make it an efficient if plain utility vehicle for small teams of Storm Knights.

Ford Taurus: The basic design of the Taurus spawned a fleet of similar cars, including most

modern police interceptors and cruisers. Most normal Tech 23 automobiles have the same statistics.

Fey Carriage: This "horseless carriage" looks like an open buckboard wagon, except for the missing horses. A magical engine mounted behind the cabin propels it forward. The carriage is steered with a large "rudder" positioned in front of the driver's seat. Opening the engine is very dangerous: It explodes with a damage value of 30 without a near impossible (DN 20) *apportation* test to keep it stable. The carriage requires a Magic Axiom of 14 to operate.

GWI Samson: An odd, somewhat cobbled-together hover tank employed by the Cyberpapacy. It was meant to be deployed to counterattack land invasions, but most are usually parked next to priority installations as a deterrent instead. The Samson serves well enough in either role, but requires constant support and maintenance.

The chassis uses technology similar to magnetic levitation to lift the armored frame off the ground, and is capable of clearing obstacles a meter tall. Its main gun is a heavier (damage value 28) version

of the GWI GodFire plasma gun, with essentially unlimited ammunition from the tank's power plant. It also carries four missile pods (equivalent to Hellfire missiles) in side racks.

Harley-Davidson Chopper: Stripped down and riding low to the ground, the chopper sports a powerful (and very loud) engine. Even its fans admit the chopper isn't suited for sharp turns or off-road travel, but it sure looks cool.

Ishido Special: Ishido's new model is one of the fastest motorcycles ever produced. Each one is customized to fit the owner's dimensions, and the throttle and brakes are controlled by the user's legs, leaving a hand free.

Jeep: This all-purpose, all-terrain utility vehicle isn't so much rugged as it is easy to patch back into a semblance of working shape. Repairs have been made literally with safety pins and chewing gum. Most jeeps have an open cabin, so the driver and passengers may be targeted by attacks.

Kanawa Armored Limo: This cutting-edge modern stretch limousine is the standard mode of ground transportation for Kanawa executives. It features the same distinctive black plate as the corporation's security forces, and one-way armored glass windows.

Kawasaki Ninja: A light sports motorcycle with good maneuverability and powerful acceleration. Riders gain partial Concealment (-2) against attacks since the bike blocks at least some of the rider's body.

M113: The M113 is an armored personnel carrier used extensively by US forces since the Vietnam War. Many models are buoyant enough to float, pushing themselves through the water with spinning tracks. Its light armor is adequate against small arms fire, but ineffective against heavy weapons. The most common configuration is armed with a .50-caliber machinegun and several thousand rounds of ammunition, but TOW missiles and 40mm grenade launchers are also possible.

M1 Abrams: Still the main battle tank for the US after 30 years of service. It is constantly upgraded to incorporate the most modern targeting and defensive systems. Depending on the assigned duty these tanks have reactive armor installed (see page 175). The Abrams is capable of good

RAILROADS

Steam Train: Powered by coal-generated steam, this class of locomotive spread throughout the Americas, as far south as Patagonia and as far north as Alaska. A half-dozen or so of these vehicles have been refurbished as a result of the Possibility Wars, as they are more easily "repaired" than more modern vehicles. They are Tech 17, and so operate reliably in Orrorsh.

Diesel Train: Diesel engines pull these trains, and passengers have given way to increased freight. The statistics are for Tech 20. More modern versions in Core Earth increase their speed value +1 – superior brake technology takes credit for much of the increase in speed performance; less technically sophisticated trains may be able to get up to speed, but they cannot stop in a reasonable distance.

Bullet Train: Developed in Japan and France, these Tech 23 trains make use of superior aerodynamic knowledge and materials to allow them to reach speeds that would derail ordinary locomotives.

Cyber Train: A huge train that runs on a magnetic rail. It's heavily armored and equipped with numerous plasma cannons and Hellfire missile launchers. The train is not used commercially; it is the property of the Cyberpapacy.

Train Model	Top Speed (KPH)
Steam Train	40 (10)
Diesel Train	110 (12) Fast
Bullet Train	300 (14) Fast
Cyber Train	320 (14) Fast

LINKED WEAPONS

Many vehicles are armed with multiple weapons all linked together to improve the volume of fire. Treat each linked weapon as a Combined Action (page 120) adding to the primary weapon's attack total.

Thus twin machineguns mounted on a vehicle gain a +1 bonus to attack, while six machineguns earn a +4 bonus.

If the craft features two or more *sets* of linked guns, each set fires separately. The pilot may fire them together by taking the standard Multi-Action (page 124) penalty, but there's no bonus for the extra linked weapons. For example a Spitfire has four .30 caliber machineguns (+3 bonus) and two 20mm cannons (+1 bonus). If a pilot opts to fire both at once he'd suffer a -2 Multi-Action penalty, so the machineguns would have a net bonus of +1 and the cannons a net -1.

This is an exception to the usual rule that you can't use the same skill twice in a multi-action.

highway speed, and carries composite armor. A 120mm cannon is standard, and it carries approximately 40 rounds. Its secondary armament includes one or two .50-caliber machineguns and a 7.62mm minigun, each with thousands of rounds of ammunition.

Passenger Carriage: A simple four-wheel carriage that can carry four passengers in moderate comfort. The driver sits atop the cabin at the front, and a lookout sometimes rides alongside him. Depending on their size and load, carriages are usually drawn by teams of two to eight horses. Carriages found in Orrorsh have suspension, but older models in Aylse offer a much bumpier ride (Fatigues passengers). The real expense of operating a carriage is purchasing, feeding, and caring for the horse teams.

Peugeot 115 Hover Car: Produced in the Cyberpapacy, this four-seater uses a variant of magnetic levitation to float in the air. It is faster and sportier than previous Peugeot models, and can lift as high as 10 meters from the ground with its popular "jump boost" feature. It is powered by an electric engine with batteries good for about a week before they need to be recharged.

T-72: The T-72 is a common tank in dozens of nations who had cordial relations with Russia. The most common variants sport a 125mm tank gun with around 40 reloads. Many variants exist, mixing in more advanced fire control or reactive armor, and mixing the secondary armament of a .50-caliber machinegun and 7.62mm minigun.

Tiger Tank: The state-of-the-art tank for nearly a dozen years, the Tiger tank has a 88mm cannon (use the 105mm cannon statistics) which is quite advanced for its Tech Axiom, and carries almost 100 incendiary or HEAT shells. The favored main battle tank for Pharaoh Mobius's forces in Africa is nearly identical.

Wasteland Junker: There's no single manufacturer or model, but these statistics are indicative of the road machines salvagers piece together from technodemon scraps. Most operate with high efficiency Xedi engines that burn common alcohol, but some use more esoteric power plants. Junkers tend to be stripped down, ugly, and decorated with spikes, skulls, or other gruesome warnings.

SELECTED WATER VEHICLES

Clipper Ship: A three-masted sailing vessel with sophisticated rigging. Capable of transcontinental voyages. Generally only moderately armed, these ships count on escape rather than confrontation.

Coal Steamer: Metal-hulled vessels with high-pressure steam boilers that drive props or wheels. Early steamers still have sails for emergencies or efficiency. Coal steamers can sail throughout the year as dictated by the needs of trade rather than the prevailing wind patterns.

Diesel Steamer: Larger, faster, and more efficient than its coal-burning predecessor. Diesel ships can remain at sea for months, rather than three weeks or so for a coal burner. These later-model vessels were never rigged for sails, and are still in service transporting goods around the globe.



Aidan runs dangerous rapids in the Living Land.

Galleon: Galleons are a compromise between a merchant ship and a warship. They are bulky and unwieldy, but still quite fast at full sail. They can haul a good deal of cargo, pack several dozen cannon, and take considerable damage before going under. Many Ayslish traders use galleons.

Los Angeles Class: The Los Angeles class submarine is the quintessential nuclear-powered attack submarine, using extremely sophisticated sensing gear (Tech 23) to hunt other submarines as well as surface ships. A nuclear reactor and oxygen generators allow a Los Angeles class vessel to remain submerged for extended periods.

Motorboat: A small personal watercraft, usually powered by one or two outboard motors and used for short-distance travel. They are very common along most waterways and coastlines.

Lazzara Yacht: Every modern convenience packed aboard a sleek, fast vessel. With a desalinization system and large fuel reserves this floating palace is capable of crossing oceans in style.

Luxury Liner: These massive vessels are remarkably seaworthy. Powered by diesel engines, liners have the supplies and fuel reserves to travel anywhere in the world. Many have been pressed into military service as a result of the Possibility Wars, ferrying troops and hundreds of tons of gear.

Oda Dragon: A high performance speedboat. Four outboard motors bring the speed. The Dragon

was designed for recreation, but is also used by Kanawa security forces for pursuit missions.

Type 209 Class: A modern diesel-powered attack submarine that sees broad service in navies throughout the world. The 209 is meant for patrols of 50 days or less, lacking the sustained endurance of its nuclear counterparts. The Nile Empire is believed to have purchased some 209s, since the majority of the technology still functions within their axioms.

Viking Longship: Single-sail craft used by Aysle's viking raiders. In battle the sail is furled and the crew rows to the beat of pounding drums. The longship comes with a ram plate add-on as a standard feature.

VEHICLE ADD-ONS

Ram Plate: Armor or kinetic absorbers redirect impact energy from collisions. When a vehicle with a ram plate collides with another vehicle, roll a bonus die. The result is subtracted from any damage the vehicle suffers and added to the damage against the foe.

Reactive Armor: Layered defenses and explosive plates disrupt the shaped charges of anti-tank ammunition. Reactive armor is used up the first time an attack hits that would exceed the vehicle's Toughness, but it eliminates the Armor Piercing property of the triggering weapon.

REALITY

The Possibility Wars aren't about the control of the world's land or natural resources — they're about draining the Possibilities of the living beings who dwell there.

The Reality Raiders or "High Lords," seek this energy to become something called the "Torg." The Delphi Council doesn't know exactly what this means yet, but they're sure it's very *bad*.

The High Lords' home worlds are called *cosms*. Angar Uthorion comes from Aysle, Jean Malraux comes from Magna Verita, Baruk Kaah from Takta Ker, and so on. Our world is called "Core Earth," even though it is one of an infinite number of earths, each with their own stories.

The areas of Core Earth where the invaders landed and transformed are called *realms*.

REALITY RAIDERS

Each High Lord is an incredibly powerful individual on his or her own, but their real power comes from their "Darkness Devices," ancient and terrible machines of pure destruction. Each of these ancient relics are sentient with their own names, powers, strengths, and weaknesses. (The Game Master has more information on page 218.)

DIMTHREADS & MAELSTROM BRIDGES

One power all Darkness Devices have is the ability to create pathways between worlds, called *dimthreads* and *maelstrom bridges*.

A dimthread is a small, temporary connection suitable for only a few individuals to use before it closes. Dimthreads are used for quick transportation, often to send spies or other agents across in advance of an invasion. This is how the High Lords infiltrated Earth and prepared the way for their assault.

A maelstrom bridge is a true breach between worlds. This is what the High Lords used to invade Core Earth. Maelstrom bridges are permanent and large enough to allow massive armies to cross. If the invaded area is properly prepared, they also funnel Possibility Energy from the target world to the invaders.

STELAE

Stealing a planet's Possibility Energy is not easy. It requires a very specific process that can only be accomplished with the use of a Darkness Device. First the device must make a number of *stelae*, statues imbued with the invading reality – and perhaps, pure evil.

Once charged, the stelae must be planted in a triangular pattern roughly 500 kilometers on a side. The High Lords' agents planted a number of these via dimthread before the invasion.

Once the maelstrom bridges crash down, the target world is flooded with the invading reality, which is bound by the stelae planted beforehand. The stelae prevent the invaded reality from lashing back on the invaders, then leech Possibility Energy from the host realm into the Darkness Device.

ZONES

The areas between three stelae are called "zones," which begin to transform to the new reality once the stelae are activated. The speed of transformation depends on the type of zone: Pure, Dominant, or Mixed.

PURE ZONES

Pure Zones contain one supreme reality. Any other reality present is strongly suppressed. Some Pure Zones are located in untouched areas of Core Earth, or in the home cosms of the High Lords.

Objects transform quickly, generally within 24 hours. Living beings are subject to the axiom limits and World Laws of the Pure Zone's reality. Within Pure Zones, Ords cannot create Contradictions at all, but *reality*-rated characters can as long as they're not disconnected. If they disconnect, they find it particularly hard to reconnect while in a Pure Zone (see **Reconnection**, page 179). Around half of the Ords in a zone transform in the first three months.

DOMINANT ZONES

Dominant Zones contain a prevailing reality. Any other reality is suppressed, but not as powerfully as within Pure Zones. Core Earth is rare in that it's composed mostly of Dominant Zones rather than Pure Zones. The majority of areas where invaders have planted stelae are Dominant Zones as well.

Characters are subject to the dominant reality's axioms and World Laws. Ords and *reality*-rated characters may create Contradictions so long as they aren't disconnected.

ORDS, STORM KNIGHTS, & STORMERS

The High Lords created the term "Ords" to describe those who are "ordinary" and are unable to manipulate Possibility Energy, represented in the game as the storing of Possibilities and the *reality* skill. Almost the entirety of the population of a cosm are Ords. Only a rare handful of people become *reality*-rated. Ords are the "crop" that the High Lords harvest to gain Possibility Energy. When Ords disconnect, they have a 1-in-20 chance of immediately transforming to the local reality. If they don't transform, they can't reconnect unless they return to their native reality, and effectively become denizens of the reality they are in. Eventually, disconnected Ords transform fully to the local cosm.

"*Reality*-rated" beings commonly appear during and after the passage of the initial reality storm when the maelstrom bridge is dropped, with more being created as the realm expands. The High Lords coined the term "Stormers" to describe both heroic and villainous *reality*-rated beings, but the heroes refer to themselves as Storm Knights.

Storm Knights and Stormers are capable of directly manipulating Possibility Energy to perform amazing feats, and dodge horrible perils. Most do this instinctively, somehow sensing what the best way to do something is to ensure the most precise shot, or avoid getting shot entirely. Ask a Storm Knight how they do this, and they'll answer that they don't know. They just do it. Some call it luck. Other *reality*-rated people, especially those from Core Earth, and the High Lords themselves can discover ways to manipulate Possibility Energy consciously, even going so far as to be able to use their World Laws in other realities or invoke reality storms.

Reconnecting in a Dominant Zone is difficult for *reality*-rated characters, but not as hard as within a Pure Zone. Ords can't reconnect at all, unless they return to their native reality. Objects transform fairly quickly, while half of the living inhabitants have transformed within 18 months.

MIXED ZONES

Mixed Zones consist of an invader and invaded reality competing but roughly in balance with each other, or a zone bound by stelae of two invading realities which have suppressed the invaded one. Tools and objects permitted by the axioms of both realities can be used without Contradiction (the axioms are effectively the greater of the two realities), and both sets of World Laws are in effect.

Mixed Zones are wracked by reality storms, violent eruptions of energy that spontaneously arise to reconcile the competing realities within. The storms cause strange phenomena and often transform beings and objects exposed to their wrath.

BEACHHEADS

Zones that have a newly dropped maelstrom bridge within them are Dominant, but become Pure very quickly – usually within a matter of days due to the tight connection with the invading cosm. Surrounding zones start as Mixed, but sending troops and equipment into zones wracked by reality storms is asking to have them transformed and the defenders are still able to use the benefits of their reality to fight back.

So the Reality Raiders cheat by using their Darkness Devices and expending massive amounts of Possibility Energy to flip those Mixed Zones to Dominant Zones.

That's why maelstrom bridges are usually the heart of a group of Dominant or Pure Zones – it gives the High Lords a solid staging area or "beachhead" for their forces. This occurred frequently in the early stages of the invasion. The entire country of India, for example, became Orrorsh Dominant on the day of the invasion, a flagrant display of the Gaunt Man's dark power.

When over a quarter of the beings in a zone take on the invading reality, the Darkness Device has enough power to flip it to Dominant.

Mixed Zones bound by the stelae of two invading realities remain Mixed until something upsets the balance.

CONTRADICTIONS

Whenever a character uses tools or abilities that are beyond the axiom limits of a realm or their own reality, or are dependent on World Laws from a different cosm, she creates a "Contradiction." In a Mixed Zone, the action must exceed the axioms of both realities.

Reality ignores Contradictions most of the time, but eventually it notices and causes the actor to "disconnect" from his own reality. In game terms, determining if reality notices the Contradiction and disconnects the character is called a "Contradiction check."

Contradiction checks are usually part of a normal skill test. Disconnection occurs if the user rolls a 1 or a 1–4, depending on the nature of the Contradiction:

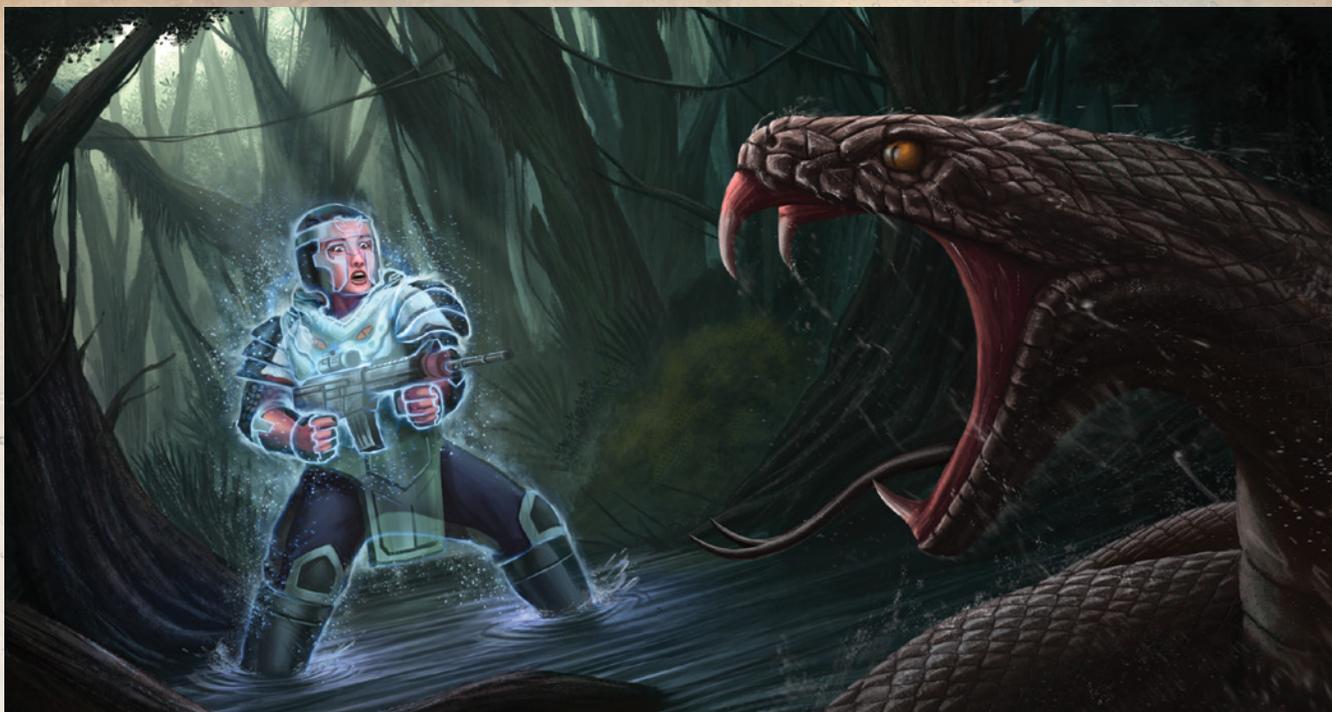
- **One Case:** A roll of 1 causes disconnection when the tool or ability is higher than the character or the land, but not both.
- **Four Case:** A roll of 1–4 causes disconnection when the tool or ability is higher than *both* the character and the land.

Example: Tworek tries to fire an M-4 in the Living Land. Its Tech Axiom exceeds the cosm's and her own, so she disconnects on a roll of 1–4. If Aidan from Core Earth fired the same rifle he only disconnects on a roll of 1.

SURGE

A "Surge" is a momentary flash of reality attempting to reconcile all the contradictory things within the zone. When Surge comes up on the Conflict Line of the Drama Deck, any character who is not of that reality or has something foreign to that reality on his person must make a Contradiction check.

This is a single d20 roll, using the worst of his Contradictions (One Case or Four Case). It's not associated with a skill in this instance – it's



Tworek disconnects at exactly the wrong moment thanks to a Four Case Contradiction.

a straight die roll. Those who roll a 1 (or 1–4) disconnect. Any other result has no effect.

DISCONNECTION

Disconnected characters can't cause Contradictions. They can't take actions or gain benefits from tools that violate the axioms of the realm they're in (or either reality in a Mixed Zone). They begin to get an intuitive feel of how things work in the new reality, and slowly forget concepts native to their own. When an Ord disconnects, immediately roll a die. On a 1, he transforms to the dominant reality, or his choice in a Mixed Zone (see **Transformation**, page 180).

Strange as it may seem, items, concepts, spells, and miracles that aren't supported by the realm just don't work and provide no effect or bonus whatsoever. Unsupported objects and concepts "phase out" as they attempt to transform into something the cosm supports. Armor, swords, guns, modern clothes, and other gear might disappear and reappear in incoherent flashes. Concepts become incomprehensible while spells and miracles might be alien concepts beyond the user's imagining — or ability — depending on the gulf between axioms.

Worst of all, disconnected *reality*-rated characters can't spend Possibilities (including Drama or Hero cards)! They can't even Soak damage. This is obviously very dangerous for Stormers and Storm Knights, since disconnection often happens in the most stressful of times when Possibilities are precious!

RECONNECTION

A disconnected *reality*-rated character *must* attempt to reconnect to her reality as a free action at the start of her turn (or every 10 seconds out of combat).

Reconnecting is a use of the *reality* skill and is modified by the type of zone the character is in when she attempts to reconnect:

RECONNECTION CHART

Mod	Zone
—	Mixed Zone
-4	Dominant Zone
-8	Pure Zone

Ords and Reconnection: Non-transformed Ords *can* reconnect if they return to a Mixed, Dominant, or Pure Zone of their *own* reality. They don't make a *reality* test (since they can't have the skill); reality itself pulls them back to their natural axioms within a few minutes.

Transformation: A Mishap while attempting to reconnect transforms nonplayer characters (see **Transformation** below). Player characters must choose to either transform to the new reality (they may choose in a Mixed Zone) or lose an add in *reality*! If a character has no remaining adds in *reality*, she has no choice and transforms to the new reality. Losing the add after such a Mishap immediately reconnects the character to her cosm.

LONG-RANGE CONTRADICTIONS

What happens if a character throws a grenade in the Living Land? Does it go off? What if a wizard from Aysle leaves an *alarm* spell in Core Earth — does it trigger?

A contradictory object stops functioning a round after leaving a character's possession, or if the distance between it and the user becomes greater than one kilometer.

A soldier can throw a grenade in the Living Land with no problem, for example, but if Quinn Sebastian fires a Tomahawk missile from the coast of New York at a target in Pennsylvania, it may land as an unguided giant stone spear. It doesn't lock on to anything or explode, regardless.

This also means radios work in the Living Land — as long as the devices are within 1,000 meters! Cell phones would not, however, since they must connect with towers and satellites far away.

Remember that Ords can't cause Contradictions in a Pure Zone at all, so they can't create long-range Contradictions either! Storm Knights can, however, at the risk of disconnection.

TRANSFORMATION

Transformation of non-living things happens very rapidly (less than 24 hours) in a Pure Zone, and almost as fast in a Dominant or Mixed Zone. Objects typically transform into similar forms, and usually (but not always) preserve their mass, general shape, and basic function. A high-tech laser rifle transforms into a low-tech musket, for example. Or an aircraft carrier might shrink to become a Viking longboat — though likely one of the largest any raider has ever seen! Characters with spells, miracles, or psionics must re-select powers appropriate to their new cosm.

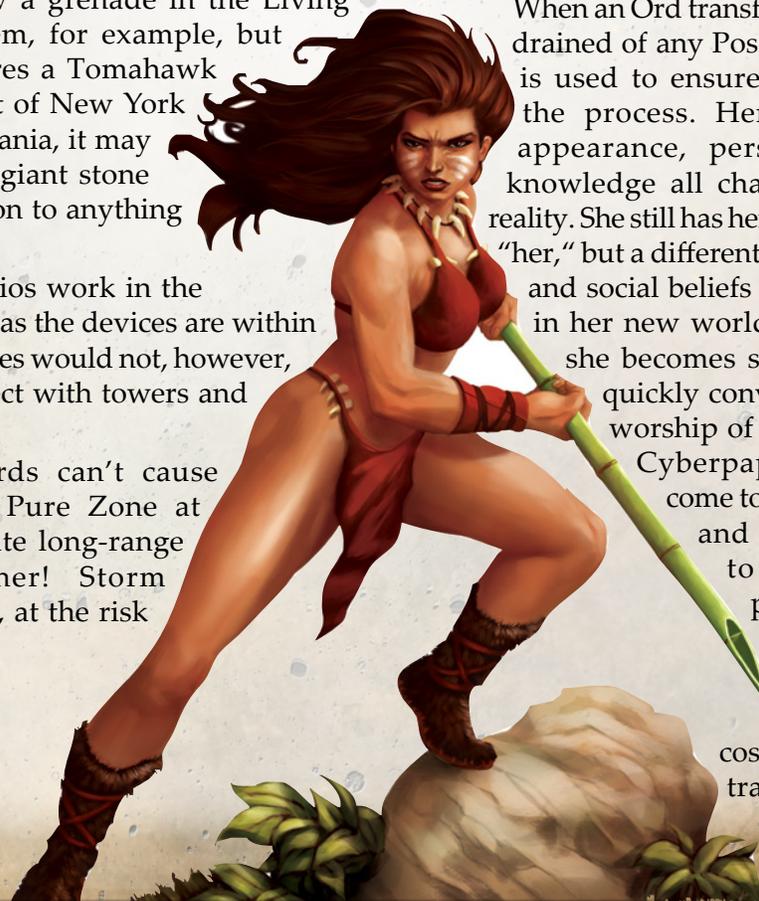
The one constant is that non-living things don't transform into living things and vice versa.

ORDS

Ords spontaneously and randomly transform simply by being in an invading reality for long enough, or by being exposed to a reality storm. The chances of transforming in a Pure Zone are, of course, significantly higher than in a Dominant Zone, and a disconnected Ord has the highest chance of all.

When an Ord transforms she is completely drained of any Possibility Energy, which is used to ensure her survival during the process. Her clothing, physical appearance, personality, gear, and knowledge all change to suit the new reality. She still has her personality and is still "her," but a different "her" with the morals and social beliefs formed by a life lived in her new world. In the Living Land she becomes savage and may even quickly convert to the comforting worship of Lanala. A man in the Cyberpapacy might quickly come to depend on cyberware, and through it, convert to the Cyberpope's peculiar faith.

Exactly how an individual changes depends on the cosm. Core Earthers who transform in the Living



Land, for example, become primitive and eventually become stronger due to a more active lifestyle.

Races found only in other cosms, including edeinos, elves, and dwarves, don't change race if they transform, but they may become confused or crazed by the process. Elves are especially hard hit if the reality they conform to doesn't have a high enough Magic Axiom to support them. Such elves don't die, but the Magical Affinity ability is always in effect.

Transformed Ords often gain new, equivalent skills to fit their reality. A college teacher could suddenly find himself casting magic spells in Aysle, or a mechanic could operate a cyberware chop shop in the Cyberpapacy.

Ords remember their old lives, but they have a hard time concentrating on contradictory concepts. An Ord who transforms to the Living Land remembers that automobiles exist and that they get you from one place to another, but couldn't explain how they work or drive one.

Should an Ord transform a second time without being refilled with Possibility Energy (such as a Glory event, see page 183), she disappears into dust. Some Storm Knights call this being "reduced to what-ifs." Needless to say, Storm Knights should *never* uproot a stela without refilling the locals first!

STORM KNIGHTS AND STORMERS

Some Storm Knights and Stormers become denizens of the invading reality, while others transcend but maintain their original cosm.

The risk of transformation occurs again each time the hero must reconnect (see **Reconnection**, page 179). A Mishap then means she either loses a *reality* add fighting it off, or she transforms (see **Reconnection**, page 179).

The process of transformation is the same as that of Ords. The hero's gear transforms, and she may transform physically. Race remains the same. Attributes may be swapped in cases where it's appropriate for the cosm (GM's call). If a skill or Perk isn't appropriate for the cosm they are replaced with an equivalent skill or Perk. The adds for the new skill remain the same.

In the rare circumstances where a Storm Knight manages to disconnect inside her native reality, a

MOMENT OF CRISIS

What makes Storm Knights different from everyone else? Only reality itself knows. What scholars believe is that when certain individuals are faced with strong moral choices and opposing realities, Possibility Energy surges into them.

Sometimes the surge of Possibility Energy fuels transformation to the opposing reality. The individual is now a denizen of the new cosm with all its axioms and World Laws. Other times, the character may simply become a champion of her original reality.

This "Moment of Crisis" or "transcendence" makes the character a Stormer if she's inclined to destruction, or a Storm Knight if she's more aligned with creation.

Both immediately gain one add in the *reality* skill after undergoing transcendence, and are forever after said to be "*reality-rated*."

Mishap does trigger a transformation, but the net effect is roughly the same as reconnecting since the character is already from that reality. However, any contradictory gear still transforms.

Example: A witch from the Cyberpapacy transforms in the Living Land. She no longer has access to magic, but she feels a natural rebellion to authority, and likely the edeinos' religion of Keta Kalles. She's an outsider and a loner who's always searching for technology and relics of the many lost worlds that often appear in the Living Land, but can't quite figure out what to do with it.

Since she's a rebel and a collector of "dead things," she's ostracized by the local tribes. She decides to replace her Spellcaster Perk with Animal Companion (Saber Tooth Cat), and her Cyberware with Vengeful.

The witch still has the same basic personality and interests, but has adapted to the strange world of the Living Land in a new and interesting way.

THE STORM KNIGHTS' ROLE

The Delphi Council has tasked the militaries of the world with fighting the High Lords' armies. The Storm Knights' job is far more varied, but their primary role is to thwart the invaders' various schemes and provide hope to those who fight them.

Here are a few of the most common tasks they are asked to perform.

FOIL THE HIGH LORDS' PLANS

The Reality Raiders are not complacent beings. They don't just sit back and sup on their fill of stolen Possibility Energy. They plot and scheme for more, whether it's by expanding their territory, stealing Eternity Shards, or even betraying their fellow High Lords for some other power or advantage.

The Delphi Council has agents everywhere, and when word of the raiders' plans reach them, they often dispatch Storm Knights to disrupt them. They've stopped Dr. Mobius from digging to the center of the Earth, for example, and staved off Uthorion's plans to assassinate Pella Ardinay during a conference in London.

PROTECT THE INNOCENT

Perhaps the most important role of the Storm Knights is to keep the ordinary citizens of the world from harm. This applies to more than just Core Earthers — numerous individuals from other realms are also present on our planet. Some are resistance fighters who know how best to fight their evil overlords, and some are just once-ordinary citizens transplanted or swept up in the invasion for one reason or another.

The High Lords aren't out to kill everyone on the planet — that would actually stop the flow of Possibility Energy they crave. But they are quick to wipe out troublesome populations or anyone who stands in their way, especially if individuals, towns, or even countries resist them.

Some who have studied such things say that at some point the High Lords *will* seek the destruction of the world. They claim that when a particular tipping point is reached, the Reality Raiders will need a massive release of energy — whether in lives, Possibility Energy, or raw kinetic power — to

become this thing they call the "Torg." The Delphi Council has yet to confirm these rumors.

GATHER ETERNITY SHARDS

Important relics of the world often draw and store Possibility Energy. Excalibur, the Heart of Coyote, the Hedjet of Horus, and similar artifacts become imbued with humanity's hopes and dreams and eventually become something called "Eternity Shards."

Some are fleeting — items held by celebrities or heroes for a time that later fade from popular memory. Others are essentially eternal. But all contain and absorb some amount of Possibility Energy.

The High Lords crave such devices, not just for the energy contained within to be used as fodder for their insidious Darkness Devices, but also for the strange powers some of these relics contain. Excalibur, for example, is a mighty weapon that can harm *any* creature or entity, whether it is otherwise invulnerable, intangible, or otherwise impervious to harm. Similarly, Ali's Skull Cap is said to grant incredible power to those who can invoke Islamic miracles.

Finding such Eternity Shards, and keeping them from the malignant touch of the Reality Raiders, is a primary role of the Storm Knights.

REMOVE STELAE

One of the tasks to which Storm Knights are uniquely suited is the removal of stelae. When successful, removing a stela reasserts Core Earth's reality in the bounded zone, robs the High Lords of the very energy they came here to steal, and begins to return any transformed locals to their original state. See **Removing Stelae** (page 183) for details on the process itself.

The Delphi Council requests this vital assignment rarely since it requires luck, commitment, and most importantly, inspiring stories of Storm Knights' exploits in the realm to restore Possibilities to the transformed. Without the stories, those who have already transformed to the invading reality *die*. And removing stelae is not easy, for they are always heavily protected by the High Lords' Darkness Devices.

Always.

GLORY

Storm Knights' unique ability to withstand and alter hostile realities makes them the most potent weapon against the High Lords. Not only can they fight the invaders' most powerful agents, they also can inspire the populace, refill them with Possibility Energy, and then tear out the stelae that fuels the High Lords' power.

In the game, the spread of hope is represented by playing Glory cards. Any time the group manages to do so, it has three important effects:

- All Ords in the zone are refilled with Possibility Energy. See **Restoration**, below.
- Every Storm Knight in the group receives one Possibility.
- The player characters each immediately draw one Destiny card, and their hand size increases by one card until the end of the next act.

RESTORATION

When an Ord transforms, she's robbed of all her Possibility Energy. Storm Knights regain energy fast enough to survive further transformations, but Ords do not. If they have not yet done so when transformation occurs, they are consumed by the process and die.

Fortunately, Storm Knights can restore some of this energy by performing great and inspiring acts. Anytime a Storm Knight successfully plays a Glory card, there's enough ambient energy in the air for every disconnected Ord in the zone to reconnect to their home cosm, and transformed Ords may survive another transformation. All new transformations to the invading reality are prevented for a time. These effects last for one month from the moment the Glory card is played. This is a perfect time for the heroes to rip up any bounding stelae, if they're able!

REMOVING STELAE

Destroying a stela is a complicated and dangerous process. First, the heroes must actually find the stela they want to remove. Stelae are generally hidden or heavily protected when they're in the middle of a civilized area such as Lyon or Cairo.

Further afield, in the Saharan desert, the dense jungles of the Living Land, or the irradiated and blasted ghettos of Moscow, the High Lords rely on the ability of the Darkness Devices to detect when stelae are being tampered with and dispatch guardians or other forces to protect them. (Game Masters, see 218 for the Darkness Devices' likely reactions.)

The Delphi Council maintains maps of suspected stelae locations, but they are only accurate to within a few kilometers. Getting any closer requires investigation, exploration, and simple trial and error.

UPROOTING THE STELA

Next comes the actual uprooting. Unfortunately, this isn't as simple as blowing it up or knocking it over. Stelae are anchors of reality itself, a parasite grafted to the core of the land it's taken over. Uprooting one requires severing those ties by altering existence itself.

Removing a stela is a use of Dramatic Skill Resolution. Each step is a *reality* test that severs the device's ties to the cosm it came from and the one it was planted on.

The Delphi Council advises Storm Knights to be ready for deadly and immediate retaliation should they attempt this very difficult task. Stelae are connected to the Darkness Devices that made them, so the moment a Storm Knight begins the Dramatic Skill Resolution, it sends out a distress call. What happens next varies, but everything from gopog attacks to reaction squads appearing via dimthread have been known to show up and defend the stela.

The Game Master has specific information on the Dramatic Skill Resolution and possible defenses on page 215.

MAGIC

Magic is a powerful, varied force. In some cosms, such as Core Earth, the power has waned, but in others, such as Aysle and Orrorsh, magic is strong. Spells may be obtained in different ways and have different themes — from the bright magic of Aysle to the twisted rituals of Orrorsh, but magic remains magic.

MAGIC SKILLS

Spells can affect the world in far more ways than miracles or psionics, and so require more varied skills to master:

- *Alteration* causes a change in an existing object or entity.
- *Apportation* moves an object, effect, or entity.
- *Conjuration* creates an object, entity, or condition.
- *Divination* perceives and interprets information about an object, entity, or condition.

CHOOSING SPELLS

On taking the Spellcaster Perk, mages can choose any three spells allowed for their cosm from the Available Spells list on page 186. The character must have the appropriate magical skill at a high enough level to take a spell before selecting it.

New spells are learned by taking the New Spell Perk, and follow the same rules as the initial selection.

SPELL STATISTICS

Each spell has the following entries:

Axiom Level: The Magic Axiom needed to cast the spell. If the axiom is lower, it causes a Contradiction when activated (see page 178).

Skill: A mage's skill (attribute + skill adds) must meet the listed **Skill** requirement to learn it.

Casting Time: How long it takes to cast the spell. Spells with a Casting Time of 1 Action are "combat spells." Spells that take longer to enact might be cast in combat over multiple rounds as long as the caster remains focused (see **Concentration** on page 185).

DN: The Difficulty Number to cast the spell.

Range: The greatest distance over which the spell effect may be projected, measured from the caster. A Range of Self means the spell may only affect the caster. A Range of Touch means the caster must



Viola the cyberwitch uses magic and technology to resist the oppressive Cyberpapacy.

make physical contact with his target for the spell to take effect.

Unless a spell says otherwise, the caster must be able to see her target or area of effect.

Duration: How long the spell lasts, starting with the round in which it was invoked. In combat, a Duration of one minute (six rounds) means the spell starts on the current Drama card and ends after five more have been completely resolved.

Concentration means the spell continues as long as the caster maintains concentration. See **Concentration**, below.

CASTING

Characters may only cast a single spell per turn, and must be able to speak and move an empty hand. Although only one spell is allowed, a caster may Multi-Action (see page 124) with other skills, and may Multi-Target (see page 125) with a single spell unless the spell's description forbids it.

The caster then declares what she's casting and generates a total with the spell's listed skill. If the total equals or exceeds the spell's DN, it's successful. Good and Outstanding successes bring the additional results listed.

Failure: The caster suffers 2 Shock. On a Mishap, she is Very Stymied as well.

CONCENTRATION

If a character suffers a successful interaction or damaging attack while maintaining a spell with a Duration of Concentration, or casting a spell that hasn't been completed yet, he must pass a *willpower* or *Spirit* test. If this test is failed, the spell fails with all the normal consequences, and all spells maintained via Concentration end.

Channeling multiple streams of raw magical energy is tricky business. A caster suffers a -2 penalty to all magical skill tests and Concentration tests for each spell he continues to maintain via Concentration.

Miracles, psi powers, and similar abilities count for concentration and maintaining as well!

STACKING

If a character is affected by more than one enhancement or reduction that changes a skill or attribute — technology, miracles, etc. — the effects don't stack. The target gets the strongest of the effects, however.

Characters *may* benefit from effects that enhance *different* attributes, however.

Example: Viola casts *enhance* on Aidan to increase his *Strength* by +2. Father Damien can't do any better with the *bless* miracle, so he increases Aidan's *Dexterity* instead.

AVAILABLE SPELLS

Below are the spells a character from each cosm may choose from when the Spellcaster Perk is taken. Additional materials may add entirely new lists to select from, offering new choices for mages from that cosm.

- **Aysle — Mage:** *Alarm, armor, bullet, detect magic, diminish, disguise, dispel magic, enhance, fear, fireball, fly, gain language, haste, invisibility, lightning, mage dark, mage hands, mage light, open lock, pathfinder, portal, possibility rend, possibility shadows, protective circle, scry, shield, slow, speak with dead, stun.*
- **Core Earth — Dabbler:** *Bullet, detect magic, dispel magic, mage hands, open lock, pathfinder, protective circle, scrambler, scry.*
- **Cyberpapacy — Witch or Warlock:** *Alarm, armor, bullet, detect magic, diminish, disguise, dispel magic, electromagnetic pulse, enhance, fear, fly, haste, lightning, mage dark, mage hands, mage light, open lock, pathfinder,*

portal, protective circle, scrambler, scry, shield, slow, stun.

- **Nile Empire — Sorcerer:** *Alarm, bullet, detect magic, diminish, disguise, dispel magic, enhance, fear, fly, gain language, haste, lightning, mage hands, mage light, open lock, pathfinder, portal, protective circle, scry, shield, slow, speak with dead, stun.*
- **Orrorsh — Occultist:** *Alarm, detect magic, diminish, disguise, dispel magic, enhance, fear, gain language, mage dark, mage light, open lock, pathfinder, possibility rend, possibility shadows, protective circle, scry, slow, speak with dead, stun.*
- **Tharkold — Acolyte:** *Alarm, bullet, detect magic, diminish, disguise, dispel magic, enhance, fear, haste, mage dark, mage hands, open lock, pathfinder, protective circle, scrambler, scry, slow, speak with dead, stun.*



VIOLA VILLIERS

SPELL DESCRIPTIONS

The spells below are a sampling of the many abilities available across the cosms.

ALARM

Axiom Level: 11

Skill: *Divination* 8

Casting Time: 1 minute

DN: Standard (DN 10)

Range: Self

Duration: 1 day

Alarm creates an immobile and invisible 10-meter diameter circle around the wizard, who also whispers a password while casting. If anyone without the proper password enters the area, the spell emits a warning in the wizard's voice that continues until someone speaks the password or it expires. This makes surprise attacks impossible.

The wizard's warning may be as loud as he can generate with his own voice.

Success Levels:

- **Good:** If the wizard chooses, Duration is increased up to one week and the circle may be expanded to 100 meters.
- **Outstanding:** As Good, the *alarm* can be silent if the wizard chooses, and he knows if it's been triggered no matter how far away he is.

ARMOR

Axiom Level: 14

Skill: *Alteration* 12

Casting Time: 1 action

DN: Standard (DN 10)

Range: Touch

Duration: Concentration

Armor infuses the caster's skin (or an ally's if desired) with protective energies that grants her Armor +1. This is one of the most common spells among Delphi Council mages due to the constant danger they find themselves in.

Success Levels:

- **Good:** The spell provides +2 Armor.
- **Outstanding:** The spell provides +3 Armor.

BULLET

Axiom Level: 8

Skill: *Apportation* 12

Casting Time: 1 action

DN: Target's *dodge* or *Dexterity*

Range: 100 meters

Duration: Instant

This spell hurls a small but dangerous projectile, such as a slug of metal or a coin, at a target for 13 damage. The magician makes the motion of hurling, flicking, slinging, or propelling the projectile at the target, then releases it at his foe. The *apportation* total must exceed the *Dexterity* or *dodge* of the target character in order to hit.

There is no penalty for Range, but all other modifiers (and options such as Multi-Targeting) for attacks are figured normally.

Success Levels:

- **Good:** Damage +1BD.
- **Outstanding:** Damage +2BD.

DETECT MAGIC

Axiom Level: 6

Skill: *Divination* 8

Casting Time: 1 action

DN: Standard (DN 10)

Range: 25 meters

Duration: Concentration

The caster sees a faint outline or aura around anything under the effects of magic: enchanted objects, people with spells on them, and even mages maintaining spells on others. A Standard success detects the presence of any magic within range and the type of magic (*alteration*, *apportation*, *conjunction*, or *divination*) involved in each aura.

Success Levels:

- **Good:** The range of detection increases to 50 meters. If the spellcaster responsible for an effect is also within Range subtle bands of energy connect him to the target of the spell.
- **Outstanding:** As a Good success, plus the exact spell or enchantment generating each aura is revealed. If the caster chooses to *dispel* any of the detected effects, her *dispel magic* test is Favored as long as she maintains Concentration on *detect magic*.

TARGETING

Most of the spells, miracles, and psionic powers in *Torg Eternity* can affect more than one target simply by using the Multi-Target option (page 125) unless they explicitly say otherwise.

To cast *disguise* on three friends, for example, the caster simply subtracts 2 for each additional recipient (–4 in this case).

Failing a spell roll in this case means *none* of the targets are affected. The caster then suffers the usual backlash (2 Shock) no matter how many he attempted to affect.

When Multi-Targeting or casting a spell that affects multiple targets, it's considered successful as long as at least one individual is affected and counts as one spell for concentration no matter how many targets are included.

Example: Rama Tut hurls a *fireball* at a group of Nile Empire Shocktroops and the insidious Wu Han. He misses Wu Han, but hits the shocktroops. The spell is successful so Rama Tut suffers no Shock for backlash.

DIMINISH

Axiom Level: 10

Skill: *Alteration* 12

Casting Time: 1 action

DN: Target's *willpower* or *Spirit*

Range: 40 meters

Duration: 3 rounds

Diminish reduces one of the opponent's attributes (chosen when the spell is cast) and related skills by –2. Separate castings may affect multiple attributes.

Spellcasters mime an action related to the affected attribute while casting — sneering to reduce *Spirit*, pretending to stumble if reducing *Dexterity*, etc.

Reducing *Strength* or *Spirit* does *not* reduce Toughness or Shock.

Success Levels:

- **Good:** The penalty is increased to –4.

- **Outstanding:** As Good and the target cannot roll again on 20s when using the affected attribute and all its related skills.

DISGUISE

Axiom Level: 12

Skill: *Alteration* 12

Casting Time: 1 action

DN: Standard (DN 10)

Range: Touch

Duration: 10 minutes

Disguise gives a caster (or an ally if desired) the physical appearance of another, including clothing, weapons, and other normal accessories. Items created as part of the disguise are useless beyond looking the part.

The *disguise* may copy a specific person if the caster has seen him or her (or a high-quality painting or photo). *Disguise* only covers the physical appearance of the target — interaction may still require *persuasion* tests or the like.

The disguised individual stays the same mass, but can appear as a different gender, ethnicity, or even race (such as an elf or a dwarf). Once the spell is cast the mage no longer needs to be within range to maintain it.

Success Levels:

- **Good:** The Duration is increased to Concentration.
- **Outstanding:** The *disguise* mimics the target's voice as well. It doesn't grant the target new languages, however!

DISPEL MAGIC

Axiom Level: 9

Skill: *Alteration* 10

Casting Time: 1 action

DN: The caster's *willpower* or *Spirit*

Range: 25 meters

Duration: Instant

Dispel magic ends one or more spell effects currently affecting a target. It works *only* on cast spells — not magic items, relics, or other enchanted devices.

To *dispel*, the caster chooses one or more targets (using the Multi-Target option) and makes her *alteration* roll. A Standard success ends one spell's effects on that target (caster's choice).

Dispel magic must be used on the *recipient* of a spell — not the person who actually cast it. It still uses the original caster's *willpower* or *Spirit*, however.

Success Levels:

- **Good:** The effects of two spells on the target end.
- **Outstanding:** The effects of all spells on the target end.

ELECTROMAGNETIC PULSE (EMP)

Axiom Level: 14

Skill: *Conjuration* 12

Casting Time: 1 action

DN: Standard (DN 10)

Range: 50 meters

Duration: Instant

EMP was developed by the rebels of the Cyberpapacy to thwart Malraux's ubiquitous agents. The spell channels a wave of electromagnetic energy into the target, playing havoc and potentially frying any electronics.

All electronic or electric devices carried by the target are disabled for a round. Nile Empire Weird Science devices may be affected at the GM's discretion.

Success Levels:

- **Good:** All electronic devices are disabled for one minute.
- **Outstanding:** The devices are disabled for the duration of the Scene.

ENHANCE

Axiom Level: 10

Skill: *Alteration* 12

Casting Time: 1 action

DN: Target's attribute

Range: 40 meters

Duration: 3 rounds

This spell enhances a single attribute of the caster or an ally by +1. Multiple allies may be enhanced at the same time so long as all are within range and the caster uses the Multi-Target option. The DN is the attribute to be affected — the better someone's ability, the harder it is to improve on it. Different attributes may be increased with separate castings.

If the caster increases *Strength* or *Spirit*, it does *not* increase Toughness or Shock.

Mages pantomime some aspect of the attribute to be increased while casting — cracking their knuckles to improve *Dexterity*, flexing their muscles to enhance *Strength*, and so on.

Success Levels:

- **Good:** The attribute is enhanced by +2.
- **Outstanding:** The attribute is enhanced by +3.

FEAR

Axiom Level: 10

Skill: *Alteration* 10

Casting Time: 1 action

DN: Target's *willpower* or *Spirit*

Range: 50 meters

Duration: Instant

The *fear* spell creates a wave of terror affecting enemies within a Large Blast (see Area Effect, page 122). Affected targets become Stymied. Note that as an Area Effect attack there's no Multi-Targeting penalty, but also no option to add extra targets.

Targets immune to fear effects are also immune to this spell.

Success Levels:

- **Good:** Affected targets become Very Stymied.
- **Outstanding:** Affected targets become Very Stymied and suffer 2 Shock.

FIREBALL

Axiom Level: 14

Skill: *Conjuration* 14

Casting Time: 1 action

DN: Target's *dodge* or *Dexterity*

Range: 50 meters

Duration: Instant

Fireball conjures a sphere of white-hot magical flame. The caster shapes and controls the fireball, then hurls it at his target where it explodes in a Medium Blast Radius for 14 fire damage (see **Fire**, page 136).

There is no penalty for Range, and this is a single ball of fire, no Multi-Targeting is available.

Success Levels:

- **Good:** Damage +1BD.
- **Outstanding:** Damage +2BD.



Sometimes spells go terribly wrong, as this wight casting the mage hands spell learns.

FLY

Axiom Level: 14

Skill: *Apportation* 14

Casting Time: 1 action

DN: Challenging (DN 12)

Range: Self

Duration: Concentration

While this spell does not allow a mage to soar like a hawk, it does provide slow if reliable flight for a short while. Once cast, the wizard may *fly* at a maximum speed of 50 meters per round. Flying more than *Dexterity* meters counts as running (page 114).

The mage may haul whatever weight she could normally carry. A heavy load drops the maximum speed by half and causes the flier 1 Shock each round.

Success Levels:

- **Good:** The caster may move maximum speed without suffering a -2.
- **Outstanding:** The caster's maximum speed is increased to 100 meters per round.

GAIN LANGUAGE

Axiom Level: 10

Skill: *Divination* 8

Casting Time: 1 minute

DN: Easy (DN 8)

Range: Touch

Duration: Concentration

Gain language allows the wizard to read, write, and speak any language she chooses as if she had +1 add in the language skill.

Success Levels:

- **Good:** +2 skill adds instead.
- **Outstanding:** +3 skill adds instead.

HASTE

Axiom Level: 10

Skill: *Alteration* 14

Casting Time: 1 action

DN: Standard (DN 10)

Range: Touch

Duration: 3 rounds

Haste increases the ability of the target to maximize his actions, effectively letting him do or concentrate on more things at once. The recipient ignores the first two points of Multi-Action penalties and can perform three simple actions each round instead of two.

Success Levels:

- **Good:** The Duration increases to one minute.
- **Outstanding:** As Good, plus the recipient ignores the first four points of Multi-Action penalties.

INVISIBILITY

Axiom Level: 17

Skill: *Alteration* 14

Casting Time: 1 action

DN: Challenging (DN 12)

Range: Self

Duration: Concentration

Invisibility not only protects a mage from angry foes, but is also useful for spies and saboteurs. This spell makes the wizard and anything she carries at the time of casting barely visible. If an item leaves her person, it becomes visible.

Once invisible, she adds +2 to *stealth*, and once spotted, attacks against her are made at -2. *Invisibility* only affects sight, so creatures that don't rely on sight aren't affected. Similarly, getting wet, walking across a loud surface, or hit with a visible marker of some kind, might negate the spell's benefits (GM's call).

Invisibility doesn't stack with other visibility penalties — take the highest available.

Success Levels:

- **Good:** The *stealth* bonus increases to +4 and the penalty to hit becomes -4.
- **Outstanding:** The *stealth* bonus increases to +6 and the penalty to hit becomes -6.

LIGHTNING

Axiom Level: 14

Skill: *Conjuration* 14

Casting Time: 1 actions

DN: Target's *dodge* or *Dexterity*

Range: 100 meters

Duration: Instant

This powerful attack spell calls forth a bolt of lightning strong enough to harm even the great dragons of Aysle. The damage of the bolt is 16 and it ignores 4 points of armor. This spell may not use the Multi-Target option.

Success Levels:

- **Good:** Damage +1BD.
- **Outstanding:** +2BD.

MAGE DARK

Axiom Level: 13

Skill: *Conjuration* 10

Casting Time: 1 action

DN: Standard (DN 10)

Range: 50 meters

Duration: Concentration

Mage dark fills a five-meter radius with total darkness. Everything within the affected area is shrouded in Pitch Black (-6) conditions.

If cast on an area of existing *mage light*, it drowns it out and consumes it.

See the **Darkness** penalties on page 122 for more information.

Success Levels:

- **Good:** Radius of 10 meters.
- **Outstanding:** Characters who normally ignore darkness penalties are affected as well.

MAGE HANDS

Axiom Level: 9

Skill: *Apportation* 12

Casting Time: 1 action

DN: Standard (DN 10) or a target's *dodge* or *Dexterity*

Range: 25 meters

Duration: Concentration

The wizard can manipulate items as if she had a pair of invisible hands that can reach up to 25 meters distant. The hands are extensions of her own — her real hands must be free as she makes appropriate hand motions, and she can't lift herself any more easily than she could with her own hands.

The hands' *Strength* is equal to her *Spirit*, but they use her skills. If her hands wield a sword, for example, she uses her *melee combat* as usual.

Success Levels:

- **Good:** The hands' *Strength* is equal to her *Spirit* +1.

- **Outstanding:** The hands' *Strength* is equal to her *Spirit* +2.

MAGE LIGHT

Axiom Level: 13

Skill: *Conjuration* 8

Casting Time: 1 action

DN: Easy (DN 8)

Range: 50 meters

Duration: Concentration

The converse of *mage dark*, *mage light* fills a five-meter radius with bright, scintillating light. All darkness penalties within the radius are negated, including any existing instances of *mage dark*.

Any characters or creatures who were in Dark or Pitch Black conditions prior to casting are dazzled and automatically Stymied.

Success Levels:

- **Good:** Radius of 10 meters.
- **Outstanding:** Dazzled victims are Very Stymied.

OPEN LOCK

Axiom Level: 8

Skill: *Apportation* 10

Casting Time: 1 action

DN: Easy (DN 8)

Range: Touch

Duration: Instant

Merchants and others with riches to protect detest this simple spell. It works on normal or electronic locks. With it and sufficient skill, a mage may open any lock with up to a -4 penalty (see **Lockpicking**, page 80).

Success Levels:

- **Good:** Opens heavy or electronic locks with a penalty up to -6.
- **Outstanding:** Opens any lock silently and avoids any alarms or wards placed on it. Note that some very powerful "seals" are not necessarily "locks," however.

PATHFINDER

Axiom Level: 7

Skill: *Divination* 12

Casting Time: 1 minute

DN: Standard (DN 10)

Range: 50 meters

Duration: Concentration

Pathfinder allows a magician to sense the direction and distance to an object, location, or being. The success level determines the spell's maximum range of detection.

Success Levels:

- **Good:** Range of 500 meters.
- **Outstanding:** Range of 1 kilometer.

PORTAL

Axiom Level: 14

Skill: *Apportation* 14

Casting Time: 1 action

DN: Hard (DN 14)

Range: 50 meters

Duration: Instant

With a brisk incantation and a broad gesture the mage opens two connected portals. One appears right next to the caster, and the other anywhere within 50 meters. Whatever enters one portal emerges from the other in the same instant. The portals only exist for a few seconds before disappearing.

Portal has applications for both movement and combat. The caster may simply add 50 meters to his movement when using the spell. If used in a chase it allows the mage to gain steps using the *apportation* skill rather than *Dexterity*. A failure to achieve the spell's DN counts as a failure for backlash, regardless of the DN to gain a step.

In combat, the caster may use a Multi-Action to reach through and attack a foe adjacent to the other portal. The connection goes both ways: a grappled enemy may be pulled back through to the caster's side or a waiting opponent may strike through the portal back at the caster on the other side. The portal closes once the current side finishes their actions.

Success Levels:

- **Good:** Thanks to excellent timing adjacent allies may also move through the portal or attack adjacent foes. Waiting enemies can't attack through the portal.
- **Outstanding:** The portal appears in exactly the right spot. Attacks against a target adjacent to the other end gain a +4 bonus for catching the foe Flat-Footed.

POSSIBILITY REND

Axiom Level: 15

Skill: *Divination* 14

Casting Time: 1 action

DN: Target's *willpower* or *Spirit*

Range: Touch

Duration: Instant

The rare offensive use of *divination*, this spell scans through a single target's possible futures and destroys them!

The game effect is to drain a *reality*-rated target of 1 Possibility. An Ord disconnects and counts as drained of all Possibility Energy. This spell may not Multi-Target.

Success Levels:

- **Good:** The target is also Stymied or Vulnerable, caster's choice.
- **Outstanding:** As a Good result, and a *reality*-rated target loses 2 Possibilities.

POSSIBILITY SHADOWS

Axiom Level: 15

Skill: *Divination* 16

Casting Time: 1 minute

DN: Challenging (DN 12)

Range: Touch

Duration: 5 minutes

Possibility shadows allows a caster to ask reality itself a question. To do so, he must first cast a deep shadow on a surface, concentrate on a question or topic for one minute, and finally invoke the spell.

If successful, his shadow (or another's if casting for someone else) takes on a life of its own, forming other objects, creatures, or individuals, and reveals a vague clue about the chosen topic.

Of course the future isn't set, so the information granted is a "best guess" (as determined by the GM), and is likely to change based on other events.

Once conjured, the shadow does not appear to the same conjurer again this scene.

Success Levels:

- **Good:** The shadow answers two questions.
- **Outstanding:** The shadow answers three questions.

PROTECTIVE CIRCLE

Axiom Level: 9

Skill: *Alteration* 8

Casting Time: 1 minute

DN: Challenging (DN 12)



Viola uses a portal to get the drop on unsuspecting Church Police.

Range: A two-meter diameter circle

Duration: Concentration, or when the circle is crossed or broken

Occultists in Orrorsh and treacherous thralls in Tharkold make frequent use of this spell when dealing with the deadly demons of their cosms.

To employ a *protective circle*, the caster draws a visible, one-meter-radius circle in chalk, blood, salt, or other material, then embellishes it with arcane runes. Once drawn, and for as long as the caster maintains Concentration, supernatural beings may not cross the border. They may speak and otherwise interact across the border normally, but any supernatural powers (such as spells or special abilities) suffer a -2 penalty.

If another force or being breaks the circle's drawn boundary the spell ends.

Success Levels:

- **Good:** The penalty is increased to -4.
- **Outstanding:** The being's supernatural abilities cannot cross the boundary.

SCRAMBLER

Axiom Level: 9

Skill: *Alteration* 10

Casting Time: 1 action

DN: Standard (DN 10)

Range: 50-meter radius

Duration: 10 minutes

Used primarily in the watchdog regime of the Cyberpapacy, *scrambler* obscures everyone in the affected area from all security and surveillance systems.

Captured video and voices become blurry and unidentifiable to such devices, and targeting bonuses from smart ammunition and augmented reality HUDs are negated.

Success Levels:

- **Good:** The Range is increased to a 100-meter radius.
- **Outstanding:** The caster's video and voice are completely erased and the duration increases to an last hour.

SCRY

Axiom Level: 8

Skill: *Divination* 12

Casting Time: 1 minute

DN: Target's *willpower* or *Spirit*

Range: 500 kilometers

Duration: Concentration

Scry allows a prying caster to peek in on a subject from afar. This spell targets a single person, and requires a vestige of that individual — fingernail clippings, a lock of hair, a vial of blood, etc. — in order to work. Without such materials the spell automatically fails. Those with secrets to protect closely guard or destroy such residue.

A Standard success grants a view of the target from directly above. The mage sees and hears anything within five meters, but nothing outside that range is visible or audible. Thus it may not be clear exactly where the target is located, only what he is currently doing. Anyone viewed or heard by the spell intuitively feels that he's being watched, but isn't certain how.

Success Levels:

- **Good:** The observable area increases to 25 meters.
- **Outstanding:** The target viewed and heard is no longer aware of being observed.

SHIELD

Axiom Level: 14

Skill: *Conjuration* 12

Casting Time: 1 action

DN: Standard (DN 10)

Range: Self

Duration: Concentration

The *shield* spell helps Storm Knight spellcasters survive their battles with the High Lords' minions.

A successful casting adds +1 to all the caster's physical defenses (*dodge*, *melee combat*, and *unarmed combat*). The bonus follows normal **Stacking** rules, so a *shield* spell cast on a character with a real shield gets whichever bonus is best.

Success Levels:

- **Good:** The bonus is increased to +2.
- **Outstanding:** The bonus is increased to +3.

SLOW

Axiom Level: 10

Skill: *Alteration* 12

Casting Time: 1 action

DN: Target's *willpower* or *Spirit*

Range: 20 meters

Duration: 3 rounds

Slow decreases a living being's speed and makes it more difficult for him to do multiple things at once. The caster points at his target in slow motion.

The target's Speed is decreased by 25% and the target is Stymied. Speed refers to the target's personal walking, running, climbing, swimming, or flying speed. *Slow* doesn't affect machines or devices of any type.

Success Levels:

- **Good:** Speed is decreased by 50% and the target may not run.
- **Outstanding:** Speed is decreased by 75% and the target loses his next turn (he might get another via a Flurry or similar ability, however).

SPEAK WITH DEAD

Axiom Level: 12

Skill: *Divination* 14

Casting Time: 1 minute

DN: Standard (DN 10)

Range: Touch

Duration: 5 minutes

To cast this loathsome spell, the occultist manipulates the corpse's jaws while beseeching the spirit that once resided inside to speak. The spirit retains its former consciousness—it knows it's dead, may refuse to speak, is subject to *persuasion*, etc.

A particular corpse may only be questioned once per scene.

Success Levels:

- **Good:** The corpse may only speak the truth, but may still refuse to answer.
- **Outstanding:** The corpse must answer any questions truthfully, to the best of its knowledge.

STUN

Axiom Level: 12

Skill: *Alteration* 12

Casting Time: 1 action

DN: Target's *willpower* or *Spirit*

Range: 50 meters

Duration: Instant

A wave of arcane energy overwhelms a group of foes. It affects everyone within a Large Blast area (see page 122). This is an Area Affect spell and may not Multi-Target.

Any target affected becomes Very Stymied. *Stun* only works on living beings, so undead, constructs, or animated objects are unaffected.

Success Levels:

- **Good:** Affected targets may not move on their next turn.
- **Outstanding:** Affected targets lose their entire next turn.

MIRACLES

Where magic is drawn or tapped from ambient energy, miracles use energy *granted* by divine beings and channeled down to their worshipers.

The beings may be nature spirits, ancient gods, or those of religions such as Christianity, Islam, or Judaism, but all may grant power in the world of *Torg Eternity*.

MIRACLE SKILLS

Only one skill is required to invoke miracles — *faith*. Unlike magic or psionic skills, it can be used unskilled. It can also be taken by those without the Miracles Perk, allowing such characters to assist someone who does. *Faith* may occasionally be useful in resisting certain evil influences as well.

CHOOSING MIRACLES

Different religions have different traditions and thus have different kinds of miracles. Benevolent deities grant blessings or healing, while angry or vengeful gods are more likely to channel hostile powers to their followers.

Every character begins with the *ward enemy* miracle and two others that fit his mythos when he takes the Miracles Perk. Which miracles fit a particular religion is up to the player and the Game Master. Some examples are listed on the **Example Miracle Lists** on page 199. Miracles selected shouldn't exceed the Spirit Axiom of the character's cosm — the power comes from the gods of his realm, not the invoker himself.

MIRACLE STATISTICS

Here's what each of the miracle entries mean.

Axiom Level: The minimum level of Spirit Axiom necessary to invoke the miracle without causing a Contradiction.

Skill: The total *faith* skill (*Spirit* + *faith* adds) required to learn the miracle.

Casting Time: How long it takes to invoke the miracle. Those with a Casting Time of 1 Action are "combat miracles." Those that take longer might be cast in combat over multiple rounds as long as the chosen remains focused (see **Concentration** on page 197).

DN: The Difficulty Number of the miracle.



Thomas Brownstone drives back a ghaist by reading verses from Orrorsh's practical religion.

Range: The maximum distance at which the miracle may be invoked. Unless it says otherwise, the invoker must be able to see her target.

Duration: How long the miracle lasts, starting with the round in which it was invoked. In combat, a Duration of one minute (six rounds) means the invocation starts on the current Drama card and ends after five more have been completely resolved.

Concentration means the miracle continues as long as the invoker maintains concentration. See **Concentration**, below.

INVOKING MIRACLES

Miracles are invoked with the *faith* skill as an action (unless the miracle says otherwise). A character may never invoke more than one miracle per turn, and must be able to speak and move her hands.

If the test is successful, check the miracle's Standard, Good, and Outstanding Success results. If the *faith* test fails, the invoker suffers 2 Shock, and also becomes Very Stymied on a Mishap.

Ritual and respect are important for miracles, and gods may not be rushed. Only one miracle may be invoked at a time — although Multi-Targeting is allowed unless the description forbids it, and multiple miracles may be active at once.

CONCENTRATION

Should a character suffer a successful interaction or damaging attack while maintaining a miracle with a Duration of Concentration, or invoking a power that isn't yet completed, he must pass a *willpower* or *Spirit* test. If failed, the miracle or invocation ends instantly, as do all other miracles maintained with Concentration.

Maintaining holy energy is fatiguing. The chosen suffers a -2 to all *faith* or Concentration totals for each miracle he continues to maintain via Concentration. Spells, psi powers, and similar abilities count for concentration and maintaining as well!

STACKING

If a character is affected by more than one enhancement or reduction that changes a skill or

attribute — technology, miracles, etc.—the effects don't stack. The target gets the strongest of the effects, however.

Characters *may* benefit from effects that enhance *different* attributes, however.

RELIGIONS

When a character takes adds in the *faith* skill, they apply only to one specific religion, chosen when the skill is purchased. The specific religion is up to the player, and helps determine what miracles he can cast and what values it upholds (important for **Favor & Penance**, below).

Some religions are focused primarily on self-empowerment, healing, and helping one's fellow man and woman. Others may be concerned more with calling fire and brimstone down on those who oppose their cause.

A sampling of religions common to the Possibility Wars includes:

- **Aysle — The Exemplars:** The clerics of Aysle pray to a pantheon of legendary beings believed to be paragons of Light and Darkness. Those of the Light focus on truth, honor, and valor. Exemplars of Darkness value personal gain and power above all else.
- **Core Earth — Various:** The people of Earth continue to practice Buddhism, Christianity, Hinduism, Islam, Voodoo, and countless others. In the wake of the Possibility Wars, the miracles of these many and various religions seem far more direct.
- **Cyberpapacy — The Cyber Church:** Jean Malraux preaches an extreme doctrine of twisted quasi-Christianity reminiscent of medieval Catholicism, riddled with exceptions and inconsistencies for the Cyberpope to exploit.

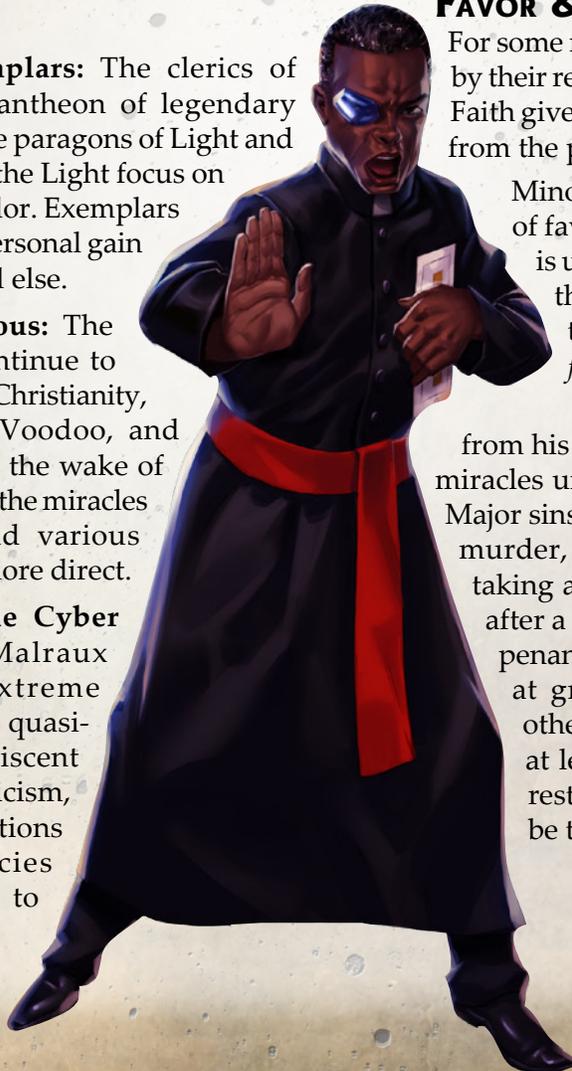
- **Living Land — Keta Kalles:** Although other deities exist in this pantheon, worship is almost exclusively reserved for Lanala, the savage and powerful goddess of cyclical life and sensation.
- **The Nile Empire — Amaatism:** On the surface this religion appears similar to the beliefs of ancient Egypt, sharing gods, concepts, and mythology. Differences beyond the names and broad cosmetic details betray that Amaat's ideals are of Terran origin, a divergent cult originally organized by Pharaoh Mobius's ancient father.
- **Orrorsh — Sacellum:** This hard-edged religion is like a tenacious weed growing in a barren wasteland. It resembles an extreme form of Protestant Christian worship with a greater emphasis on a fear of the Devil and the punishment of sin.

FAVOR & PENANCE

For some reason, some individuals are "chosen" by their religion to embody its values and ideals. Faith gives them amazing abilities, but straying from the path causes their power to wane.

Minor violations of a religion cause a loss of favor. What constitutes a transgression is up to the player, the Game Master, and the nature of the sect's tenets. When this occurs, the hero suffers a -2 to his *faith* tests for the remainder of the act.

Major violations cut the avatar off from his deities altogether. He cannot invoke miracles until he performs significant penance. Major sins for most good religions are acts like murder, desecration of something holy, or taking advantage of others. Regaining favor after a major sin requires a significant act of penance and sincere regret. Putting oneself at great personal and specific risk for others is usually good enough to atone — at least enough for forgiveness and the restoration of power (which can always be taken away again).



FATHER DAMIEN
MONIELS

MIRACLE DESCRIPTIONS

Below are a number of common miracles found throughout the cosmos.

BANISH

Axiom Level: 9

Skill: Faith 12

Casting Time: 1 action

DN: Target's *willpower* or *Spirit*

Range: 5-meter radius

Duration: Instant

Banish repels spirits, ghosts, or other ethereal beings back to whatever nether realm they came from. The invoker should not linger in such haunted places, however, for even *banished* spirits can return!

Compare the invoker's *faith* total to the *willpower* or *Spirit* of every such entity within five meters of the caster. Creatures affected fade into nothing for 15 minutes.

Success Levels:

- **Good:** Affected entities are *banished* for one hour.
- **Outstanding:** Affected entities are *banished* for one day.

BLESS

Axiom Level: 9

Skill: Faith 10

Casting Time: 1 action

DN: Standard (DN 10)

Range: 5-meter radius

Duration: 3 rounds

Bless surrounds and infuses the caster and his allies with spiritual energy that boosts their physical or mental abilities. The priest chooses any one attribute and calls on his deity to enhance it. "May the Lord give us the might of Daniel in the Lion's Den!" increases *Strength*, for example. Or "May Vishnu grant you clarity!" might enhance *Mind*.

If successful, every ally in range adds +1 to that attribute. Increasing *Strength* or *Spirit* does *not* increase the derived statistics of Toughness and Shock, however.

Success Levels:

- **Good:** Duration increases to 1 minute.
- **Outstanding:** As Good, and the attribute increases by +2.

EXAMPLE MIRACLE LISTS

- **Core Earth "Good" Religions:** *Banish, bless, bounty, call animals, commune with animals, commune with spirits, cure disease, healing, soothe, ward enemy.*
- **Core Earth "Fire & Brimstone" Religions:** *Banish, bless, commune with spirits, curse, repel, ward enemy.*
- **Aysle Exemplars of Light:** *Banish, bless, bounty, call animals, commune with animals, commune with spirits, cure disease, curse, healing, lightning strike, repel, soothe, strike, ward enemy.*
- **Aysle Exemplars of Darkness:** *Banish, bless, call animals, commune with animals, commune with spirits, curse, healing, hellfire, repel, soothe, strike, ward enemy, wither.*
- **Cyberpapacy Cyberchurch:** *Banish, bless, bounty, commune with Spirits, cure disease, curse, healing, hellfire, lightning strike, repel, soothe, strike, ward enemy.*
- **Living Land Keta Kalles:** *Bless, bounty, call animals, commune with animals, cure disease, healing, repel, soothe, strike, ward enemy.*
- **Nile Empire Amaatism:** *Banish, bless, bounty, call animals, commune with animals, commune with spirits, cure disease, curse, healing, lightning strike, repel, soothe, strike, ward enemy, wither.*
- **Orrorsh Sacellum:** *Banish, bless, bounty, commune with spirits, cure disease, curse, healing, hellfire, repel, strike, ward enemy.*

BOUNTY

Axiom Level: 10

Skill: *Faith* 12

Casting Time: 3 Minutes

DN: Easy (DN 8)

Range: 10 meters

Duration: Permanent

Bounty multiplies a single meal of food and water so that more may partake. The food also becomes more succulent and nutritious. A Standard success doubles the available food.

Invoking the *bounty* requires a prayer of about three minutes. Additional success increases the amount of food, as shown below. Once the miracle is invoked, the caster cannot invoke it again until that food is consumed.

A caster with *bounty* virtually ensures survival tests for food and water, but doesn't help with shelter if that's a concern.

Success Levels:

- **Good:** ×3 the available food.
- **Outstanding:** ×5 the available food.

CALL ANIMALS

Axiom Level: 8

Skill: *Faith* 12

Casting Time: 1 minute

DN: Standard (DN 10)

Range: 1 kilometer

Duration: 1 hour

The blessed of many religions find comfort in nature's beasts. This miracle draws them from the area, if they exist there (GM's call). Once completed the creatures arrive on the invoker's next turn.

Calling such creatures doesn't mean control, however. That must be done via *commune with animals* (below). Those who want to run with the beasts must take care that they are not eaten by them.

A Standard success summons a flock of sparrows, a few foxes or cats, etc., or a single large creature such as a wolf, bear, or crocodile. The miracle worker doesn't have to see the animals to call them.

Success Levels:

- **Good:** The caster can summon one bonus die of crocodiles, wolves, lions, or similar size creatures.

- **Outstanding:** The caster can summon two bonus dice of the creatures listed under a Good success, or a single Large or Very Large creature such as a dragon or tyrannosaurus rex (in the Living Land). Remember, *call animals* doesn't grant control, however!

COMMUNE WITH ANIMALS

Axiom Level: 6

Skill: *Faith* 10

Casting Time: 1 action

DN: Standard (DN 10)

Range: 10 meters

Duration: 5 minutes

Speaking with beasts is a rare but ancient tradition in certain cultures. Most animals are very simple-minded and can only communicate basic ideas. Most can only count to about three and cannot understand human speech. They can communicate whether people they encountered spoke happily, calmly, angrily, etc., however.

The miracle affects all animals of the same type in Range, all wolves, all ravens, etc. *Commune with animals* doesn't summon the beasts, however. They must be present or attracted somehow, such as by the *call animals* miracle.

Success Levels:

- **Good:** The animal also obeys basic commands if instructed, as long as it doesn't recklessly endanger its life.
- **Outstanding:** The animal obeys basic commands even if it means danger or certain death.

COMMUNE WITH SPIRITS

Axiom Level: 5

Skill: *Faith* 10

Casting Time: 1 minute

DN: Challenging (DN 12)

Range: 5 meters

Duration: 5 minutes

This miracle allows the invoker to talk to whatever spirits are appropriate to his mythos. A Christian might speak to the restless shades while a Sioux shaman communes with nature spirits.

Invoking the dialogue assumes the character is in a place where the spirit should be present — a church for saints, a stream for water spirits, a great

tree for a nature spirit, etc. If not and the mythos allows communication with the spirits outside their usual domain, the caster suffers a -4 penalty. The Game Master may also decide it's just not possible in certain situations — there are likely no earth spirits aboard an airplane, for example.

Spirits know different things depending on the type, and see things from their perspective. They are not omniscient and generally only have knowledge of subjects directly connected to their former life for the dead or their local area for animal spirits and the like. Unlike the *Speak with Dead* spell, this miracle compels the spirit to tell only truth — though it may be vague or difficult to understand as the Game Master sees fit.

The chosen may ask a single question with a Standard success. Once contacted, spirits are unavailable again for a scene.

Success Levels:

- **Good:** Two questions.
- **Outstanding:** Three questions.

CURE DISEASE

Axiom Level: 10

Skill: Faith 14

Casting Time: 1 minute

DN: Easy (DN 8)

Range: Touch

Duration: Instant

Cure disease eradicates any sort of malignant condition, infection, or malady. This doesn't heal the victim of any damage she's already sustained, it simply removes the disease or illness and stops any future symptoms.

A character may only attempt to *cure disease* once for each particular malady, per person. The same person may attempt to cure a new disease on the same patient, should he contract one.

A Standard success cures common ailments like colds. Additional successes are required for more advanced diseases.

Success Levels:

- **Good:** Flu, pneumonia, most infections caused by non-supernatural creatures.
- **Outstanding:** AIDS, cancer, or infections caused by supernatural creatures.

CURSE

Axiom Level: 9

Skill: Faith 10

Casting Time: 1 action

DN: Target's *faith* or *Spirit*

Range: 25 meters

Duration: 3 rounds

Curse diminishes a foe's luck, challenging his faith in the very forces that drive him, whether they be religious, personal, or otherwise.

A *cursed* individual suffers a -1 penalty to all skill or attribute totals. Powerful casters can Multi-Target to affect large numbers of the faithless.

Success Levels:

- **Good:** -2 penalty.
- **Outstanding:** -3 penalty.

HEALING

Axiom Level: 10

Skill: Faith 10

Casting Time: 1 action

DN: Standard (DN 10)

Range: Touch

Duration: Instant

Perhaps the most important ability a chosen one brings to a band of Storm Knights is her ability to heal. Whether she's patching up her teammate's wounds or winning over injured villagers, *healing* is a critical skill.

The invoker's total is modified by the target's Wound penalties (as well as the caster's if he happens to be wounded). A success heals 1 Wound, all Shock, and removes KO.

Healing may only be attempted on a single individual once per scene — choose wisely! If Maru is injured in a fight and healed by Father Damien, he won't be able to heal her again until the next scene. He could still use *first aid* on her, and may use *healing* on his other comrades.

Success Levels:

- **Good:** 2 Wounds are healed.
- **Outstanding:** 3 Wounds are healed.

HELLFIRE

Axiom Level: 16

Skill: Faith 14

Casting Time: 1 action



Moonwalker calls upon the power of Lanala to heal an injured triceratops.

DN: Target's *dodge* or *Dexterity*

Range: 5 meters

Duration: Instant

Hellfire projects a gout of flame from the invoker's outstretched palm. The flames deal 13 fire damage.

Success Levels:

- **Good:** Damage +1BD.
- **Outstanding:** Damage +2BD.

LIGHTNING STRIKE

Axiom Level: 16

Skill: *Faith* 14

Casting Time: See below

DN: Target's *dodge* or *Dexterity*

Range: 100 meters

Duration: Instant

Lightning strike is a rare display of divine wrath. To invoke it, the blessed individual spends one entire turn doing nothing but castigating a single foe. The caller must be able to see his foe when the miracle begins, and may only take simple actions during this turn.

While the lightning builds, tendrils of holy power, storm clouds, and arcs of electricity gather around the invoker. If he is injured during this

time, he must make a *willpower* or *Spirit* test, see **Concentration**, 197.

On his next turn, he may use an action to complete the invocation and make his *faith* test. If successful, the target is struck by a bolt of lightning that causes 20 damage, AP 4.

There is no penalty for range, cover, or darkness. Perks and other spells, miracles, powers, or supernatural abilities apply normally.

Lightning strike may only be used once per scene — such forces do not lend their attention lightly!

Success Levels:

- **Good:** Damage +1BD.
- **Outstanding:** Damage +2BD.

REPEL

Axiom Level: 10

Skill: *Faith* 12

Casting Time: 1 action

DN: Standard (DN 10)

Range: 5 meters

Duration: Instant

Sometimes a holy champion simply needs to clear a path through his foes or humble a nonbeliever with a visible display of otherworldly might.

Repel summons an invisible force radiating out from the caster in a circle that pushes away all hostile characters and creatures (allies are unaffected).

The force has *Strength* equal to the invoker's *faith* and affects those enemies of equal or lesser *Strength*. Those affected are pushed back five meters and Stymied.

Success Levels:

- **Good:** The effective *Strength* is equal to *faith* +2.
- **Outstanding:** As a Good result, and the foes are Very Stymied.

SOOTHE

Axiom Level: 7

Skill: *Faith* 10

Casting Time: 1 action

DN: Standard (DN 10)

Range: 5 meters

Duration: Instant

Soothe sends out a refreshing wave of energy to the invoker and allies in range. Those affected instantly recover 2 Shock.

Success Levels:

- **Good:** The affected recover 3 Shock.
- **Outstanding:** The affected recover 4 Shock.

STRIKE

Axiom Level: 12

Skill: *Faith* 12

Casting Time: 1 action

DN: Standard (DN 10)

Range: Touch

Duration: 3 rounds

Sometimes even the most peaceful of the chosen must pick up the staff. This powerful miracle makes sure that staff packs a punch. *Strike* affects a single weapon, no Multi-Targeting is allowed.

Strike increases the damage value of a weapon by +1. It doesn't matter if the weapon is ranged or designed for melee — its base damage is still increased. *Strike* must be cast on a weapon, not ammunition.

A weapon blessed with *strike* counts as magical for purposes of affecting foes with the Ethereal or similar abilities that generally ignore normal weapons.

Success Levels:

- **Good:** Damage +2.
- **Outstanding:** Damage +3.

WARD ENEMY

Axiom Level: 8

Skill: *Faith* 8

Casting Time: 1 action

DN: Standard (DN 10)

Range: 5 meter radius

Duration: Concentration

Ward enemy protects the faithful from supernatural beings that prey on or seek to harm humanity.

To cast, the invoker must brandish a holy symbol, recite prayers, or otherwise clearly call on the source of his power, making him an obvious target for the taunts of spirits, demons, or other antagonists likely to be affected.

While the ward is active, all allies within five meters add +1 to their defenses versus supernaturally evil creatures and their attacks. The bonus counts toward both physical and interaction defenses.

Special: This miracle may be attempted without the Miracles Perk if the *faith* prerequisite is met.

Success Levels:

- **Good:** Those protected add +2 to all defenses.
- **Outstanding:** As the Good result, and supernaturally evil creatures who *fail* an attack against any of the protected individuals are Stymied.

WITHER

Axiom Level: 16

Skill: *Faith* 14

Casting Time: 1 action

DN: Target's *faith* or *Spirit*

Range: 5 meters

Duration: Instant

This dark miracle drains the life force of any living thing it touches.

With a successful *faith* roll, the invocation causes 12 damage that ignores all physical armor. *Wither* works only on living things — it has no effect on objects, constructs, undead, etc.

Success Levels:

- **Good:** Damage +1BD.
- **Outstanding:** Damage +2BD.

PSIONICS

Some individuals in Core Earth, and even more in Tharkold and Pan-Pacifica, have learned to focus mental energy into tangible results. They are called many things – telepaths, telekinetics, psionicists, or simply “psis.”

Unlocking the vast powers of the mind is difficult, but a skilled psi can read and control minds, shape fire and ice, or even manipulate the emotions of entire crowds.

Psionics are dependent on the Social Axiom of an area. Mental power is derived from the development of the human psyche and its awareness of both the self and others.

PSIONIC SKILLS

Each type of psionic power has its own unique skill.

- *Kinesis* is the manipulation of matter and energy.
- *Precognition* powers are those that allow the psi to sense future events or those outside his personal senses.
- *Telepathy* is the ability to read and control minds. It has no effect on creatures that are mindless, such as robots. It affects undead unless they are animated husks with no sentience, such as gospog or zombies.

CHOOSING POWERS

A character can choose three powers when she takes the Psionic Perk. Once a power is learned, it can be activated at any time.

Psis can choose any three powers allowed in their cosm from the **Available Powers** list on page 206. The character must have the appropriate psionic skill at a high enough level to take a power.

New powers are learned by spending a Perk (see **Psionic**, page 98), and follow the same rules as her initial selection.

PSIONIC STATISTICS

Here’s what the psionic power entries mean.

Axiom Level: The minimum Social Axiom necessary to invoke the power without risking a Contradiction.

Skill: The total *kinesis*, *precognition*, or *telepathy* skill required to learn the power.

Casting Time: How long it takes to activate the power. Those with a Casting Time of 1 Action are



Ibis' mind blast keeps a group of thralls at bay.

“combat powers.” Those that take longer might be cast in combat over multiple rounds as long as the psi remains focused (see **Concentration** below).

DN: The Difficulty Number needed to activate the power.

Range: The maximum distance from the psi to the target of his power. Psionic powers require line of sight unless a specific power's description states otherwise.

Duration: How long the power lasts, starting with the round in which it was activated. In combat, a Duration of one minute (six rounds) means the power starts on the current Drama card and ends after five more have been completely resolved.

Concentration means the power continues as long as the psi maintains concentration. See **Concentration**, below.

ACTIVATING POWERS

Powers are activated with the *kinesis*, *precognition*, or *telepathy* skills. A psi may only activate a single power per turn. Unlike miracles and spells, the

psi does *not* need to speak or use her hands — her power comes directly from the mind!

Activating a power is a standard action against the listed DN unless its description says otherwise. If the total is successful, check the power's Standard, Good, and Outstanding Success results.

If the skill test fails, the psi suffers 2 Shock, and also becomes Very Stymied on a Mishap. Most psis exhibit slight bleeding from the nose, mouth, or ears when either occurs — a telltale sign of psionic usage for those who know what to look for.

Note that the DN for many powers is the target's *willpower* or *Mind*. If the target doesn't possess *willpower*, use *Mind*. If the target has *willpower* it adds to his *Mind*, rather than his *Spirit*.

CONCENTRATION

A successful interaction or damaging attack can stop a psi from maintaining a power or activating one with a long preparation time.

If a psionicist suffers a successful interaction or damaging attack while maintaining a power with a Duration of Concentration, or preparing a power that hasn't been activated yet, she must pass a

willpower or *Spirit* test. If failed, all powers being maintained by Concentration end, and any power being manifested must be restarted.

Focusing psionic energy is mentally taxing. The psi suffers a -2 to all *psionics* and Concentration tests for each power he continues to maintain with Concentration.

Miracles, spells, and similar abilities count for concentration and maintaining as well!

STACKING

If a character, object, or other target is affected by more than one instance of an ongoing power which changes a skill or attribute, the effects don't stack. The target gets the best of the effects.

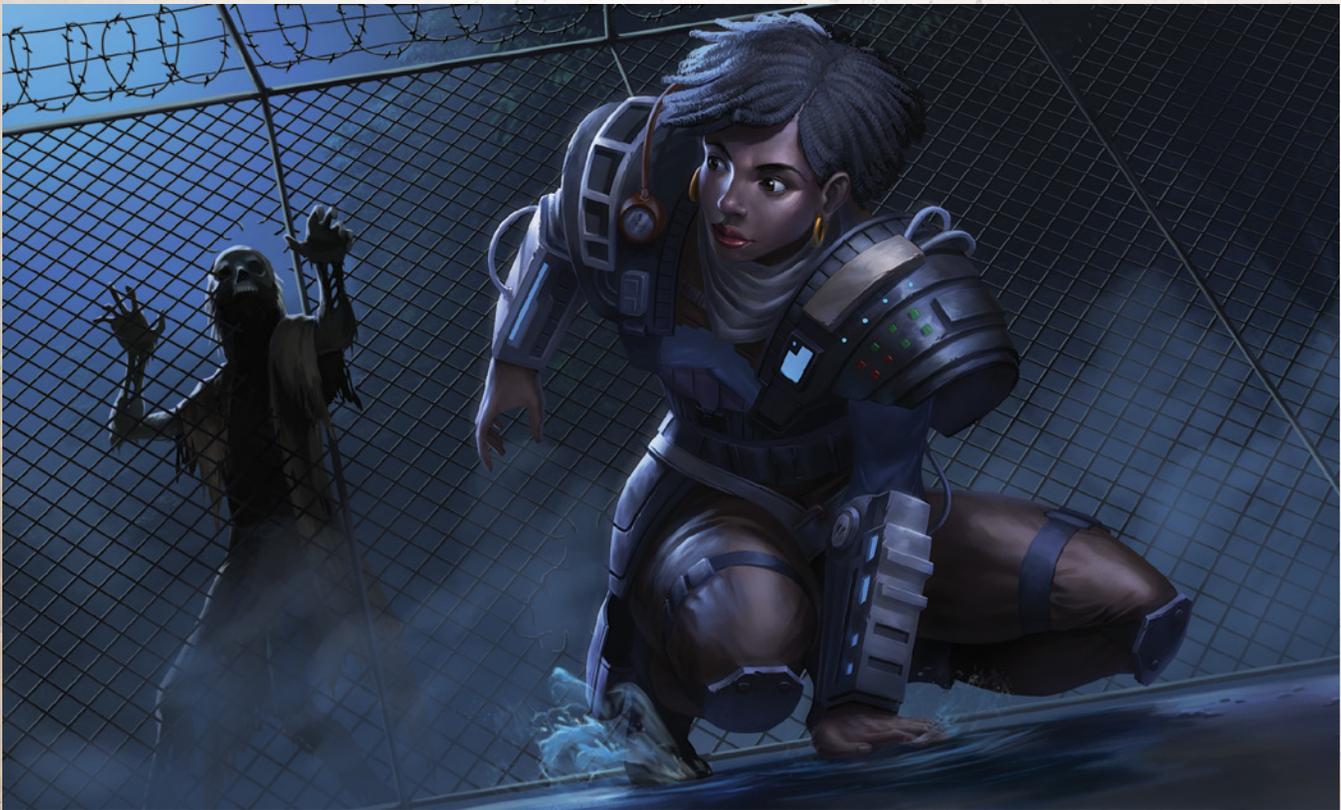
Characters *may* benefit from different powers (or from the same one) affecting different abilities, however.

AVAILABLE POWERS

Below are the powers a character from each cosm may choose from when the Psionic Perk is

taken. Core Earth psionics are rare, and usually only manifest a single psionic skill. Additional materials may add entirely new powers and lists to select from.

- **Core Earth – Anomaly:** *Alter memory, awareness, clairvoyance, clarity, cloud mind, confusion, copycat, energize, foreshadow, mind sense, psychic shield, psychometry, pyrokinesis, read mind, strangle, telekinesis, telekinetic barrier, telepathy.*
- **Pan-Pacifica – Psionic Mutation:** *Alter memory, awareness, clairvoyance, clarity, cloud mind, confusion, copycat, energize, foreshadow, mind sense, mend, psychic shield, psychometry, pyrokinesis, read mind, strangle, telekinesis, telekinetic barrier, telepathy.*
- **Tharkold – Awakened:** *Alter memory, awareness, clairvoyance, clarity, cloud mind, confusion, copycat, energize, foreshadow, mind sense, mend, mind blast, mind control, psychic shield, psychometry, pyrokinesis, read mind, strangle, telekinesis, telekinetic barrier, telepathy.*



An energized Ibis vaults a fence to escape a ghul.

PSIONIC POWERS

ALTER MEMORY

Axiom Level: 23

Skill: *Telepathy* 14

Casting Time: 1 action

DN: Target's *willpower* or *Mind*

Range: 10 meters

Duration: Permanent

Worse than reading an unwilling target's mind is rearranging the memories inside. Most psis use it to make a guard forget they saw them or even remove a traumatic incident from a battle-scarred mind.

A Standard success can alter memories from within the last five minutes. Additional successes can affect earlier thoughts (see below).

The psi can implant false memories as well, but if an event is implausible, the victim gets a new chance to resist by making a *willpower* or *Mind* test against the psi's *telepathy*. If successful, he sees the implanted memory for what it is. This may only be attempted once per memory.

See *restoration* to recover altered memories.

Success Levels:

- **Good:** The psi can alter memories from the last hour.
- **Outstanding:** The psi can alter memories from the last week.

AWARENESS

Axiom Level: 19

Skill: *Precognition* 8

Casting Time: 1 action

DN: Standard (DN 10)

Range: 10-meter radius

Duration: Concentration

Awareness senses strong impressions of future danger, increasing her and her allies' defenses while she maintains concentration. A success adds +1 to the psi's physical defenses, and those of all her companions in range. It does *not* increase interaction defenses.

Success Levels:

- **Good:** The allies' physical defenses are increased by +2.
- **Outstanding:** As a Good result, plus the Range is increased to 20 meters.

CLAIRVOYANCE

Axiom Level: 23

Skill: *Telepathy* 12

Casting Time: 1 action

DN: Target's *willpower* or *Mind*

Range: 100 kilometers

Duration: Concentration

Clairvoyance allows a psychic to see through another's eyes. The psi must have line of sight to the target when the power is activated, but doesn't need visibility to maintain the connection. With a standard success, the victim knows she's being observed. Those unfamiliar with psionics may not understand that there's a voyeur in their minds, but definitely know they're being observed.

- **Good:** The psi can hear through the target's ears.
- **Outstanding:** The target doesn't realize the power is active.

CLARITY

Axiom Level: 23

Skill: *Telepathy* 10

Casting Time: 1 action

DN: Target's *willpower* or *Mind*

Range: 5 meters

Duration: Instant

Clarity removes all harmful psionic influences from a subject, effectively acting as *dispel magic* for psychic effects. It can be used to eject a *clairvoyant* or *mind controller*, clear *confusion*, or restore *altered memories*.

Success Levels:

- **Good:** The recipient's *willpower* increases by +2 for the next minute.
- **Outstanding:** The recipient's *willpower* increases by +4 for the next hour.

CLOUD MIND

Axiom Level: 23

Skill: *Telepathy* 12

Casting Time: 1 action

DN: Target's *willpower* or *Mind*

Range: 10 meters

Duration: Concentration

Much like the old *Shadow* character from the pulp serials, a psi with this ability can alter others' brainwaves so that she is essentially invisible.

Once activated, the character is unseen to the target or targets as long as she remains silent or doesn't otherwise attract attention.

Anyone with reason to believe a hidden individual is present may make a *willpower* or *Mind* test as a simple action to detect them. The DN is the psi's *telepathy* skill. If successful, the psionist becomes visible to that particular target.

Success Levels:

- **Good:** Even if the psionist is revealed, affected targets suffer a -4 visibility penalty against the character so long as the power is maintained.
- **Outstanding:** The character cannot be seen by affected targets even if they realize she's there. Attacks against her suffer a -6 penalty.

CONFUSION

Axiom Level: 23

Skill: *Telepathy* 10

Casting Time: 1 action

DN: Target's *willpower* or *Mind*

Range: 50 meters

Duration: 3 rounds

Confusion sends out a wave of psychic energy that confounds foes. If successful, the power affects everyone within a Large Blast area, who then suffer a -1 penalty to all actions.

Success Levels:

- **Good:** Those affected suffer a -2 penalty.
- **Outstanding:** The victims are Vulnerable as well.

COPYCAT

Axiom Level: 23

Skill: *Telepathy* 10

Casting Time: 1 action

DN: Target's *willpower* or *Mind*

Range: 25 meters

Duration: 3 rounds

When a psi needs to learn something in a hurry, she can simply take it from someone else's mind! *Copycat* allows her to borrow a number of skill adds from a target, either willing or unwilling.

The psi must choose a target and the skill to be copied before making her *telepathy* roll. If the target doesn't happen to have that skill, there's no effect. A Standard success grants her one skill add and she is no longer considered unskilled.

Success Levels:

- **Good:** The psi can copy up to 3 adds.
- **Outstanding:** The psi can copy up to 5 adds.

ENERGIZE

Axiom Level: 20

Skill: *Kinesis* 10

Casting Time: 1 action

DN: Challenging (DN 12)

Range: Self

Duration: 3 rounds

The psi builds up psychic energy and channels it through his nervous system, granting him increased *Strength* and *Dexterity* for the Duration of the power.

This ability is highly taxing, however. As soon as the power ends, the psi suffers 2 Shock and a -2 penalty to *Strength* and *Dexterity* for the next minute.

A Standard success increases *Strength* and *Dexterity* by +1.

Success Levels:

- **Good:** *Strength* and *Dexterity* increase +2.
- **Outstanding:** *Strength* and *Dexterity* increase +2 and the psionist doesn't suffer a penalty after the duration ends.

FORESHADOW

Axiom Level: 21

Skill: *Precognition* 14

Casting Time: 1 action

DN: Very Hard (DN 16)

Range: Self

Duration: Instant

The psychically sensitive witness constant possible futures. Sorting through them in a world rich in Possibilities is difficult, but occasionally useful — and life-saving — information can be gleaned.

If *foreshadow* is successful, the psi may look at the next three cards in the Drama Deck but may not rearrange them.

Success Levels:

- **Good:** The character may look at and rearrange the top three cards of the Drama Deck.
- **Outstanding:** The character may look at and rearrange the top three cards. He may also discard one of them if he chooses.

MIND SENSE

Axiom Level: 21
Skill: *Telepathy* 10
Casting Time: 1 action
DN: Easy (DN 8)
Range: 50 meters
Duration: Concentration

Mind sense reveals the presence of any and all sapient creatures within the psi's range. A basic success reveals the number of contacts and whether they are of human or animal intelligence. Additional successes increase the Range and the information provided. Subjects don't need to be within line of sight, only within range.

Success Levels:

- **Good:** Range of 100 meters and the subject's general status: excited, passive, or hostile.
- **Outstanding:** The subjects' general intentions or surface thoughts are detected as well. This includes any psionic potential or activity.

MEND

Axiom Level: 24
Skill: *Kinesis* 12
Casting Time: 1 hour
DN: Standard (DN 10)
Range: Self
Duration: Instant

Psionics with this power can increase their biological self-awareness to such a point that they can actually heal injuries they've suffered.

An hour of rest and a successful test of *kinesis* removes a Wound. If the test is failed or the psi doesn't heal all of her Wounds, she may simply try again, though each test requires the full hour.

Success Levels:

- **Good:** The psi heals 2 Wounds.
- **Outstanding:** The psi heals 3 Wounds.

MIND BLAST

Axiom Level: 25
Skill: *Telepathy* 14
Casting Time: 1 action
DN: Target's *willpower* or *Mind*
Range: 50 meters
Duration: Instant

Those who specialize in *kinesis* are best known for carnage and mayhem, but telepaths are not to be trifled with, either. *Mind blast* casts a wave of psychic energy at the psi's foes that can stun the weak-willed. The power is unaffected by armor unless it has psychic protection somehow — consider only the target's basic Toughness.

Success causes 10 non-lethal damage.

Success Levels:

- **Good:** +1BD damage.
- **Outstanding:** +2BD damage.

MIND CONTROL

Axiom Level: 25
Skill: *Telepathy* 16
Casting Time: 1 action
DN: Target's *willpower* or *Mind*
Range: 50 meters
Duration: Concentration

Mind control is a sinister power that allows the psionicist to inhabit and control another person's body. After establishing control, the psi may use her actions to move and act with the target's body — or both by using Multi-Actions. The victim may be made to perform actions using his own skills and abilities, but may not be forced to spend Possibilities.

A controlled target must sacrifice an entire turn to attempt to break free — he may take no other actions whether he's successful or not. To break free, the target tests *willpower* or *Mind* against the psionicist's *telepathy* skill. If successful, the psi's Concentration is broken and the power ends.

Once a victim breaks free, she may not be subject to *any other mind control* for the rest of the scene.

Success Levels:

- **Good:** The target suffers a -1 penalty on attempts to break free.
- **Outstanding:** The target suffers a -2 penalty on attempts to break free.

PSYCHIC SHIELD

Axiom Level: 23

Skill: *Telepathy* 10

Casting Time: 1 action

DN: Standard (DN 10)

Range: Self

Duration: Concentration

Psychic shield protects the psi and anyone else he chooses within a five-meter radius from psionic attacks. Psionic abilities attempting to affect the shielded minds suffer a -2 penalty.

Psychic shield only works against direct attacks or effects such as *pyrokinesis* or *mind blast*. It cannot stop a bench thrown with *telekinesis* from harming someone inside, but it does protect them from being grabbed by *telekinesis* itself.

Success Levels:

- **Good:** The penalty is increased to -4.
- **Outstanding:** The penalty is increased to -6.

PSYCHOMETRY

Axiom Level: 22

Skill: *Precognition* 12

Casting Time: 1 minute

DN: Standard (DN 10)

Range: Touch

Duration: Concentration

The psychic can read strong emotions or mental images that cling to an object. She must handle the object and concentrate for a minute to get any impressions at all.

On a Standard success the psionicist sees images of how the object was generally used in the past. Note that this provides the combination for keypads or safes, and shows an unfamiliar psi how to use otherwise alien devices.

- **Good:** The psi sees images of any unusual or intense uses of the object, especially crimes.
- **Outstanding:** The psi gains a clear picture of all the object's notable owners, and how each used it.

PYROKINESIS

Axiom Level: 22

Skill: *Kinesis* 12

Casting Time: 1 action

DN: Target's *dodge* or *Dexterity*

Range: 25 meters

Duration: Instant

"Firestarters" cause the very air itself to burst into flame, and can channel it into destructive blasts.

The attack doesn't suffer any Range penalties, but concealment, Multi-Targeting and the like are considered normally. If the *kinesis* total equals or exceeds the target's *dodge* or *Dexterity*, he's hit for 14 fire damage.

Success Levels:

- **Good:** +1BD damage.
- **Outstanding:** +2BD damage.

READ MIND

Axiom Level: 23

Skill: *Telepathy* 10

Casting Time: 1 action

DN: Target's *willpower* or *Mind*

Range: 50 meters

Duration: 1 minute

All psis consider this an intrusive power and a violation of sentient rights. Whether one actually *cares* about that or not is another matter, and of course some Storm Knights may feel they have no choice in the most dire situations.

A Standard success detects surface thoughts and emotions, but the target knows something is happening. If he's familiar with psionic powers, he knows his thoughts are being read.

Success Levels:

- **Good:** Important memories are detected and the target doesn't know he's being scanned.
- **Outstanding:** The target's mind is an open book. If the target doesn't know something, however, due to a repressed memory or even brain damage, the psi only picks up that something is missing.

STRANGLE

Axiom Level: 22

Skill: *Kinesis* 14

Casting Time: 1 action

DN: Target's *willpower* or *Mind*

Range: 50 meters

Duration: Concentration

Invisible but deadly, *strangle* is a frightening technique where a telekinetic squeezes blood vessels or organs inside a foe.

Victims of the attack suffer 2 Shock.

Success Levels:

- **Good:** The attack causes 3 Shock.
- **Outstanding:** The attack causes 4 Shock and the target is Stymied.

TELEKINESIS

Axiom Level: 23

Skill: *Kinesis* 10

Casting Time: 1 action

DN: Easy (DN 8)

Range: 25 meters

Duration: Concentration

Telekinesis allows a psi to move things with her mind. The psi's *Mind* is her *Strength* once activated, but she continues to use her own skills as usual.

A psi can use *telekinesis* to "fly" at her walking speed, assuming her effective "strength" is high enough to carry her own weight. The psi may also "run" while levitating herself at the usual -2 penalty to all other actions.

Success Levels:

- **Good:** Range of 50 meters and add +2 to the power's effective *Strength*.
- **Outstanding:** Range of 50 meters and add +4 to the power's effective *Strength*.

TELEKINETIC BARRIER

Axiom Level: 23

Skill: *Kinesis* 12

Casting Time: 1 action

DN: Standard (DN 10)

Range: Self

Duration: Concentration

The psionist wards off incoming attacks with a barrier of raw telekinetic energy.

Successful activation adds +1 to all the caster's defenses (*dodge*, *melee*, *combat*, and *unarmed combat*). The bonus follows normal **Stacking** rules, so a character with an actual shield inside a *telekinetic barrier* benefits only from whichever is highest.

Success Levels:

- **Good:** The bonus is increased to +2.
- **Outstanding:** The bonus is increased to +3.

TELEPATHY

Axiom Level: 22

Skill: *Telepathy* 8

Casting Time: 1 action

DN: Easy (DN 8)

Range: 1 kilometer

Duration: Concentration

Sending and receiving thoughts is considered the most basic power of any officially trained psi, such as those who work for Core Earth's government agencies.

A Standard success allows the psi to keep up to four other minds in contact as long as she continues to concentrate. It may not use the Multi-Target option.

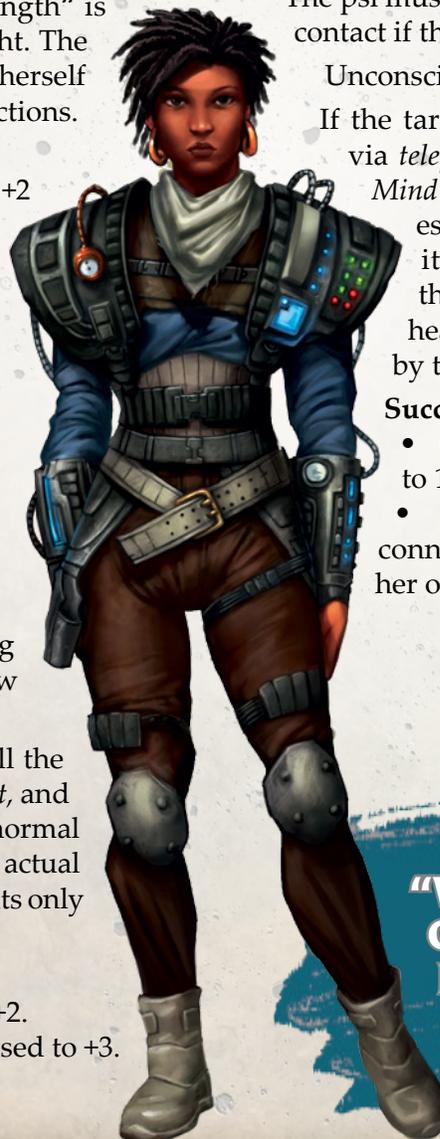
The psi must be able to see those she wants to contact if they are unfamiliar to her.

Unconscious characters cannot be reached.

If the target is unwilling to be contacted via *telepathy*, the DN is his *willpower* or *Mind* instead. Even if communication is established with an unwilling target, it doesn't allow the psi to read thoughts, only to communicate and hear thoughts intentionally projected by the target.

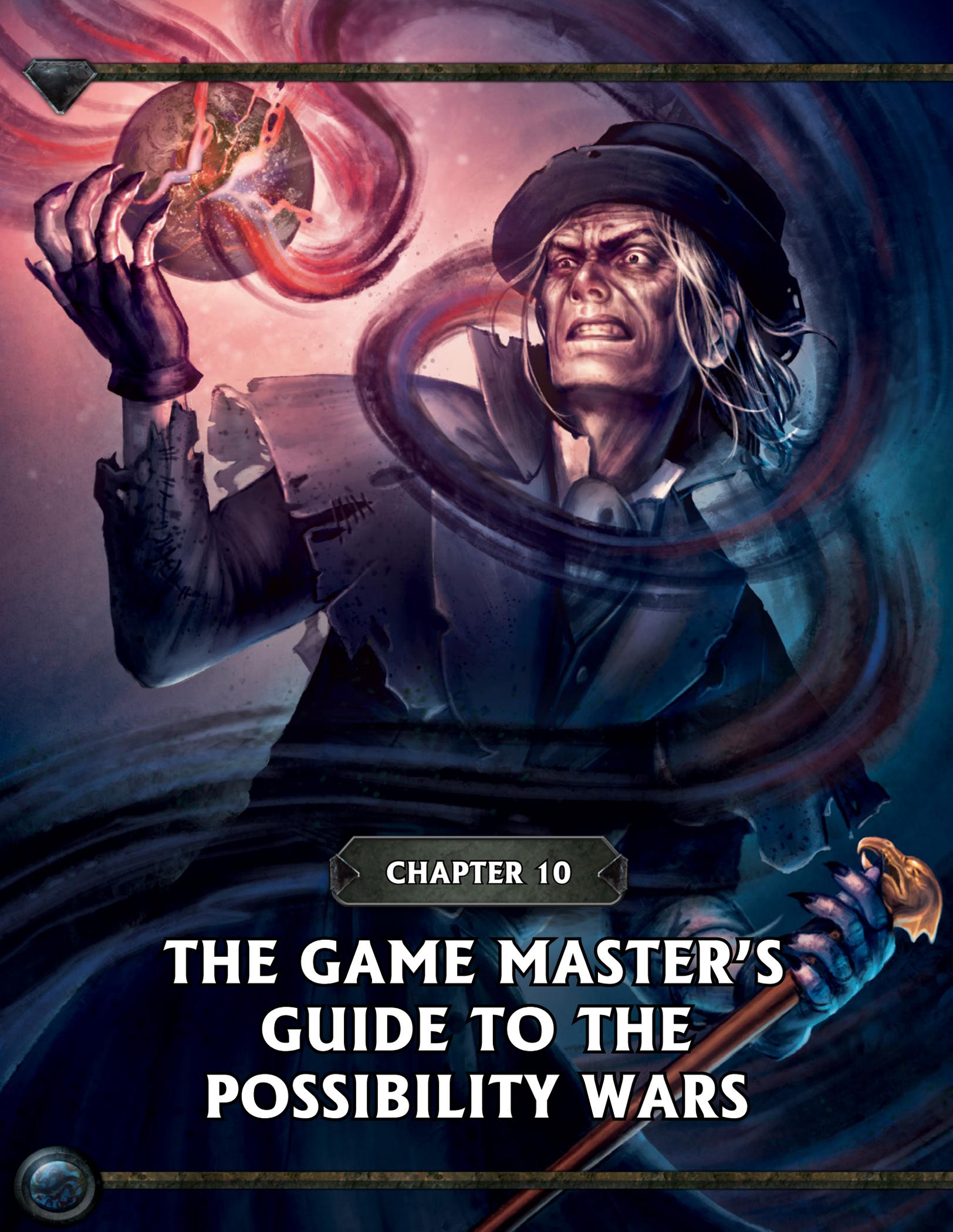
Success Levels:

- **Good:** The psi can connect up to 10 minds (including her own).
- **Outstanding:** The psi can connect up to 20 minds (including her own).



**"WHEN I WANT YOUR
OPINION I'LL PLANT
IT IN YOUR BRAIN."**

— IBIS



CHAPTER 10

**THE GAME MASTER'S
GUIDE TO THE
POSSIBILITY WARS**



A cosm is an entire universe which was, at the time of its creation, physically separate from every other cosm. Each of these is imbued with its own energy and reality that makes it different from every other reality in the “cosmverse.”

This Possibility Energy allows for magic, psionics, miracles, pulp powers, and far stranger things. It shapes, and is shaped by, the beings that live in it, the flora, and even the natural and often fantastic geography of its borders.

Exactly how Possibility Energy flows through all these beings and objects or is imbued within them is something not even the High Lords fully understand.

The truth is that Possibility Energy is the raw stuff of Eternity and the Void.

ETERNITY AND THE VOID

Eternity fills the universe with infinite Possibilities. The Void consumes them. These two cosmic forces are locked in an endless and eternal struggle. Or so it was believed.

Slowly, ever so slowly, Eternity and the Void learned something from each other. Eternity learned to destroy and rebuild anew from chaos; the Void learned to create catalysts of destruction.

Eventually, both Eternity and the Void created living embodiments, or avatars, of themselves. Eternity gave life to Apeiros, while the Void created the Nameless One.

APEIROS AND STORM KNIGHTS

Apeiros created the cosmverse and the infinite worlds within it. It seeds Possibility Energy in sentient beings and hopes they will use it to fight against the storm that erupts where creation meets entropy.

Beings who can tap and store such energy can perform feats and survive dangers far beyond those possible for normal beings. These individuals have come to be called Storm Knights. With time, some Storm Knights can even alter reality itself.

THE NAMELESS ONE AND HIGH LORDS

The Nameless One rose from the blackness of the Void, saw what Apeiros had done, and answered in kind. It granted power and knowledge to those

it knew would seek destruction. They have come to be called Stormers.

Those Stormers with the blackest hearts and the greatest potential for destruction were given a further blessing by the Nameless One — ancient and powerful engines of destruction called Darkness Devices. These select champions are called High Lords. Their own natural gifts and the abilities granted to them by the Darkness Devices combine to make them far more powerful than the rest of the world’s heroes and villains.

DARKNESS DEVICES

Strange, ancient, and evil, these legendary relics seek out the most corrupt beings of the cosmverse and grant them weird and wondrous abilities. The devices, sentient creatures in their own right with names like Heketon and Drakacanus, call to their potential masters and show them how to master reality and their own cosms. The strongest of the High Lords grow in power, served by cunning and devious Stormers and in command of great armies or insidious creatures. Once they conquer their own world they turn to others, invading other cosms to rob them of their Possibility Energy in a never-ending cycle of destruction. For powers and game statistics of the Darkness Devices, see page 218.

But Darkness Devices serve their masters only so long as it facilitates their own desire to shred reality and feed it to the Void. This is why for all the phenomenal power they grant their owners, they often thwart them as well. Most encourage resistance in the realms they invade, for example, for it ensures conflict and violence, the raw tools of destruction. A cosm truly conquered, after all, offers little in the way of strife. If a High Lord should begin to fail in their acquisition of Possibility Energy, the Darkness Device may even look for a replacement.

REALITY RAIDERS

Prior to an invasion, a High Lord uses temporary portals between worlds called dimthreads to send his agents into the target cosm. These agents prepare the area for invasion by placing stelae.

Stelae are arcane artifacts produced by Darkness Devices that take on the aspect of their reality.

Those from the Cyberpapacy are large electronic altars connected to the GodNet; those from the Nile Empire manifest as towering obelisks. The agents prepare a network of a few dozen stelae before the invasion, and they lie undiscovered and dormant until the invasion itself. Stelae that have not been connected to a stela network are vulnerable to destruction, but once a stela activates, it takes an incredible effort by Storm Knights to destroy it.

Stelae are each planted through a one-hour-long ritual, and placed approximately 500 kilometers apart. The most efficient pattern consists of equilateral triangles, but restrictions due to geography or interference by natives often forces a stela to be planted less efficiently.

Once placed, no single stela may connect to more than six others. If attempted, the stela simply fails. Within that limit, stelae automatically attempt to connect to others within the maximum separation distance. A stela will only connect to stelae of its own reality, however, or one other. A zone can never have the stelae of three different realities as the vertices.

BOUNDARIES

The invading reality extends to the border defined by the stelae. Massive reality storms are usually found there.

Vertically, the invading reality extends upwards into the sky about 15 kilometers, and down into the ground for about 150 meters. High Lords may greatly adjust these values up to 250 kilometers — but this requires vast amounts of Possibility Energy, so it is rarely worth it. Two cosms which typically do expend the additional energy are the Cyberpapacy and Pan-Pacifica, extending their upper reach to 250 kilometers. Due to Uthorion's dominance of the world between, Aysle's realm extends downward five kilometers to accommodate his subterranean invasion.

INVASION!

Once all stelae are in place, the Darkness Device opens a maelstrom bridge between realities. Those who witness such an event are awed at what they see. A storm appears out of nowhere and slowly expands, with lightning and flashes of red and blue lighting the clouds. As the storm continues

to expand, a bridge appears, arching out of the sky and smashing into the ground.

The maelstrom bridge has an appearance related to the nature of the invading reality. Orrorsh's bridges are made from screaming corpses while the Living Land's bridges are made from plants, trees, and vines. Maelstrom bridges are usually about the width of a 10-lane freeway, sufficient to move whole armies.

When the maelstrom bridge hits the ground, a pulse of energy flashes rapidly outward toward the stelae, activating them in less than a minute. Living beings who experience the flash feel disoriented. They *feel* light. They *smell* sound. They *see* odors.

Within and on the borders of the stela boundaries, massive reality storms erupt as the invaded world fights back. Reality goes insane and the very nature of reality fluctuates and rebels. Concepts fall from the sky and images come alive.

This flood of reality is called an "axiom wash" and extends to the farthest stela boundary. It triggers a massive wave of transformation, converting much of the land, buildings, and objects (along with roughly a third of the population) to the new reality. Soon after, the invaders arrive in force. Their troops not only battle resistance, but add to the number of living beings that accept the invading reality.

The zone containing the maelstrom bridge is Dominant from the moment the bridge lands, but the rest of the zones within the realm are Mixed. They're wracked by violent reality storms that cause additional havoc and transformation, eventually becoming Dominant in three to six months. If that isn't quick enough, the High Lord may expend Possibility Energy to flip a zone to Dominant, with the help of the Darkness Device, of course.

DRAINING POSSIBILITY ENERGY

The High Lords draw little energy from the living beings of Mixed Zones. They gain tremendous amounts from those in Pure areas, but it is taken very quickly and then it slows to a trickle. Dominant Zones provide the most Possibility Energy. If a Mixed Zone is a famine and a Pure Zone is a feast, a Dominant Zone is a sustainable farm.

EXPANSION

Stelae are difficult to produce. They take great time, ceremony, and Possibility Energy — it takes

great energy to *steal* energy. Most High Lords can manage only about six stelae a month, but under special circumstances — such as sacrificing powerful Eternity Shards, explained below — they may triple their output.

The High Lord's agents continue to plant stelae outside the realm's boundaries, and as they become active the realm expands but no corresponding axiom wash develops.

Since new zones aren't connected to maelstrom bridges, they start off as Mixed and the outcome isn't quite as drastic. Once enough of the population accepts the new reality the High Lord may expend energy to flip the zone to Dominant early. This injection of Possibility Energy causes an axiom wash, unlike the more gradual transformation and expansion.

A realm extends out to the outermost stelae zone boundaries, but also upwards into the sky and down beneath the ground.

BACKUP STELAE

Not all stelae are used to expand the realm. Some High Lords are more cautious, like Cyberpope Malraux I, and prepare stelae in defensive positions, just in case something goes wrong. Backup stelae can even be located in close proximity of active stelae so they can be automatically activated should a zone collapse.

DESTROYING STELAE

The Storm Knights have done something amazing to fill the people with hope and played a Glory card. A stela has been located nearby. Confirmation comes in from the Delphi Council: Take 'er down.

Destroying a stela is not a mission taken by neophytes. As mentioned in the player's section on Reality (page 176), removing these anchors of reality is incredibly difficult and dangerous.

RATE OF TRANSFORMATION

The numbers below represent the percentage of living beings or non-living objects that transform in the listed interval.

Elapsed Time	Pure Zone		Dominant Zone		Mixed Zone	
	Living	Non-Living	Living	Non-Living	Living	Non-Living
1 minute	Negligible	1%	Negligible	Negligible	Negligible	Negligible
1 hour	Negligible	32%	Negligible	5%	Negligible	0.5%
1 day	Negligible	100%	Negligible	73%	Negligible	9%
1 week	5%	100%	Negligible	100%	1%	30%
1 month	20%	100%	4%	100%	5%	40%
3 months	50%	100%	11%	100%	15%	50%
6 months	75%	100%	25%	100%	Flips	Flips
1 year	93%	100%	37%	100%	Flips	Flips
18 months	98%	100%	50%	100%	Flips	Flips
2 years	100%	100%	60%	100%	Flips	Flips
3 years	100%	100%	75%	100%	Flips	Flips
4 years	100%	100%	84%	100%	Flips	Flips
5 years	100%	100%	90%	100%	Flips	Flips

*Transformations in a Mixed Zone can be to either primary reality, but the number listed reflects those who transform to the invading reality. "Flips" means the zone goes from Mixed to Dominant, of the invading reality.

STELAE OF THE REALMS



AYSLE



THE LIVING LAND

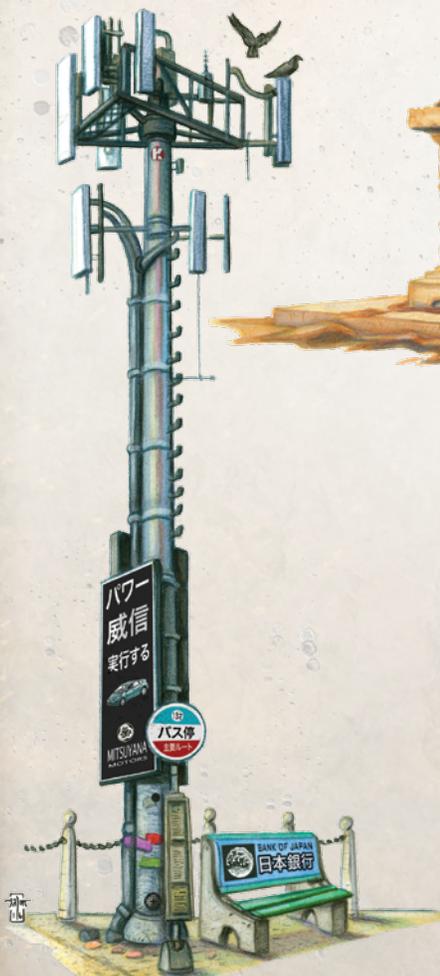
THE CYBERPAPACY



**THE NILE
EMPIRE**



ORRORSH



PAN-PACIFICA



THARKOLD

In game terms, removing a stela is a use of Dramatic Skill Resolution using *reality*. A Storm Knight must be within 10 meters to affect the stela in this way. The DN of each step is Standard (DN 10), modified by the strongest adjacent zone according to the **Zone Modifier Chart**. If a stela is at the confluence of a two Mixed Zones and a Dominant Zone, for example, the DN is 14 for the more resilient Dominant Zone.

ZONE MODIFIER CHART

Mod	DN	Zone
–	10	Mixed Zone
–4	14	Dominant Zone
–8	18	Pure Zone

WRATH OF THE DARKNESS DEVICES

There is no time limit to remove a stela, but the longer the heroes take, the more likely they are to suffer retaliation by the stela's maker — the Darkness Device!

The High Lords' Darkness Devices are attuned to all of the stelae in their realm. They are like spiders at the center of a vast web of reality, sensing disturbance the moment someone interferes with their strands. Completing steps draws the device's attention to the Storm Knight's efforts. The sequence below represents the general response during the early stages of the Possibility Wars. As the fighting escalates, so does the cunning and fury of the Darkness Devices.

STEP A

There is no immediate reaction from the connected Darkness Device when Step A is completed. It's aware its stela is under attack, but responding takes time and significant amounts of energy.

In the meantime, no stela is completely unattended. Each has guardians, usually dangerous local beasts compelled to remain nearby or regular troops stationed on site. The Darkness Device depends on these forces to keep Storm Knights busy until help arrives.

STEP B

Crackling dimthreads descend from the sky. The Darkness Device transports as many Gospog of the

First Planting that it can find nearby. Dimthreads are costly, so the device uses creatures from no more than a few miles distant, somewhere along the stelae network. Usually this amounts to two or three gospog per character.

STEP C

The Darkness Device focuses its energy on one final defense of the stela. It reinforces the stela itself, increasing the DN by two for further attempts to destroy the stela with *reality* tests. This effect lasts so long as the Darkness Device feels an ongoing attack.

A dimthread also delivers the Darkness Device's final line of defense: a dreaded ravagon! The ravagon knows its task, and targets any Storm Knights working against the stela first.

STEP D

The stela is finally wrenched from the network and destroyed in the ensuing axiom wash! The native World Laws take effect immediately, which could be bad news for any invaders in the area. The ravagon may seek vengeance or flee, depending on the situation. The Darkness Device seethes with anger, but can't afford the massive expenditure of power needed to transport more forces into the area.

The loss of a stela renders a zone immune to replacements for a short while. If Storm Knights successfully destroy one and there is no backup in place, an influx of energy rapidly fills the zone and wracks it with reality storms.

Reconnecting stelae around the area is near impossible for one to four months afterwards. This means that ripping up stelae can significantly affect the expansion of the High Lords' realms.

Stela may be physically attacked, but that's usually a doomed effort. They have the usual properties for an object their size, Toughness 15 and three Wounds. While they're part of the network the attached Darkness Device can soak Wounds for them with nearly unlimited Possibilities. Any physical attack brings the full attention of the Darkness Device and all its reinforcements.

DARKNESS DEVICES

Darkness Devices are instruments of destruction created by The Nameless One. They are extensions

of chaos that seek to destroy all that was, is, or ever will be created by Apeiros. They feign service to powerful individuals who eventually become High Lords, but in most cases it is the High Lord who unknowingly serves his infernal engine.

Darkness Devices siphon, sort, and store Possibility Energy directly and through the stelae they created. Most of the energy is retained, but some is converted into powers and abilities it can use to its own nefarious ends. It can also grant abilities to whoever it's "attuned" to, including its High Lord and chosen underlings.

DARKNESS DEVICE COMMON PROFILE

Each engine is different and detailed in their relevant cosm books, but the following information is a good baseline.

Attributes: Charisma 25, Dexterity 0, Mind 40, Spirit 40, Strength 0

Skills: Find 45, intimidation 45, persuasion 30, reality 50, taunt 30, trick 45, willpower 45

Possibilities: Untold thousands

Special Abilities:

The following abilities are common to all Darkness Devices. Most also possess powers in addition to these that are specific to the reality of its High Lord. For example, Ebenuscruz, the Darkness Device of the Cyberpapacy, can control portions of the GodNet. Details on these unique powers can be found in each cosm's sourcebook.

- **Communication:** A Darkness Device can automatically communicate with its High Lord, or any being within its High Lord's home reality or its stelae network.
- **Create Dimthread:** The device can open a portal from anywhere within its High Lord's reality or its stelae network to anywhere else. Dimthreads are very expensive and so rarely support more than a few travelers for a very brief time.
- **Create a Hardpoint:** Once per week, a Darkness Device can create a hardpoint anywhere within its range. The hardpoint can be up to the size of a small house.
- **Grant Possibility:** A Darkness Device can spend an extra Possibility on any of its High Lord's actions. This is in addition to the High Lord's

own Possibility (much like a Hero or Drama card for the player characters).

- **Immortality:** The Darkness Device's chosen High Lord is not affected by aging.
- **Immovable:** These incredible artifacts cannot be moved or destroyed by any known force in the universe.
- **Negation:** The calamitous engines can negate Possibilities spent by others. This works exactly like the Negation Perk (page 103).
- **Transfer Possibility Energy:** The device can grant two to four Possibilities per hour to any *reality*-rated character within its High Lord's reality or within its stelae network.
- **Transfer Skill:** A Darkness Device may transfer one of its skills to any character within its stelae network, but no more than one skill may be "lent out" at one time. The recipient must spend one Possibility to receive the skill (if the recipient is the High Lord, the device may spend the Possibility for him.) The transfer is instantaneous and the recipient receives the device's full skill value, not its skill adds. *Reality* is never transferred — the machine needs that skill to manipulate Possibility Energy!

THE SPOILS OF WAR

Darkness Devices gain additional abilities as they drain large areas of Possibility Energy. Each time its stelae are used to claim a new zone of substantial size and population, the engine gains any one of the boons below. These may be saved up and used at a later date as the construct desires.

- **Create Stelae:** The device can energize three ritually prepared stelae.
- **Create Maelstrom Bridge:** The device can create and land a new maelstrom bridge in any of the zones under its control.
- **Flip Zone:** The Darkness Device can flip a Mixed Zone to Dominant, or a Dominant to Pure.
- **Soulstain:** The device can scan the entire realm and temporarily mark every *reality*-rated character within it. The stain fades after about a month. During this time the prey may be tracked by minions of the High Lord. Ravagons are frequently dispatched to deal with particularly troublesome individuals.

EVERLAWS

Reality is governed by two known “Everlaws” that reconcile the constant conflict of Contradiction between competing realities.

THE EVERLAW OF ONE

There are thousands upon millions of possible futures for every world in the cosmverse. Some possible futures differ from one another only in minutiae while others may have fundamental differences, but only one of those possible futures may become reality due to the Everlaw of One.

The Everlaw of One states that only one outcome from all possibilities may become reality. In other words, a world in which you are going to die and stay alive at the same time is not allowed. Either you live or you don't.

The Everlaw of One eliminates Contradictions, keeping just one reality “true.” It strips away Possibility Energy from the cosm, then uses that energy to put things right by changing one or more of the contradictory elements. If by some chance two possible futures begin to coexist, the Everlaw of One changes one of the conditions — that which requires the least amount of energy to change.

THE EVERLAW OF TWO

The Everlaw of Two states that Possibility Energy flows between all living and unliving things in a cosm, and is generated by interactions between the living and nonliving. It's what ties and binds these various elements into a single reality, and is expressed by the world's axioms and World Laws. The living may use Possibility Energy to create and manipulate their world.

The Everlaw of Two is weaker than the Everlaw of One, and can be interrupted by the Darkness Devices of the High Lords. They do this by imposing a new set of axioms over an area so that they take precedence — altering the Magical, Social, Spiritual, or Technological levels of the realm.

Despite being in a foreign reality, living beings remain connected to their original reality, and so Possibility Energy flows from them to their home cosm. However, when Possibility Energy flows back from the unliving it is intercepted and stolen by the Reality Raider's stelae. This process takes place even if those living beings are disconnected.

The Everlaw of Two maintains just a sliver of a connection between the disconnected native and his reality to try to send Possibility Energy to him. But the connection is not enough to allow the being to create Contradictions or control Possibility Energy.

Reality-rated characters have a much stronger connection to their reality, and the Everlaw of Two becomes a conduit for large amounts of Possibility Energy. Even though the invading realms' stelae can intercept part of this energy, more than enough remains to power a *reality*-rated character's Contradictions and incredible feats. When they disconnect, *reality*-rated characters are no longer able to tap into their reality's Possibility Energy, and are nearly as powerless as Ords. However, the tiny thread of a connection is enough to allow them to reconnect and tap into that energy source again.

It is the Everlaw of Two that allows Storm Knights and Stormers to transcend in their Moment of Crisis. The choice that the Storm Knight or Stormer makes provides the conduit for the Everlaw of Two to create a defender (or enemy) of the invaded reality by strengthening the connection the being has with his reality (even if it is the one he has just been transformed to).

Not everyone who experiences a crisis is affected by the Everlaw of Two, and no one yet understands why. The crisis a Stormer experiences is often less spectacular than the heroic act of a Storm Knight — often coming down to a selfish or opportunistic decision that harms someone else, leaving many Stormers to believe a Moment of Crisis never occurred at all.

A strong majority of those who transform become Storm Knights, possibly due to Core Earth's Law of Hope. However, casualties are much higher among Storm Knights thanks to their own selfless inclinations, which leaves the final ratio of Stormers to Storm Knights just about even.

REALITY STORMS

Sometimes Possibility Energy is released when the Everlaw of One attempts to resolve an overwhelming number of Contradictions. This causes reality storms, raging tempests with strange physical manifestations.

These storms have violent weather effects, with winds ranging in velocity from 40 to hundreds of kilometers per hour. Torrential rainfall often occurs, but not always.

Lightning from reality storms can shear mountains and level cities, but it's often peculiarly selective in its targets as well. Storms in Indiana during the initial invasion were seen to only strike objects which contained aluminum. In the Marne, churches were the chosen target. In Leeds, smokestacks and internet providers were struck.

The effects of the storms can be even more confusing. Many realities can come into temporary existence during a storm, gravity can become variable, languages of a region can be changed, vehicles can move about on their own, and the sizes and colors of buildings can alter. Truly, reality runs amok.

Most of the effects fade within two hours to a day of the storm's passage. In a few rare instances the effects last much longer.

Reality storms are very common along the boundaries between realms, though they are not necessarily constant. It is during brief lulls in storm activity that most Storm Knights travel into or out of a realm.

The High Lords have some control over reality storms via their Darkness Devices. They might use these to harry their foes, distress a resistant population, or simply to hurry the process of random transformation in a particular area.

THE STORM HAS A NAME

It's very dangerous for living beings caught in a reality storm. At a dramatically appropriate moment, each *reality*-rated character makes a *reality* test with the standard Zone modifiers (-4 for Dominant Zones and -8 for Pure), then check the results below:

- **Mishap:** The hero loses an add in *reality*. If the character has no adds, he transforms.
- **Failure:** The character disconnects.
- **Standard:** No effect.
- **Good:** The characters gains 1 Possibility.
- **Outstanding:** The character gains 2 Possibilities.

INVOKED STORMS

The Storm Caller Perk (page 103) allows certain characters to invoke a reality storm against a *reality*-rated foe from a different cosm. Here's how it works.

As a simple action, the individual invoking the storm chooses his target, who must be within 10 meters. Calling the storm costs the invoker one Possibility. A small storm then forms directly between the two, sealing them off from the rest of the world. They may talk or be talked to, but may not otherwise be physically affected by others. Neither participant may receive aid or Possibilities from allies, or trade Destiny cards. Since they may speak to and hear others outside the storm, each is subject to verbal interaction attacks.

The two participants are locked in the storm together, engaged in a battle of wills until one or the other disconnects. Each of the two must use

his action to make a *reality* test against his opponent. The DN is the other's *reality* total. Since each *must* attack neither may take Active Defenses. If either gains an extra action thanks to a Flurry it must be used to attempt another test for the contest.

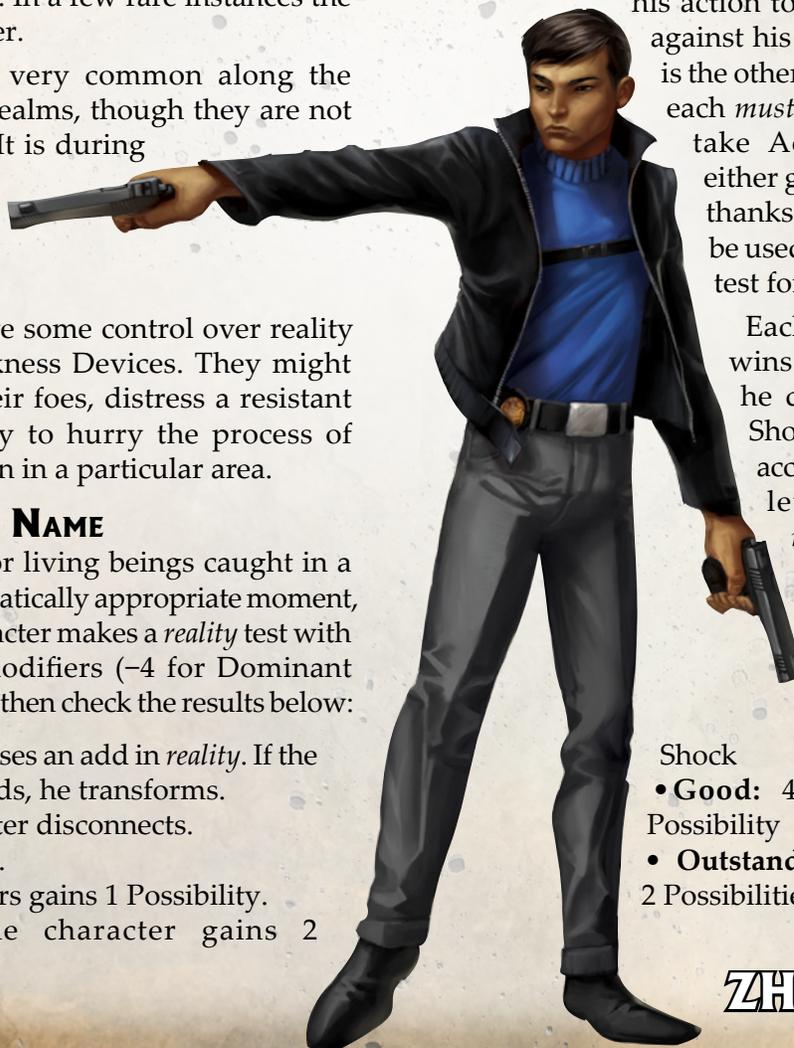
Each time an attacker wins a contest of *reality*, he drains the other of Shock and Possibilities according to his success level. He doesn't *receive* them — they are returned to the world for use by the Everlaw of One.

• **Standard:** 2

Shock

• **Good:** 4 Shock and 1 Possibility

• **Outstanding:** 6 Shock and 2 Possibilities



ZHANG ZHI

The contest continues until one character or the other is stripped of all Possibilities or KO'ed. The loser disconnects and either transforms (page 180) or loses one add of *reality*.

Verbal interaction attacks are possible as Multi-Actions within the storm, but participants may not move or make physical, magical, or other attacks of any kind.

THE GATHERING STORM

If either participant suffers a Mishap he loses a Possibility and the reality storm grows out of control. Everyone within 20 meters of either character must test *reality* as described under **The Storm Has a Name**. This has no effect on the embattled contestants, only the unfortunates around them.

If another Mishap occurs the storm doubles in size and forces another *reality* test for those within range. When the contest ends the storm subsides.



AXIOMS & WORLD LAWS

Axioms are natural laws that define the limits of a cosm. The axioms that define the game are the Magic Axiom, Social Axiom, Spirit Axiom, and Tech Axiom.

Because of the Everlaw of One, cosms with different axioms have difficulties coexisting. This is why spells, concepts, miracles, and devices from one cosm do not always work properly in another.

See page 228 for a detailed breakdown of axiom levels and what they mean in practical terms.

BENDING THE AXIOMS

The axioms impose boundaries on what is possible within a world, but are flexible as well. The limits can be pushed outward in isolated cases or for short periods of time where the inhabitants have a special affinity for an action or practice that pushes them, like monasteries, arcane colleges, or universities.

Axioms also bend — and eventually change — as the beings bound by them advance.

WORLD LAWS

The axioms are the limits for a cosm. World Laws reflect the function and flavor of the world and its inhabitants. World Laws affect everyone in the cosm whether they are native to it or not, but they are *not* carried outside its boundaries (though certain Perks may allow characters to channel aspects of them).

Example: Moonwalker is a shaman of the Living Land. When he travels to Core Earth, he does not benefit from the Law of Savagery. He can still call upon his miracles, but risks causing a Contradiction if the Axiom Level of the miracle is higher than Earth's.

HARDPOINTS

An unliving object can have a strong connection with the cosm in which it was created, becoming a “hardpoint” of its reality. It continues to serve as a source for the unliving laws of a cosm, even when totally surrounded by a foreign cosm. The Liberty Bell is a hardpoint in Philadelphia, for example, and maintains Core Earth's reality.

Hardpoints are immobile. If one is moved, it loses its properties in about 12 hours.

Hardpoints project a reality zone; within this zone the axioms and World Laws of the object apply, not those of the surrounding cosm. The radius of effect depends on the belief living beings of the cosm have imbued in it over time, and to some degree, its sheer mass.

Use the table below as a guideline (and note the overlaps), but remember that belief is the real determinant.

HARDPOINT RADII

Radius	Size
50 m	Desktop Computer, sword
100 m	Car
500 m	House
1 km	Apartment Building
5 km	Washington Monument, Building Complex, Mt. Rushmore

The area closest to the hardpoint (extending from the hardpoint itself to half the affected radius) is a Dominant Zone. The remaining area outside that, reaching to the full hardpoint radius is a Mixed Zone where the axioms of the hardpoint have the upper hand.

Living beings cannot become hardpoints.

Hardpoints in an alien reality gradually lose the Possibility Energy that sustains them, sucked dry by the High Lord's stela network. When they run out of Possibility Energy, the hardpoint goes inert. Those who believe in the hardpoint's reality and continue to fight and hope might replenish it over time – as long as they maintain some connection to its original reality. This is why High Lords often select areas of cultural importance rather than strict population density. Those fighting to defend their reality actually act as conduits of Possibility Energy themselves.

TALISMANS

Talismans are temporary mobile hardpoints. They are created via the Darkness Devices of the High Lords, or sometimes naturally through great or epic deeds.

Those created by Darkness Devices last a month before they become inert. The device can set the

effect radius as it wishes, usually no more than a similarly sized hardpoint's radius.

Talismans may be recharged if placed in an area with the axioms and World Laws of its home cosm, and Possibility Energy is provided by an Eternity Shard or a friendly *reality*-rated being who willingly gives his Possibilities to the talisman. The amount of Possibilities that must be spent is one per day, or twice that if the talisman was completely inert before being charged.

The time to recharge is twice as many days as it needs to regain. If a talisman needs to regain three days worth of charge, for example, it must recharge for six.

ETERNITY SHARDS

It is said that bits of the raw stuff of creation, Eternity itself, are sprinkled throughout the world. These "shards" are literally infused with the energy of Eternity. The raw material doesn't matter – it might be rock, cloth, ink, metal, or even cheap plastic. In some very rare cases, it may even be a living thing or being.

Objects that represent humanity's greatest hopes and desires (or that of other races on other worlds, such as Takta Ker) act like magnets for the power of Apeiros. When this occurs, the "idea" of the object empowers the item with powers and Possibilities Storm Knights can draw on to defend creation.

Once an item becomes an Eternity Shard, it takes on some telltale shade of red and blue. It may actually be red and blue in color, it may be decorated with red and blue gemstones, or it may be ground up in ink or fabric and visible only when closely examined. But the colors of creation will be there somewhere.

Unfortunately, the High Lords seek such devices as well. Not only do they want to keep them from their foes, but the Darkness Devices *feed* off them.

Example: Excalibur was once an ordinary sword. As King Arthur's deeds became legendary, the power of Apeiros was drawn into it. It then manifested powers that aided it in protecting the good people of England, and

red and blue gemstones appeared on its hilt. Excalibur thus became both a magical item with powers, and an Eternity Shard.

TAPPING ETERNITY SHARDS

Some sample Eternity Shards are listed below. To use one, a character must be attempting an action that falls within the artifact's Purpose, and is not prohibited by its Restrictions (see below).

Assuming the use is valid, the Stormer or Storm Knight then makes a *reality* test against the Tapping Difficulty as a simple action. If successful, she may immediately use one of the shard's Possibilities. The Possibility may not be saved, but must be used immediately.

Possibilities taken from an Eternity Shard are very powerful — they may be spent in addition to the character's own (as well as a Hero and Drama card).

Here's what the rest of the Eternity Shard's listing means:

Cosm: The device's home cosm.

Possibilities: The number of Possibilities it contains. This number resets each act just like a Storm Knight's Possibilities.

Tapping Difficulty: The *reality* total needed to use its Possibilities.

Purpose: The types of actions allowed when using the shard. If the Staff of Ra is meant to oppose supernatural servants of darkness, for example, it won't grant Possibilities to stop an ordinary bank robber.

Powers: Any special powers or abilities the device grants and how to use them.

Restrictions: Any purpose for which the item will absolutely not allow itself to be used.

Description: The physical appearance, size, or other characteristics of the item.

SAMPLE ETERNITY SHARDS

THE CHALICE OF ELFKIND

Cosm: Aysle

Possibilities: 10

Tapping Difficulty: 20 (15 for Elves)

Purpose: To aid the Elves in times of need.

Description: According to legend the Chalice of Elfkind was forged in ancient times by the first Queen of the elves, and given to the dwarves as a gift of peace. It's been exchanged countless times, and now both races are convinced it is the other who remains in possession of this artifact. It appears like a short silver goblet, ringed with sapphire and ruby gems and covered in exquisite elven etchings.

Powers: Water or other liquid poured into the chalice takes on magical energy if the pourer succeeds in tapping into the shard. When drunk from the chalice, the affected liquid eliminates a disease, cures a curse, or heals up to three current Wounds and restores all Shock. The chalice must be refilled (and tapped) before it may be used again.

Restrictions: The Chalice's Possibilities may not be used except to activate its powers as above.



THE DEATHHEAD KNOB

Cosm: Tharkold

Possibilities: 3

Tapping Difficulty: 16

Purpose: To keep moving.

Description: The Deathhead Knob appears as a chrome skull just smaller than a fist, with sharp fangs and a wide grin. Inside its deep eye sockets are two eerily glowing gems, one red, the other blue. Whatever its original, sinister purpose, now it's usually affixed to automobile gear shifts. Vehicles left in one place too long after the knob is installed tend to mysteriously disappear.

Powers: When installed in a vehicle of any type that vehicle's Maneuverability Rating (page 167) increases by two. Note that may make the rating a positive number. The driver may test to tap the shard to attempt to Soak damage to the vehicle.

Restrictions: The knob's Possibilities may only be used to enhance vehicle skill tests and to Soak Wounds to the vehicle as described above in Powers.



THE HEART OF COYOTE

Cosm: Core Earth

Possibilities: 10

Tapping Difficulty: 16

Purpose: To awaken spiritual power within humanity.

Description: The Heart of Coyote is a turquoise stone with crimson bands swirling through it, shaped like a human heart and about the same size. Coyote was a hero of American Indian legends who helped mankind by bringing (some say stealing) things from the gods. When Coyote was preparing to leave man on his own, he left a piece of himself behind in case man ever needed his help again.

Powers: Beings in contact with the Heart of Coyote are in a Dominant Zone of Core Earth reality.

Restrictions: The heart's Possibilities may only be used to augment *Spirit* or *Spirit*-based skills.



THE MALEFICEX

Cosm: Orrorsh

Possibilities: 8

Tapping Difficulty: 20

Purpose: To spread knowledge of dark magic.

Description: This large tome is bound in decaying leather and embossed with mysterious symbols. The cover of the book features a small, strange skull with red gemstones in its eye sockets and a blue gem in its mouth.

Powers: Holding or reading from the Maleficex raises the caster's Magic Axiom to a minimum of 16, even in a Pure Zone that wouldn't otherwise support such arcane energy. If a sentient being is sacrificed before the book its Tapping Difficulty drops down to 10 for one hour.

Restrictions: The Possibilities within the Maleficex may only be used to enhance tests for magic skills.



NATRAMITITI'S CROWN

Cosm: Nile Empire

Possibilities: 3

Tapping Difficulty: 18

Purpose: To protect the owner of the crown from danger.

Description: Natramititi was an ancient pharaoh of Terra who wore a golden crown etched with wings and coiling serpents, and topped with a magnificent gem that seems part sapphire, part ruby. Rumor has it King Natramititi now walks the earth as a powerful mummy, drawn to plague whoever dares wear his crown.

Powers: When the wearer would be KO'ed the crown attempts to teleport him to the nearest safe space within 100 kilometers instead. Immediately when KO'ed the wearer must attempt to tap into the crown's power as a free action. If he succeeds he vanishes just before the damage is applied. If he fails the crown topples from his head just when it's needed most.

Restrictions: The crown's Possibilities may only be used to Soak Wounds, Restore Shock, or activate the crown's teleportation power.



THE ONI BLADES

Cosm: Pan-Pacifica

Possibilities: 3 (each)

Tapping Difficulty: 15

Purpose: To strike down the wielder's foes.

Description: The Oni Blades are a matching pair of katanas (Damage: *Strength* +4, Armor Piercing 2.) One has red etchings of demons in the blade, and a hilt wrapped in red silk, while the other's etchings and grip are blue.

Powers: A character armed with either blade gains +3 Toughness against any *melee weapon* attack, or +5 Toughness when armed with both. Unarmed and ranged attacks aren't affected. The wielder may spend a Possibility to reroll the katana's bonus dice. Always take the new result.

Restrictions: The blades' Possibilities may only be spent to augment *melee weapons* skill tests or to reroll bonus damage with either katana. If the blades are wielded against one another by two opponents no powers may be used and the Tapping Difficulty increases to 30.



THE PENANCE CONFIGURATION

Cosm: Cyberpapacy

Possibilities: 5

Tapping Difficulty: 15

Purpose: To discover and publicize secrets.

Description: Urban legend suggests that the Penance Configuration was created by a secret order of monks hoping to penetrate the GodNet and communicate directly with God. The chip itself is small, cross-shaped, and blue, with faintly glowing red circuits. Most computers and cyberdecks require modification before the chip can be installed.

Powers: Any device with the Penance Configuration chip installed is immune to the GodNet's influence. Anyone carrying or using the device counts as being within a Cyberpapacy Dominant Zone.

Restrictions: The chip's Possibilities may be used to enhance any *Mind* or *Mind*-based skills.



USAANTA

Cosm: Living Land

Possibilities: 3

Tapping Difficulty: 15

Purpose: To help life flourish in precarious places.

Description: This unique and legendary gem looks like a flower, and may be found in higher elevations of the Living Land "growing" out of a difficult to reach cliff face. The petals are actually crystal, colored red with a blue center. If the bearer of Usaanta is killed or exhausts its Possibilities the petals disintegrate (seemingly destroying the shard) and a new "flower" begins to grow elsewhere.

Powers: When carried, the Usaanta increases the bearer's Wound limit by one.

Restrictions: The Possibilities of the shard may not be used on attacks.



THE AXIOMS

Axioms define what is possible within a reality, and represent how efficiently a living being can use a non-living tool to make the energy associated with that axiom to do useful things. There are four areas governed by axioms: Magic, Social, Spirit, and Technological (Tech for short.) Each axiom limits the interaction between creatures with free will and their environment, specifically how much each individual may use to change the world around them.

Any tool, whether it's a technological device, social construct, or magical spell, has an axiom requirement affecting its operation. Axioms range from zero to 30, with zero representing a total absence of the concept and 30 as its ultimate expression. Note that operation requires free will and is governed by the axioms, but environmental effects and reactions are not.

For example, a being from the Living Land has a Tech Axiom of 6. He cannot shoot a firearm in his home cosm without creating a Contradiction. But it is not a Contradiction for a bullet fired from that gun to *injure* someone in the Living Land. The Contradiction is in the operation of the tool (firing the gun), not in the interaction between the environment (the bullet in motion) and a target.

Another example is the use of radios in the Living Land. If two radios are used by Storm

Knights, as long as they aren't disconnected, they can transmit and receive signals as the signals are merely electromagnetic radiation, which is part of the environment. The Contradiction is *using* the radios — not the radio waves moving between the two. Similarly, satellite phones can work as long as the Storm Knight isn't disconnected, as the radio waves can transmit out of the Living Land and reach the orbiting satellites.

This isn't to say that other communications will work. For instance, cellphone service requires the use of cell towers. If the towers are inside a realm with low Tech Axioms, such as the Nile Empire, they have likely transformed. As well, reality storms could easily interfere with the signal.

Axioms represent what is permitted in a cosm, not necessarily what is found there. In some cases, one or two elements of the reality are at the highest axiom level permitted, but in others the actual level of advancement is less. For example, the Living Land's Tech Axiom of 6 supports primitive sailing ships, copper smelting, and wheels, but there is no evidence that any of these innovations are actually found anywhere in the cosm. Tharkold has a decent Magic Axiom, but the people there shun it for fear of the demons that rule them. The Cyberpapacy has a Social Axiom of 18, which supports the Church's vast social programs, but Malraux's society is otherwise downright medieval, more indicative of Social Axiom 14.

COSM AXIOMS

Cosm	Magic	Social	Spirit	Tech
Aysle	24	16	18	14
Core Earth	9	23	10	23
Cyberpapacy	14	18	16	26
Living Land	1	7	24	6
Nile Empire	14	20	18	20
Orrorsh	16	18	16	18
Pan-Pacifica	4	24	8	24
Tharkold	12	25	4	25

MAGIC

The Magic Axiom limits how the population of a cosm may use the arcane energy that exists in their world, and in turn how strongly it manifests on its own or affects them. It determines the types of magic that are available and how strong spell effects may become without causing inherent Contradictions. Magical energy is all around, even if it is unable to be fully utilized by the living.

Lvl	Description
0	No magic is possible. People don't believe in magic spells, good luck, bad luck, or the supernatural. Not even in stories.
1	Concepts of luck, omens, and superstitions exist but do not actually occur or have power.
2	Visions of other locations are possible, but as an innate ability and occurs only by accident. The images are of random places, never other times.
3	Innate, accidental visions of the future or past can occur in extraordinary people.
4	Magic exists only as lengthy and uncertain rituals, each unique to its creator. <i>Divination</i> allows images of specified distant places, but not the past or future.
5	Rituals may be taught to other spellcasters. Unreliable <i>divination</i> rituals can see into the past and future.
6	Spells that may be cast in 10 seconds or less appear, though creating and learning them remains a lengthy and difficult process. <i>Divination</i> spells directed to specific conditions or phenomenon become viable.
7	<i>Divination</i> can target individuals. Minor <i>apportation</i> spells are possible, but can only move insubstantial or very light objects such as air, dust, or smoke.
8	Movement spells become dependable, and can propel objects like bullets or small stones.
9	Magical traditions develop, allowing the organized study of magic. <i>Alteration</i> spells become possible, but can only affect insubstantial things, such as magic itself. These two progressions make much more powerful, complex, and varied spells feasible.
10	Larger objects (up to 40 kg) become movable through <i>apportation</i> . <i>Alteration</i> may temporarily change the abilities of living beings, but not substantially change their shape. Inanimate objects may be significantly altered, such as changing water into fog.
11	Wards or spells which react to triggers and conditions appear. Direct communication between minds is attainable. <i>Alteration</i> may transmute elements. Items may be temporarily enchanted, so lucky charms and talismans appear.
12	Magical creatures such as elves, fairies, centaurs, and demons may exist. <i>Alteration</i> may change emotions and the appearance of living things, but not their general form. Enchanted items such as wands or staffs may have charges, and last until the charges are used.
13	Highly magical creatures such as elementals and dragons spontaneously manifest and thrive. Mind reading becomes possible. Living beings can transform into other living beings, but risk is involved. <i>Conjuration</i> spells become possible, but only illusionary effects. Permanent magic items, such as enchanted swords and rings, may be created.
14	Human-sized objects may be easily transported with <i>apportation</i> . <i>Conjuration</i> of ephemeral objects like fire, lightning, or gas becomes practical.
15	Communication with other dimensions is feasible. Human-sized objects may be teleported directly between locations in the same dimension by <i>apportation</i> .
16	Connections may be established between dimensions, allowing travel or summoning. Spontaneously occurring magic items are possible, but rare.

17	<i>Alteration</i> of living into inanimate matter possible. Reversing the transformation is dangerous and often fails. Solid objects may be conjured from nothing with great difficulty.
18	<i>Conjuration</i> of living beings becomes a reality.
19	Spells may be made permanent, though this significantly increases the difficulty of casting them.
20	Advances in magical theory reduce the casting time of many rituals down to equal spells. Accurate information regarding the future may be divined with minimal risk.
21	Objects the size of tanks may be lifted and moved through <i>apportation</i> .
22	Improvised magic becomes possible.
23	“Intelligent” magic items with a personality and an agenda emerge, though they can only communicate indirectly through empathy.
24	Fully sentient magic items capable of speaking are possible.
25	Trained spellcasters may create spells and rituals as they cast, allowing more powerful results of improvised magic. <i>Apportation</i> affects objects the size of supertankers.
26	Unreliable wishes emerge, spontaneously interpreting desires of casters or extraordinary people and altering them with permanent effects.
27	Wishes may conjure effects, and may apply to more than just one person.
28	Anyone may attempt improvised magic without trained magic skills. <i>Apportation</i> may literally move mountains.
29	Wishes become predictable and reliable with proper training.
30	All thinking beings can intuitively use wishes whenever desired.

SOCIAL

The Social Axiom governs interactions between individuals and organizations. It affects how quickly information may be transmitted and converted into a cooperative effort. The Social Axiom is associated with psychic energy created when people become attuned without a framework like faith or magic.

Lvl	Description
0	Individuals can't cooperate or interact with one another.
1	Individuals interact, but don't form lasting social units or bonds.
2	Family or pack bonds form. Hierarchies exist, governed by instinct or combat.
3	Spoken language emerges.
4	Oral traditions allow passing knowledge from one generation to another. Extended and fostered families become common.
5	Tribal groups and alliances form. Pictographic writing and art appears.
6	Group leadership becomes more complex than physical strength or ancestral loyalty. Communities such as villages are practical.
7	Commerce and differentiation of labor develop. Specialized roles like tradesmen, soldiers, and slaves are supported.
8	Social units grow to encompass city-states or networks of communities with standing armies for conquest or defense. Taxation becomes commonplace.
9	Trade of goods and ideas commences between different cultures.

10	Crude democracy emerges, usually with a limited or elite electorate. Information collection is centralized thanks to libraries, educational institutions, and symbolic writing systems.
11	Feudalism and imperialism arise, allowing for larger and layered communities that include multiple subcultures.
12	Postal and news services spread information and individual influence across larger communities. Laws begin protecting individual rights and concepts rather than just property.
13	Society supports companies and financial constructs such as credit, interest, rentals, and price fixing.
14	Financial exchanges allow trading stocks, commodities, and futures. Insurance policies and lending libraries appear.
15	Notions of human rights replace systems of duties. Independent charitable organizations develop.
16	Hierarchies such as caste and class structures begin to dissipate, and equality between different groups becomes a priority. Slavery is abolished or becomes unfeasible.
17	Human psychology and psychiatry mature, and the practice of hypnotism begins.
18	Capitalism, socialism, communism drive national economies. Theories of the subconscious and collective unconscious emerge.
19	Exceptional individuals begin to exhibit <i>precognition</i> , usually feelings about the future or “knowing” when harm has befallen a distant relation.
20	Pluralism rises, balancing diverse factions and cultures within a single society. Large bureaucracies and welfare become sustainable. Very rare individuals manifest weak <i>telepathy</i> or <i>kinesis</i> powers. <i>Telepathy</i> requires physical contact, while <i>kinesis</i> only affects the psi’s own body.
21	The rise of global agendas and efforts. Leagues of nations arbitrate disputes and enforce treaties. <i>Precognition</i> becomes reliable, but still very rare.
22	Multinational corporations emerge with legal and economic power equal to some countries. <i>Telepathy</i> no longer requires physical contact but can only read or transmit to other minds. <i>Kinesis</i> powers can create fire, heat, or cold, as well as move air.
23	Standard rights of all individuals and rights of the group are accepted. Common interests begin taking priority over nationality. Distribution of memes and information is rapid and inspires collective action and coordination on large scales. <i>Telepathy</i> allows the alteration of other minds. <i>Kinesis</i> can move objects slowly, with the mass of those objects depending on the strength of the psi’s mind.
24	Supranational organizations with authority over nations are practical. Economic theories accurately predict production, distribution, and sales. Individual rights, responsibilities, and economic needs are balanced efficiently. Non-destructive methods for conflict resolution are established. Psionic manifestations may be bolstered with technological assistance. <i>Kinesis</i> can move objects about as fast as a speeding car.
25	Culture and language are no longer barriers to governance or cooperation. Social equality and justice become the norm. Decision-making processes reach solutions that please everyone most of the time. <i>Telepathy</i> can seriously damage minds. <i>Kinesis</i> can accelerate small objects to supersonic speeds.
26	Social structures seamlessly incorporate factions and societies even of a completely alien nature. Psionic powers of all kinds manifest commonly without assistance.

27	Rights are extended to non-intelligent animals. Economies are sustainable and compatible with the environment. Only rare individuals are unable to manifest psionic ability.
28	Anti-social behavior (“evil”) is identified and contained. Social memes develop which are highly resistant to evil, allowing society members moral freedom previously impossible. Anti-social actions become Contradictions.
29	<i>Telepathy</i> connects all individuals into a collective hive mind. Thoughts and actions are instinctively coordinated between all intelligent beings, including the transmission of Possibility Energy.
30	All living beings are interconnected, and function in complete cooperation.

SPIRIT

The Spirit Axiom rates the availability and power of divine energy. Usually this belief manifests as faith in gods or forces that can't be understood by science and technology. This energy exists even when the axiom is low, it's just harder to perceive and utilize.

Lvl	Description
0	Gods, spirituality, <i>faith</i> , and the afterlife aren't even concepts.
1	Concepts of existence beyond the physical and visible are possible, but have no effect.
2	Belief, focused by intricate rituals allows visions of other physical locations. Such powers only work for the truly faithful, and require sacrifice, study, and unwavering faith.
3	Believers with the Miracles Perk may participate in rituals, speeding their completion or strengthening the results.
4	Believers with <i>faith</i> may assist a ritual without requiring the Miracles Perk. The presence of skeptics or nonbelievers no longer disrupts rituals.
5	Belief supports direct communication between individuals or unnatural phenomena such as spirits. Direct invocation of divine power becomes possible, but is unreliable and subtle. The effect never directly confirms divine agency.
6	Miracles are possible, requiring only quick prayers to execute but rigorous study or ascetic sacrifices to accept. Spiritual power may directly affect the invoker's mental abilities.
7	Religious artifacts can be imbued with spiritual power as a result of divine agency. Rituals may affect non-participants, regardless of their beliefs. Miracles can heal mental trauma.
8	Divine power can subtly affect the physical world. Miracles may physically enhance the invoker. Wards against spirits become possible.
9	Divine forces begin to act independently on the world. Direct observation is impossible, and such forces never respond to requests, even from the faithful. Miracles that enhance abilities now affect anyone.
10	Miracles capable of physical healing emerge. Observable signs of divine become evident.
11	Religious symbols and artifacts may gain spiritual power through the belief of a community – divine action is no longer required.
12	Miracles that cause direct mental harm to opponents become possible. Such powers usually require touching the target, or elaborate rituals to deliver harm over distance.
13	Spiritual energy can cause direct physical damage.
14	Symbols or artifacts that imbue blessings or powers begin working for any wielder, regardless of whether they have a matching <i>faith</i> skill.

15	Miracles are capable of affecting mental states over great distances.
16	Manipulation of the material world or dealing direct damage is viable at long ranges, and may not even require line of sight.
17	Evidence of divine power is observable and a routine part of daily life.
18	Gods or similar divine forces may appear corporeally. Sites or artifacts may have independent spiritual energy, allowing their effects to function continually and without a wielder.
19	Spiritual realms such as “hell” or “paradise” gain material existence. Individuals may physically travel to these realms and back.
20	One single faith becomes predominant for the cosm. Corporeal appearances of other gods cease, but their spiritual power remains available.
21	Select miracles become available to individuals with <i>faith</i> adds in the dominant religion, even without the Miracles Perk.
22	Rituals increase in power, and can affect entire cities, mountains, or rivers.
23	Items with spiritual power are created by popular belief, without aid of gods or priests.
24	Gods from the dominant faith may arrive in person when called upon, and often bestow favors on the faithful. Such gods are powerful, but are neither omnipotent nor omniscient.
25	Miracles and rituals from faiths outside the dominant religion become Contradictions, regardless of their axiom level.
26	The gods of the dominant religion become either omnipotent or omniscient.
27	Miracles and rituals are no longer possible for alternative faiths. Treat any attempt as an automatic Mishap.
28	Spiritual belief is so strong that there is no longer much distinction between priests and the general population. The Miracles Perk is no longer required to attempt miracles.
29	Rituals have power on a planetary scale.
30	All aspects of the dominant faith become literally true. Gods become both omnipotent and omniscient.

TECH

The Tech Axiom represents understanding, control, and exploitation of the physical energy and laws of the natural world. A new technology usually appears across many axioms: theoretically at first, then crudely or unreliably, then in a practical form, and successively refined.

Example: Practical bows arrive at Tech 7, but crude versions useful against small game exist at Tech 6. At Tech 5 the concepts behind a bow are understood, but below that its purpose is mysterious. An improved version, the Longbow, appears at Tech 9.

Lvl	Description
0	Science and tool use are impossible.
1	Rocks and sharpened sticks are cutting-edge appliances.
2	Fire may be started artificially. Tools are carved from wood, bone, or chipped stone.
3	Animals are domesticated. Textiles and armor are crafted from animal skins and fur.
4	Agriculture and fired clay pottery develop. The first small buildings and boats appear.
5	Wheels become available. Mathematic concepts and theories develop.

6	Copper may be smelted. Smaller bronze tools and weapons are produced.
7	Bows and oil lamps become practical. Ships grow larger and seaworthy.
8	Pulleys, levers, and block and tackle appear. Early medicine and astronomy develop. Iron may be smelted for armor and larger weapons. Difficult animals are domesticated.
9	Plumbing and irrigation increase city sizes. Silk and hard metal tools emerge.
10	Surgery and pharmaceutical drugs do more good than harm. Arches, bridges, concrete, and dams alter the environment. Lock-and-key mechanisms are possible.
11	Gears and screws allow water-powered mills. Magnetic compass navigation arises.
12	Steel weapons and tools proliferate. Wind powers mills and pumps.
13	Block printing allows for mass-produced books. Chemistry may manufacture acids and gunpowder. Hot-air balloons fly. Glass mirrors and crude lenses are constructed.
14	Telescopes and microscopes become practical. Cannons and crude handheld firearms appear on the battlefield. The scientific method is developed.
15	Industrial steam power and the printing press become prominent. Calculus understood.
16	Coal engines provide power. Precision-machined parts enable pocket watches, bifocals, muskets, and rifling. Inoculation and anesthesia become common practice.
17	Electric batteries are invented. Telegraphs and railroads spread. Crude calculators, sewing machines, and reaping mechanisms change labor. Vulcanization discovered.
18	Machinery supports repeating rifles, recoil-operated machine guns, and internal combustion engines. Submarines, hydrogen airships, and gliders become available. Theoretical physics can describe and predict almost all everyday phenomena.
19	Automobiles, brain surgery, and radio voice transmission are practical. Automatic pistols, submachine guns, and crude airplanes appear. Relativity and quantum physics are developed.
20	Aircraft are metal-skinned and prop-driven. Tanks rule the battlefield. Radar invented.
21	Nuclear power and bombs operate. Devices like jet engines, electron microscopes, television, helicopters, and large mainframe computers appear.
22	Materials become lighter, stronger, and more adaptable thanks to polymers, plastics, and composites. Integrated circuits, the first home computers, and functional robots emerge.
23	International computer networks, augmented reality, and computer-assisted operations exist. Genomes are understood; crude genetic engineering and cloning become possible.
24	Bionic or cloned organ replacement becomes practical. Advanced batteries allow high-energy lasers and energized melee weapons. Supercomputers achieve limited awareness.
25	Portable fusion generators make personal energy weapons common. Nanotechnology and "memory" materials become practical. Cybernetics are superior to natural components.
26	Light projection becomes precise enough to allow holograms without a medium. Crude force fields and lifting fields appear.
27	Artificial individuals are indistinguishable from humans and may be <i>reality</i> -rated.
28	"Living" biotechnology reshapes itself as needed. Teleportation and manipulation of Possibility Energy are possible. Living beings are rendered virtually immortal.
29	Practically unlimited energy becomes available. Devices may affect mass and volume, or impose selective physics.
30	Complete control over reality. Space and time manipulated directly. Time travel.

SECRETS OF THE WAR

In any war there is misinformation, secrets, and confusion. Many Storm Knights don't understand the nature of their power, and fewer still have a complete view of the Possibility Wars and their place within it.

Discovering the High Lord's secrets and true intentions is a vital part of the game, so the following information is provided to help guide the GM when larger questions of the war arise.

CORE EARTH

Core Earth is the proverbial sleeping giant, a world so rife with untapped power and possibility that no High Lord could hope to conquer it alone, much less absorb its power. However, the denizens of Core Earth don't truly understand that power, and have difficulty tapping into it. The longer the combined High Lords can keep Core Earth off balance and in the dark, the higher their chances of overall success.

THE WEIRD IS REAL

On the surface, Core Earth is identical to our Earth today, especially where it's convenient for the GM. Maps are accurate, people and cultures exist as we know them, and science behaves according to our current understanding.

Except when the story demands it become different. Don't feel completely constrained by reality. If a town needs to be near a river for the plot to move forward, then add the river.

This was a world of epic heroics even before the Possibility Wars began. A single renegade cop defeating dozens of well-equipped mercenaries isn't an everyday occurrence, but it isn't unprecedented either.

Sasquatch, Nessie, and various cryptids are actual creatures that hide from civilization. Magic was widely debunked just as it is in our world, but in Core Earth the unexplainable can happen — it's just that most people never experience it for themselves. Secret societies and agencies dedicated to these phenomena have existed for generations.

Strange occurrences were uncommon before the war, so most attribute them to it now.

THE DELPHI COUNCIL

The members of the Delphi Council are all well-meaning people trying to see the bigger picture and defend Earth as a whole against the raiders. They are the exception, not the rule.

Most people just can't see the war in that larger context. The **Uncooperative Inhabitants** section (page 236) doesn't just describe people on the street, it applies to politicians and people of power as well. And these are the people the Delphi Council must attempt to influence or make deals with to protect Earth.

Quinn Sebastian warrants a special mention here. He's the prime motivator behind the Delphi Council. He's parleyed his uncanny knowledge of the High Lords and their tactics into a position of power, but he's also a mistrusted outsider.

His knowledge also isn't complete. It's roughly the equivalent to a player familiar with the previous edition of *Torg*, and relates mostly to how the war played out in those books.

But the war in *Torg Eternity* is different. Even some aspects of reality don't work quite the same, so Quinn has blind spots. His largest worry is Pan-Pacifica. He is certain a High Lord is at work there, but of little else beyond that.

As the war progresses and his knowledge becomes increasingly obsolete Quinn may be displaced from his leadership role. Likewise Quinn's destruction is a priority for all the High Lords, who consider him the most dangerous man on Core Earth.

COMMUNICATION AND TRAVEL

Even though much of Core Earth hasn't been directly touched by the invaders, the Possibility War still has a palpable impact on travel, trade, and communication.

Most zones taken by the raiders only extend 15 km (about 50,000 feet) into the air. That's still high enough that most aircraft can't achieve a high enough altitude to fly over them. Spy planes and high-end business jets can fly that high...barely.

Satellites still function, high above the affected zones, as do their cameras, so the Delphi Council does have access to satellite imagery, and can see where High Lord troops are gathering.

The internet is a resource many Storm Knights rely on, but it isn't as reliable or fast as it was before the war. The Living Land, Aysle, and Orrorsh wiped out huge numbers of servers and exchanges, and many others have been compromised by the GodNet. Some sites are completely gone, and sporadic outages or massive slowdowns are common.

Intercontinental travel and trade have been redirected thanks to the loss of North America and Great Britain. Shipping now heads north to Canada, or south to Mexico across both oceans. Ports are still adjusting to the new traffic flow, so stoppages and shortages of goods are common.

Food and fuel have been the hardest hit everywhere, both as traditional pipelines are severed and as governments begin to stockpile or divert supplies to military buildups rather than exporting to allies. Security in most regions is also high, as paranoia about untenable hordes of displaced refugees or invader spies rises.

Routes across the Pacific remain open, for now, but regulations from Pan-Pacifica are increasing and threatening to choke off the movement of goods and people entirely.

STORM KNIGHTS AND STORMERS

Even among cosms which have produced Storm Knights for generations, it isn't entirely clear why some people transcend when others in the same circumstances do not. Those who transform just seem to have a destiny, one way or the other. Children of Storm Knights often become Storm Knights (or Stormers) themselves, but genetics are just one possible factor.

The High Lords refer to all *reality*-rated individuals as Stormers, and don't seem to acknowledge any fundamental difference between a Stormer and a Storm Knight, as if morality isn't part of the equation at all.

Although the Moment of Crisis is an important moment for Storm Knights, it's more an effect than the cause. A protective and heroic individual who makes a bad decision and "fails" her crisis doesn't suddenly become more selfish and manifest as a Stormer, she simply fails to transcend.

When faced with another opportunity she may finally embrace her destiny and transform. Otherwise that power remains dormant.

Likewise if a selfish and opportunistic individual transcends during a rare moment of heroism he isn't guaranteed to fight the good fight from then on. He's just as likely to betray Earth and join the High Lords as he was before.

More often than not, people tend toward the good, especially with the Law of Hope in effect for Core Earth. This is why a High Lord's troops automatically assume any unknown Stormer is an enemy.

Most Stormers spend their early days of transcendence using their newfound powers for personal gain, surrounding themselves with weapons, valuables, and minions who fear their power. Stormers tend to be loners, and do things their own way until they clash with Storm Knights.

Stormers who survive such a meeting reach out to the invaders, offering their powers for a price — or jumping at the chance to gain revenge against heroes who stood against them. If the approach isn't handled carefully a Stormer is as likely to be killed as just another Storm Knight, but once entrenched Stormers' abilities allow them to rise quickly through the ranks.

In a few rare cases like-minded Stormers have banded together to remain independent from both sides of the war. Such wild cards are especially unpredictable and dangerous.

UNCOOPERATIVE INHABITANTS

With a war raging across the planet for survival, Storm Knights might expect that everyone they encounter wants to contribute to the effort, or at least not stand in the way. Even in desperate situations there are many reasons why individuals might act against the Storm Knights:

- **Apathy:** The Law of Hope is a double-edged sword. No matter how grim the war becomes, many believe Earth's victory is inevitable. Those who haven't experienced the war firsthand might rationally accept what's happening, but deep down they don't really understand the danger.
- **Despair:** When faced with the terrifying power of the Reality Raiders, some people decide the only possible way is to embrace the

new status quo. Fighting only leads to more death, but those who are transformed at least have lives of a sort.

- **Disillusionment:** Rare individuals are so embittered towards the societies of Core Earth that they either feel any change is a positive one, or that the world itself deserves to burn.
- **Fear:** Whether rational or irrational, some people just try to protect themselves or their loved ones against any outsider or threat. This may be a losing long-term strategy, but fear blinds people to consequences beyond the immediate.
- **Opportunism:** Some people just want to be positioned well regardless of who wins. This could be tied to certainty of eventual victory, or complete ambivalence toward it — opportunists just want to live richly right now.

WHY TRAVEL THERE?

It might seem like the war only exists where the Raiders have taken control, but critical missions still take place in Core Earth. Since ordinary operatives are still assets here, Storm Knights tend to be reserved for emergencies.

- **Patrols:** The borders between Core Earth and zones taken by the invaders aren't static or stable. It's difficult to patrol the entirety. Low-clearance Storm Knights may be assigned to patrols to gain experience in a relatively controlled environment, or dispatched as reinforcements when enemy buildups are detected.
- **Incursions:** If enemy forces slip through and manage to plant a new stela the entire zone may change and the forces within routed. Storm Knights are especially effective at blocking such missions. If the stela is planted the Storm Knights face a difficult decision. If they rip it back up many of the newly transformed will die if they remain outside their new reality, but many more may be saved and the High Lord is denied Possibility Energy. Many combat zones are cleared of civilians, but not all.

- **Counteraction:** The High Lords have elite teams of Stormers and creatures dispatched to carry out their will: recover Eternity Shards, assassinate key resistance figures, and compromise hardpoints. Only Storm Knights can meet these threats on an equal footing.

AYSLE

Aysle as it exists now is a perversion of the original realm, nudged off track by the Gaunt Man's corruption. High Lord Uthorion is his proxy. Uthorion rules in his own name, but most High Lords and some within Aysle understand he is merely a servant, albeit a creative and clever one. Also an ambitious one, who might betray his master if just the right opportunity arose, but he's wary of moving too soon.

At this early stage, Uthorion is more concerned with consolidating his holdings and expanding his territory than he is with any other High Lord's machinations. He currently has his eyes on the woodlands of Germany, hoping to press into that area before the Cyberpapacy or Tharkold usurp his claim.

The axiom wash has also imbued countless Earth artifacts with magical power, power Uthorion can use. A large portion of his attention within his own borders is focused around hoarding such treasures — made more difficult by the fact that so many of these items seem to reside in hardpoints.

THE DREAD COUNCIL

Angar Uthorion sits at the head of a loose coalition of dark forces who strain to work together in a common goal: the conquest of Core Earth. Each faction has a representative on the council, a grotesque parody (or perhaps prototype) of the coalition of High Lords who have conspired to take Earth.

It is not a council of equals. The haughty wights, pale-skinned creatures utterly consumed by corruption, imagine themselves the first among Uthorion's chosen.

Below them are the Vikings, vicious barbarian raiders of Aysle with some similarities to the Vikings of Earth. They have been elevated recently, as Angar has taken to wearing their king's body as his own.

The kingdom of the dead, the dark fae, trolls, and even the giants have seats on the council, each with their own ancient hatreds and agendas. At the bottom are the lurks, abhorrent creatures spawned in the darkness of the Land Between. They are tools for any leader strong enough to sway their vile passions.

Finally there are the dragons. They have no part of the council at all. They are merely unleashed, and left to do what they will. Individual dragons might be manipulated or bribed into working with an army — but always at a price.

Uthorion unites the Dread Council in their fear of him, and their mutual desire to assume his power should he fall. It's doomed of course, but so long as its cohesion remains slightly stronger than those between the races of Aysle it serves his purpose.

GUILT OF THE ELVES

A dark secret propels the elves, a guilty burden they all carry. When Uthorion's hordes were at their last gate, and no help was forthcoming from the other races they made a dark, desperate bargain.

The elves invested all their considerable magical energy into a prophetic spell to glean what could be done to save their race. To their surprise the answer they received didn't provide a means for battling Uthorion, or some secret weakness they could exploit. Instead they received the means to locate another cosm, and the dreadful knowledge that their only possible salvation lay in bargaining that information to the Gaunt Man — Uthorion's mysterious god or master.

The Elven High Council conferred, and finally agreed to the grim decision to follow the prophecy. To their surprise the Gaunt Man accepted their terms, and Uthorion's attacks halted soon after. They learned later the realm razed by their bargain was called Akasha, and the Gaunt Man's powers had increased dramatically thanks to his victory.

The knowledge of this transaction is uncommon outside the elves, but well-known within their society. Though only the High Council made the choice, and the Wardens disagreed vehemently, most elves still feel complicit based on their continued survival. They received the benefits, and so many take on the burden of choice as well.

When Uthorion moved against Core Earth and Lady Ardinay called for heroes to storm the Land Between these elves answered — some from the guilt of what had been done in their name, and some from the guilt of knowing they'd have made the same choice.

LADY PELLA ARDINAY

Uthorion's connection to The Lady of the Light has been severed, but she remains deeply affected by it. Her reputation was shattered by the actions she took under his sway. Worse, most of those who remained close to her accepted or even embraced her actions. Now she only trusts those who opposed her, and they are none too welcoming.

But the biggest issue is the Lady of the Light is no longer detached or rational when it comes to bringing down Angar Uthorion. She is completely resolved to destroy him wherever he goes, and regardless of the cost.

She hides the depth of her fixation from most, including her Knight Champion Tolwyn. Quinn Sebastian knows, and actually seems to approve.

AYSLE STELAE

Most stelae in Aysle are pillars with carved dragon heads and wings. Gold is a common construction material, usually producing a statuette one meter wide and two meters tall. This makes uprooted stelae valuable treasures in themselves. Stone stelae are also possible, but need to be double the size or larger to have the same effect.

Uthorion's forces seldom bother hiding their stelae, but since they might be found aboveground or in the deep tunnels below finding them can still prove challenging. Golden stelae tend to attract dragons, and other magical creatures (especially spiders) are drawn to lair around them.

WHY TRAVEL THERE?

Two major things draw Storm Knights to Aysle, beyond simply fighting the war: magical items and travel itself.

- **Magic Items:** Due to the infusion of magic that saturates the entire cosm, enchanted items of immense power may be found, and Eternity Shards seem more common in Aysle. Reality researchers don't understand why, but they

MAGICAL TREASURE

When a Storm Knight gains an Enchanted Item, she may choose one of the two options below:

- An item that fits within Aysle's axioms gains a +1 bonus to its action total, or +1 to its damage. The bonus may be applied multiple times to the same item, but has a maximum in each category of +3.
- Roll on the Enchanted Item table below. The GM must decide where the device is located. If the heroes are battling an intelligent foe, the enemy might be using the item! If their opponents are more bestial, it might be found on the corpse of a nearby victim or in their lair — which can be found with a simple *tracking* roll after the encounter. New options appear in the Aysle sourcebook.

d20

Random Enchanted Item (Magic Axiom 13)

1	Potion of Strength: This red fluid increases a character's <i>Strength</i> by +3 for the rest of the scene.
2	Potion of Healing: Drinking this thick, clear liquid heals one Wound and restores a bonus die of Shock.
3	Potion of Protection: The character gains +3 Toughness for the rest of the scene.
4	Elixir of Magic: Drinking this blue fluid makes all magic skills Favored for the rest of the scene.
5	Ointment of Invisibility: Applying this scintillating gel takes one minute, but makes the character and her equipment transparent (–6 to see or attack) for the remainder of the scene.
6	Scroll of Sharpness: An <i>alteration</i> test gives an edged weapon Armor Piercing 4 (ignore four points of armor) for the rest of the scene.
7	Scroll of Fireball: As the spell. Once cast the scroll itself bursts into flame.
8	Scroll of Mage Light: As the spell. The light emanates from the scroll and fades after the scene.
9	Scroll of Open Lock: As the spell. The scroll fades after one use.
10	Scroll of Spell Trap: This seemingly empty scroll captures the first spell to target the character. That spell may be cast against a new target if the character has the right skill. The magic of the scroll fades once the trapped spell is released.
11	Circlet of Protection: This silver armband adds +2 Armor. This doesn't stack with other armor, but does count as Full Body protection.
12	Spellproofed Armor: This ornate plate mail (see page 145) has potent wards. Any spell that targets the wearer or includes him as a target suffers a –4 penalty.
13	Shield of Fire Resistance: This medium shield grants a +4 bonus to Toughness against fire attacks.
14	Vanquisher's Blade: A polished steel sword that repels creatures of Supernatural Evil. Any hit against such a foe also makes them Very Vulnerable.
15	Hammer of Thunder: This runed hammer sends foes flying backward a number of meters equal to any bonus damage rolled. Foes who are Large or bigger aren't moved.
16	Quiver of Recovery: Arrows drawn and fired from this quiver reappear inside.
17	Nimble Boots: These supple leather boots add +2 meters to the wearer's Movement speed and make <i>stealth</i> tests Favored.
18	Climbing Gloves: These elbow-length leather gloves cling to stone, eliminating six points of penalties for any test to climb stone walls or cliff facings.
19	Circlet of Command: While wearing this silvery band the character may play Destiny cards into someone <i>else's</i> Action Pool.
20	Roll Twice: Take both results.

theorize that these phenomena are related. Regardless of origin, such items are powerful boosts to the war effort in the hands of Storm Knights, or deadly problems when harvested by the High Lords, so quests and treasure hunts are ongoing and contested affairs. See the **Magical Treasure Table** on page 239 when cosm cards or other circumstances call for the quick generation of a new item.

- **Seeker Tunnels:** The Land Between's tendrils snake all through the Earth's crust, Aysle's underground, and seemingly other worlds as well. The winding caves might literally lead anywhere, and provide fast and clandestine travel routes. In some cases magical maps exist which plot a journey through the dark spaces. There are also special guides, called Seekers, who seem to have an innate and magical ability to navigate the twisted passages and emerge where desired.

CYBERPAPACY

Despite a culture that seems literally trapped in the dark ages, advanced technology isn't new to Magna Verita. The Cyberchurch has been the center of civilization there for hundreds of years. Jean Malraux's unique contribution is the GodNet, and linking spiritual salvation with integration into the machine, mentally and physically.

Jean Malraux firmly believes he hears the voice of God. Both he and his Darkness Device Ebenuscruz seem equally deluded that they are part of some new trinity. The Cyberpoppe keeps this belief a strict secret, since it would bring accusations of heresy that might turn the entire College of the Way against him.

Malraux is a sociopath and a hypocrite, but he's not a cynic. He has a deep and abiding belief in his own twisted faith, and a burning hatred for other gods and religions across the cosms. He considers magic just another form of pagan worship.

This sets him at odds with most of the other High Lords, especially Baruk Kaah, Kranod, and Pharaoh Mobius. He chafes under the Gaunt Man, but considers him a necessary means to an end.

STICKY APPLICATIONS

Malraux's main strategy revolves around making people dependent on the GodNet and other boons offered by the church. At first, worship is completely optional. Each upgrade that comes out forces just a little more participation in the Cyberchurch than the last one, with an ultimate end goal of total physical and spiritual conversion.

The essentially free cybernetics offered make taking back territory even more complex. Even if the Possibility Energy of the population have been restored through Glory, the axiom collapse prompted by uprooting a stela makes many cybernetics stop functioning or disappear entirely, with deadly consequences to the population.

The Cyberchurch's social structures and programs are similarly dependent on technology. Their loss isn't often as physically deadly, but psychologically most inhabitants believe they need the church's help — and some actually do! Once the Cyberpapacy takes hold in a zone, it is very difficult to remove.

Very few people truly believe that Malraux's "paradise" completely replaces people with machines, but that is his end goal.

INCREMENTAL FAITH

Everyone with an official identity inside the Cyberpapacy is tracked by their appliances, surveillance cameras, and any other device connected to the GodNet. Some go to the trouble to mask or delete themselves from the system, but since it's used for daily identification and transactions most people, even Storm Knights, exist within it.

Associated with each identity is a "Piety Score" tracked by the GodNet and updated based on actions it detects. Activities that show acceptance of the Cyberchurch and participation in its rituals add to the user's score. Violations (such as taking the Lord's or Jean Malraux's names in vain) elicit reprimands and pleas for the sinner to go to confession, but never subtract points.

Some in the College of the Way find it distasteful that Malraux is turning worship into a game, but the practical results have been undeniably effective. Early achievements are simple and innocuous, while darker, hidden achievements worth more

points unlock if performed or once certain score milestones are reached.

Encourage players to track their Piety Score while inside the Cyberpapacy. There are no direct mechanical benefits to a high score — yet. Scores are readable, and might provide clues about an individual's attitude. Church Police are highly prejudicial based on these scores as well.

MISSIONS OF CONQUEST

Military invasion isn't the Cyberpapacy's strength. Their Tech Axiom provides a strong edge in weapons, and their soldiers are highly motivated by faith — but the Cyberchurch doesn't maintain a large enough standing army to truly compete with Earth.

Instead, the Cyberpapacy hopes to be invited into new regions. Its spiritual doctrine, veneer of social progress, and apparently benevolent technology appeals to many different kinds of people — just so long as they don't look too closely at the Cyberchurch's actual practices. From a distance, life within the Cyberpapacy looks wonderful. By the time people experience the paranoia, intolerance, and bureaucracy that pervades the system it's too late to go back.

Malraux's "missionaries" currently focus on Argentina and Brazil, setting up free clinics, preaching in the streets, and providing for the poor and downtrodden in a bid to gain popular support. Once the population is ready and the existing leadership has been converted or eliminated Malraux plans to land a new maelstrom bridge and unleash Magna Verita's axioms and a wave of "upgrades" to keep the zone dependent on the Cyberchurch.

The Vatican has named Malraux an Antipope, triggering an open conflict with the Cyberpapacy. The Vatican is hiring mercenaries and attempting to bolster its defenses against an expected attack.

DEMONS AND MAGIC

Mishaps with any magic skill (*apportation, alteration, conjuration, or divination*) draw the attention of demons. In the Cyberpapacy most demons are immaterial until summoned. The *Heretical Magic* Cosm card summons a minor demon (page 268) when played, or any magical Mishap within the Cyberpapacy may summon one at the GM's whim.

The GM or an adventure may substitute a unique, possibly more powerful demon as well.

The exact circumstances of the demon's arrival vary. Usually it simply appears in a flash of brimstone smoke, standing behind the caster and laughing triumphantly (especially if summoned during combat). At the GM's discretion the demon's arrival may be more subtle, manifesting up to 25 meters away. More subtle fiends may attempt to take hostages or flee the area in an attempt to wreak more havoc later.

Malraux despises demons, but he is practical enough to use them. The College of the Way has a special circle known as the Cabal, whose purpose is to identify areas lacking in fervent worship and summon demons to plague them. They do this themselves, or by using broken witches and warlocks so they also have perpetrators to blame and burn.

PIETY SCORES

Below are a few "achievements" possible within the Cyberpapacy's Incremental Faith system. Achievements in *(italics)* are hidden at first, and unlocked later. Performing an activity only scores points the first time it's done.

ACTIVITY	SCORE
Respond with "Amen"	5
Pray to the One True God	10
Pray on your knees	20
Attend a Mass	20
Go to Confession	40
Get a device upgrade	50
<i>(Get a humanity upgrade)</i>	100
<i>(Join the Church Police)</i>	200
<i>(Denounce a family member)</i>	200
<i>(Burn a witch)</i>	250

In many ways Malraux needs the scapegoat provided by magic. Demons may frighten sinners into converting. The Cyberchurch's paranoia seems more justifiable when actual warlocks use their powers and conjure a demon. Is oppression truly that bad if the true stakes are people's immortal souls?

GODNET AND THE HOST

GodNet is omnipresent inside the Cyberpapacy, but it isn't confined there. It scans any information systems connected to the internet, carefully using attacks supported by Core Earth's tech axiom when breaking into outside systems.

The GodNet is truly an extension of EbenuscruX itself, and the Darkness Device has an eccentric personality. It's a compulsive data hoarder, refusing to delete anything, including knowledge dangerous to itself. Instead it sifts such data into special servers that act as collections, but can't be read from a remote connection at all.

EbenuscruX also seems to take enjoyment out of petty online pranking. It posts to message boards under pseudonyms. It reroutes advertisements to fill Storm Knights' inboxes. Some of these efforts even subvert Jean Malraux, not that he has any idea that his Darkness Device is acting on its own so much.

The Host are living extensions of GodNet. Each is a non-autonomous Artificial Intelligence infused with Possibilities by EbenuscruX. As far as the Cyberpope is concerned these angels are creatures of God, and follow his commands as he is God's chosen representative. The Host's actual loyalty is to EbenuscruX. So far there hasn't been enough of a difference between the two for the distinction to become important.

CYBERPAPACY STELAE

The stelae of the Cyberpapacy are usually large altars, humming with circuitry and topped with a holographic cross. Each one also performs as a server connected to the GodNet. Usually this connection must be hacked as part of the uprooting process.

These stelae are almost never disguised, but are often secreted away in crypts or hidden areas of well-defended Cyberchurch buildings.

WHY TRAVEL THERE?

Although the Cyberpapacy is oppressive, it provides several opportunities for canny Storm Knights.

- **Chop Shops:** The best technology in the war is available within the Cyberpapacy's borders. Chop shops perform illegal operations that strip the GodNet's connectivity from devices specialize in safely installing cyberware or modifying existing technology. When Storm Knights need something technological, chop shops are the best answer.
- **Secrets:** The GodNet knows a lot more than even Malraux suspects. Secreted away in its shadow reliquaries lay endless streams of data that might be used against the Cyberchurch, Malraux, and even information gleaned on the other High Lords and Darkness Devices. There is no catalogue of what might be found in each reliquary. To find out, Storm Knights must physically invade the location and hack the device while there — and hopefully escape before Church Police arrive in force.

LIVING LAND

Takta Ker, as its inhabitants call it, pulses with danger and vitality. This is not a subtle realm. The low Social Axiom makes political maneuvering ineffective. The inhabitants only truly understand strength and their own passions. Baruk Kaah dominates the former, and the divine being Lanala embodies the latter.

Baruk Kaah is known in this land as the Saar of Saars, the strongest of the strong. He rules by right of his own prowess. No one challenges him and lives.

Uniting the various tribes of edeinos is an unheard-of feat, one that would take great power and several lifetimes. Thanks to his Darkness Device, Rec Pakken, Baruk Kaah has both. Ageless and mighty, to most of his people he is practically a deity himself.

His goal is to become a true equal to Lanala, take her as his mate, and make her feel sensation directly for herself. Rec Pakken has convinced him that by becoming Torg he can achieve his destiny, and forever become the chief god of Keta Kalles. Baruk

Kaah keeps this ambition secret from even his closest allies, but Rec Pakken has covertly insured that some of the Saar's inner circle suspect the truth.

INVASION TACTICS

Baruk Kaah's forces are fearless, tough, and physically imposing. The low Social and Tech Axioms of the Living Land strip away advanced weapons and planning that might even the odds. Most battles are simply a horde of frenzied edeinos hurling themselves at defensive emplacements until the defenders break or the attackers are dead.

The most complex attacks feature stealthy bands of raiders working to destroy hardpoints or plant stelae while the main body of forces clash, or inciting an unstoppable stampede of gargantuan dinosaurs.

Unlike many High Lords, Baruk Kaah leads his forces from the front. Current Delphi Council doctrine encourages all but the highest-clearance-level Storm Knights to disengage and fall back if they see Baruk Kaah in the field.

KETA KALLES

The religion of the Living Land is omnipresent, and revolves around the worship of Lanala — a creator deity said to have lost the ability to experience sensation. Lanala is said to be male or female, as individual worshipers desire, and experiences feelings vicariously through them. Lanala is a feminine force to Baruk Kaah, and most refer to her as such for simplicity.

Due to the intense Spirit Axiom and widespread worship Lanala does walk the Living Land as a corporeal being, wearing many disguises and only revealing her identity to the most fervent and worthy of her "jakatts," a term that means both worshiper and lover.

Lanala's relationship with Baruk Kaah is complicated. The Saar has broken many tenets of Keta Kalles in his bid to become Torg, but he and his optants still wield the miracles provided by Lanala's favor. Either she isn't aware of the depths of his transgressions, or she supports his ambition to the point where she's willing to overlook them.

Many believe that Lanala is the sole deity of Keta Kalles. Most others are minor, and only worshiped by isolated tribes. One major exception is Rec Stalek, the embodiment of death.

Rec Stalek's power has steadily risen during Baruk Kaah's reign. Gotaks (priests of the dead) were once merely tasked with presiding over funerals and still worshiped Lanala. Now Gotaks tend to directly worship Rec Stalek, and have the power to animate the dead. They tend the growing throngs of gospog that other jakatts shun and mistrust.

DINOSAURS

The dinosaurs and other mighty beasts of the Living Land didn't all arrive through a maelstrom bridge. Many are transformed reptiles or birds from Earth, warped by the axiom wash.

The resulting beasts don't quite match the fossil records, and sometimes carry small signs of the creatures they were before transforming: venom, claws or horns, colored scales, huge size, and odd proportions.

Paleontologists are torn about whether study of these creatures can illuminate anything about real dinosaurs. They seem like what most people expect dinosaurs to look like — even when that diverges radically from current scientific theories.

There are also strange creatures from Takta Ker and other cosms Baruk Kaah has conquered. Living Land maelstrom bridges are strangely attractive to wild animals, and Rec Pakken delights in delivering the most bizarre and vicious predators into the area via dimthreads.

STELAE

The stelae of the Living Land are planted like seeds, but grow in the shape of jagged teeth of white stone rather than trees. These stones are usually two meters across, and covered in sickly looking vines that bleed if cut.

Edeinos other than gotaks give these monuments a wide berth, and whisper that the blood from the vines comes from sacrifices made when the stela was planted. The more deaths, the larger the tooth grows.

WHY GO THERE?

Though wild and dangerous, the Living Land is also bountiful, beautiful, and filled with untamed opportunity:

- **Allies:** Many within the borders of the Living Land, and even back in Takta Ker itself,

have no interest in Baruk Kaah's insatiable thirst for conquest. Independent tribes and communities are littered throughout the lush landscape, wishing only to survive and thrive. Storm Knights dispatched to such populations may convince them to stand against the Saar, or at least slow the conscription of warriors to Baruk Kaah's warbands.

- **Wonders:** The appearance of remnants from lost cosms is the most exciting discovery of the Possibility Wars. Literally anything might be found in the overgrown jungles of the Living Land: Eternity Shards, flying saucers, or even entire living civilizations. If it was ever lost, from anywhere, it might be found somewhere here. Interestingly, pulp powers from the Nile Empire don't seem to cause Contradictions near such phenomena.

No one can predict where these wonders emerge, and they don't stay in place for long. The edeinos don't believe these treasures are Lanala's will — most of them are "dead things." Instead they whisper it may be the work of Rec Stalek, since he grants the power to bring things back from beyond the threshold of death.

NILE EMPIRE

Pharaoh Mobius believes completely and unshakably that it is his destiny to become Torg and rule over creation with absolute power. No act is too evil, no compromise too undignified, if it propels him toward this goal.

Dr. Mobius is quite mad, but that hasn't dimmed his brilliant mind. He's an excellent judge of character, canny observer of natural phenomena, and an ingenious scientist. However, he never turns that keen vision inward.

The Empire's initial plan was to attack in every direction for as long as there were reality bombs to disrupt defenses. This led to rapid expansion to the current borders, and now a stalemate exists while Mobius's forces scramble to collect Eternity Shards to break down into bombs for a new advance.

Attacks and propaganda aimed at Israel are mostly a diversion. Mobius's true interest is toward the south. The signs and portents all point to something ancient and powerful hidden

somewhere under Lake Victoria. Dr. Mobius is trying to get his forces into position there without drawing too much attention from the Storm Knights or his so-called allies.

The other High Lords treat Mobius with a mixture of fear and contempt. By most measures he's second in power only to the Gaunt Man, yet he has been active as a Reality Raider the shortest time. The others view him as a dangerous upstart and a potential threat. Worse, wherever Mobius goes heroes tend to follow, and that ruins everyone's plans.

AN EGYPT THAT NEVER WAS

Within the borders of transformed Egypt is an ancient empire that is neither the homeland of Mobius's memory nor the ancient past of Earth. Initially this anomaly shocked and thrilled him, disrupting his careful plans.

Now a giddy treasure hunt is underway; a race between the Pharaoh's forces and the Storm Knights trying to reach hidden sites first and snatch away the treasures within before they can fall into Mobius's hands.

Axiom wash transformations don't create anything alive, so no witnesses of this ancient empire remain to explain its origin. The archaeological records found point to a civilization where the gods walked the sands, springing into existence just as demons and dragons do when magic becomes pervasive enough.

Dr. Mobius the scientist is obsessed with understanding and refining this effect, and learning how this altered past affects his ultimate destiny.

CAIRO

Many questioned why Imperial forces moved so quickly past Cairo, brushing aside the key city in favor of his new capital and creating a haven for resistance. In part, Mobius believes that heroic opposition toward him is inevitable. By concentrating them in one place it's easier to manage their impact on his overall war effort. And when the moment is right easier to wipe them all out in one bold move.

At least that's what Pharaoh says when any subordinate dares openly question his intent, just before that wretch is dropped into the crocodile pit. The truth is more complex. Cairo is in the hands

of Mobius's most cunning and ambitious governor, the insidious Wu Han. Although Mobius needs Wu Han's skill and intelligence, he also needs the man busy and occasionally humbled.

TERRA

Mobius's home cosm is both the source of his power and his greatest threat. That world produces vigilante heroes, and heroes fight High Lords. Whenever possible Mobius tries to leave trails to other High Lords, hoping to let his enemies battle it out and leave him the victor.

Heroes arrive from Terra to Core Earth in a few different ways. The maelstrom bridge system linking the various Empires is complex and well-guarded, but individual heroes have great luck sneaking through in disguise. Some heroes travel to Earth the hard way, captured in one of the other realms and taken before Mobius to be dealt with personally. Only a few heroes granted such an audience escape before it's too late.

STELAE

The borders of the Nile Empire are almost always marked with stone obelisks, carved with hieroglyphs proclaiming the Great Pharaoh's conquest. Not all such monuments are stelae, and it seems that Mobius's engineers are constantly erecting some new tower or statue in seemingly random spots.

Rumor has it that these sites are chosen by some mysterious form of astrological significance, whether stelae or not.

WHY GO THERE?

The deserts and cities of the Nile Empire are almost welcoming to heroes. This is an open battleground, where even the invading reality promotes mighty deeds.

- **Heroism:** Terra brings out the best and worst in people. With so many villains there's always some dastardly scheme afoot, and Storm Knights must intervene or see countless innocents harmed. The effect also produces powerful defenders, ready and willing to serve the greater good the Delphi Council represents.

- **Relics:** All the Nile Empire is littered with ancient tombs, artifacts, and Eternity Shards. An epic race is on to find these treasures before Dr. Mobius can. Each one that doesn't fall into his hands may provide a clue to his real master plan, or at least buy time to stop him once and for all.

ORRORSH

Orrorsh is more like an infection than a realm. It creeps into worlds, tainting and eventually destroying them. Unlike the other cosms, there's no spanning empire or trail of conquered worlds. The Gaunt Man's previous conquests are simply dead and gone, shriveled into nothing as soon as he has control of a new world.

Gaea, the home of the Victorians, is already starting to shrivel and die — not that most of the population understands the doom descending on their world.

Only the Gaunt Man could muster the power and audacity to form an alliance of High Lords. Much of the alliance is built on the certainty that the Gaunt Man is the strongest of the raiders. Uthorion tells of how the Gaunt Man completely destroyed a competing High Lord in the past. All the lords wish to usurp that strength for themselves somehow.

It is no secret that the Gaunt Man desires to become Torg, but his exact path to godhood remains unclear to his enemies. His movements sometimes seem self-destructive or contradictory. Part of this may be a dangerous game he plays against his Darkness Device, Heketon. There's palpable wariness between the two, but they remain bonded, using each other as they press towards their final endgame.

That endgame must certainly be close. Signs and portents all point to some approaching cosmic shift, and the Gaunt Man is taking huge risks (such as the combined invasion of Core Earth) and ceding devastating setbacks in the name of his last mysterious gambit.

FEAR OVER DEATH

The Gaunt Man gains no Possibility Energy from death, but rather the fear inspired by it. Destructive sprees like the Night of Screams aren't an end unto themselves, but rather a means to spreading the

terror he needs. Many mistake the cause and effect, especially since he eventually destroys any world he possesses.

Early in the Possibility War the Gaunt Man's forces covered all of the Indian subcontinent overnight, and quickly converted his gains to Dominant Zones. No other High Lord took so much so fast, but since that initial attack Orrorsh has expanded very little.

The other High Lords believe that he overreached, and is now struggling to consolidate and hold on to the territory he took — or that he slowed his pace to not directly threaten other lords and hasten the collapse of the alliance. The Gaunt Man is content to let his enemies think either possibility is the truth.

In actuality, he's already funneling excess power somewhere else, keeping only enough to hold what he has and remain as potent as the other raiders in case he's ever openly challenged. The discovery of this diverted energy — and its purpose — could prove a turning point in the war.

ETERNAL CORRUPTION

Corruption isn't some outside force that makes people do bad things. It's a choice. The evil comes from inside, feeding on itself and growing in strength until all that remains is a monster. The Gaunt Man himself may be the first and worst of the individuals to be twisted by this World Law.

This is why Corruption Perks are more powerful than standard Perks — but once a character succumbs to temptation there's no going back. The only escape is destruction, either before or after becoming a true horror. Most heroes don't understand the eventual consequences when offered the choice.

Here is a sample Corruption Perk to offer players within Orrorsh:

DOOMED

- **Prereq:** Spirit 10+, fail a Defeat test within Orrorsh.

When some heroes die in Orrorsh, dark spirits whisper to their souls and offer them a new chance to live, but be forever bound to the forces of darkness. If the character accepts, she gains this Perk for free and returns to life as though the Defeat test had been an Outstanding success. There is no other apparent effect.

Unknown to the player, if the character fails another Defeat test there's no longer any choice involved. The hero seems to die this time, but later returns as a horrible monster to plague the other Storm Knights. She also becomes a monster controlled by the GM if she ever drops below 5 *Charisma* thanks to Corruption tests or exceeds three Corruption Perks total.

GOSPOG

The horrid gifts of the Gaunt Man are actually an extremely advanced reality weapon. "Growing" inside dead hosts from one realm while nourished within the axioms of another produces a unique monster — undead that can roam without requiring magic or miracles. Creatures of their cosm, and yet not.

The Gaunt Man's methods are infused in every seed, a chain of death that feeds on itself and turns a realm's own power against it. All the High Lords have embraced this gift, despite their mistrust of its source.

They each hope to unlock the secrets of the gospog's power, or trace their origins. In the meantime they are content to use the Gaunt Man's tools to establish their own power, while being careful not to become too dependent on them.

NIGHTMARE AND DIMTHREAD TREES

A relatively new weapon in the Gaunt Man's arsenal, a Nightmare Tree is planted as a withered seed inside a living person, until it grows into a gnarled and knotted tree. This tree never bears leaves or signs of life, and appears dead even as it grows. Inside, the host's consciousness remains, trapped and aware until merciful madness descends.

Nightmare Trees act much like hardpoints, causing bad dreams, uneasiness, and pervasive dread near where they grow, from 100 meters up to 20 kilometers away depending on the size of the tree. During the day there is no effect, but at night everything within range becomes an Orrorsh Mixed Zone.

Nightmare Trees can be difficult to find. They don't draw reality storms, nor do they count as stela. Once identified they may be uprooted just like stela, but most trees have a supernatural protector nearby to protect the tree or avenge its loss.

Dimthread Trees are similar to Nightmare Trees, but also offer a portal to another place. The portal is controlled by the local Darkness Device. Fortunate heroes might travel through unnoticed, but if they draw attention to themselves the Darkness Device deposits them in a suitably perilous location of its choosing instead.

THE VICTORIANS

They mean well, at least most Victorians do. Their psyche is infused with a sense of their own unquestionable greatness. They don't see themselves as the last vestiges of a world conquered by darkness and doomed to darkness, but rather as an indomitable people who survived the Gaunt Man and can help others do the same.

In reality Orrorsh clings to them like a stench, and where the Victorians go they bring Orrorsh and monsters with them. They think of the poor native inhabitants of Core Earth as naive, lacking the spirit and iron necessary to face the darkness.

General Wellington played on this sense of superiority and destiny when he organized the first expedition across the maelstrom bridge, and the various Trading Companies did the same when they pushed for colonies in the new realm. All of them were acting according to the Gaunt Man's desires, and some, like Wellington, were even aware of it.

Most of Gaea's leaders are aware of the true state of the world, and that the only hope for their people relies on escaping to another world. Whether due to the Gaunt Man's influence or their own desire to save their people they embrace the lie and encourage their brightest and boldest to cross the bridge to the new world.

The reception to these industrious pilgrims by the Indian government and people is unsurprisingly wary. The Victorians are a spitting image of the British colonial effort that dominated the nation only centuries ago. Some scars and effects linger to this day. These visitors are mad, disrespectful, and arrogant, but they fight. They battle the horrors of Orrorsh constantly, and so the government tacitly accepts their presence.

STELAE

The stelae of Orrorsh are usually imposing sculptures of twisted bone, sometimes bound together with metal bands or leather strips made

from human flesh — or worse. They tend to be three meters tall or more.

Brush tends to grow thicker near these dark monuments. Animals shy away from them. These stelae are often obscured within shadowy groves of sickly trees, hidden within writhing columns of undead flesh, or buried under layers of decomposing corpses.

WHY GO THERE?

Most Storm Knights avoid Orrorsh if they can. But true heroes risk death (or worse) to fight the High Lords, and sometimes that means traveling into Hell itself.

- **Answers:** To truly defeat the horrors created by Eternal Corruption, one must understand them. The monsters don't lurk idly in Orrorsh, they come either way. There are origins to discover, schemes to unravel, and shrouds that must be lifted if Core Earth is to survive the Possibility Wars. Some of those answers are only be found within Orrorsh.
- **Surprise:** The Nightmare Trees mean pockets of Orrorsh might crop up unexpectedly even inside other cosms. Goosebumps and shivers alert wary Storm Knights to the change in reality around them. Once inside Orrorsh's clutches it can be difficult to escape again.

PAN-PACIFICA

Gokuraku was a world of plenty, fed by three squalid, conquered realms long drained of all their Possibilities and value. However, decay was creeping around the edges. The bubble was about to burst, and that was when the Gaunt Man appeared with his new opportunity.

Ryuchi Kanawa officially answered the Gaunt Man's call, but it was his sister Reiko who truly negotiated the contract. So long as Gokuraku invaded Core Earth within the specified 24-hour window and kept within the agreed-upon boundaries any Possibilities they took were theirs to keep.

Reiko engineered the Contagion as the engine of chaos that would fulfill her obligations to the other High Lords while simultaneously providing

Kanawa Corporation personnel an opportunity to insinuate themselves into positions of power.

DAIKOKU

The maelstrom bridges that connect Gokuraku to its tributaries and Core Earth aren't flamboyant or even visible, except at either end. They are large mechanical portals built in each realm and then connected by a wormhole.

This network is powered and controlled by the Darkness Device in the center, like a spider in a web. The ancient intelligence is called Daikoku. It claims to serve whoever has the most value, and Possibility Energy is value. Right now that person is Reiko Kanawa.

Daikoku isn't as mercenary as it appears, but Reiko's cunning and ambition suit the machine completely.

THE KANAWAS

Reiko's brother Ryuchi is a decoy, a public face and a visible target to distract people from the true mastermind. His main role is to keep the coalition together, and sell both Core Earth and Gokuraku on the notion that Pan-Pacifica is a concept with a future.

Three nearly identical men have trained to assume Ryuchi's identity when needed. The original cooperates with his sister's schemes, but occasionally slips away to indulge in excessive pleasures when the stress becomes too great. Reiko dispatches special task forces to collect her brother and eliminate any evidence (and witnesses) before the Corporation is compromised.

Reiko herself is quirky, charming, and utterly ruthless. She has long-term plans for Core Earth, and the Contagion is just the beginning.

THE CONTAGION

Within the labs that spawned the Contagion, Reiko is spoken about in whispers about as "The Mother of Monsters." When the Gaunt Man provided his gift of gospog to the High Lords, she wasn't content to take them as they were, and poured unprecedented funds and energy into adapting them as a viral bioweapon.

The weapon takes the form of an airborne spore that triggers insanity and death once lodged into lung or mucus membranes. An infected victim

begins behaving much like an uncontrolled gospog, mindlessly attacking anyone around with no thoughts of personal safety or survival.

The spores are only potent for seconds, so initial infection rates are low, but there are a variety of secondary transmission effects. A blood-borne version of the infection is much harder, so scratches or bites from an infected are extremely likely to infect a victim. Deadened spores that make their way into the atmosphere come back down in the form of black rains that can infect Ords with open cuts or sores.

When an infected individual dies he may rise as a jiangshi, usually within minutes or hours. Not every infected body rises. The rates are between a third to a half of all infected Ords killed — suspiciously similar to the rates of transformations in an axiom wash. Jiangshi are undead, while first-stage infected are technically still alive, though doomed to die within a day.

Yokai mutations are triggered by the same factors that cause transcendence in Stormers. Certain predestined individuals mutate when they die, just as some transform when faced with a Moment of Crisis. Infected Storm Knights always mutate if they die. Interestingly, Ords drained of Possibility Energy who transform a second time become infected mutations rather than disappearing into "what-ifs."

Infection is certain death for an Ord, but several Storm Knights have survived and fully recovered. Current theory postulates that both the disease and the cure are bound up in Possibility Energy, and restoring Possibilities to a drained population is a necessary prerequisite for any cure.

The virus that carries the Contagion is genetically modified, and actually carries a Tech Axiom of 24 which keeps it from spreading outside of Pan-Pacifica. That fact remains undiscovered for now, but is the reason why Hong Kong has remained largely clear of infection.

MISINFORMATION CAMPAIGN

Although the Delphi Council has declared that a seventh invader has taken control of eastern Asia, most people in the region don't believe them. Pan-Pacifica doesn't just have a technological advantage over Earth, it has a social advantage.

Kanawa Corporation knows how people think, and counters the Delphi Council's claims by using propaganda, "fake news," and memes to redirect or overwhelm the facts.

The populace and governments of the region are focused on dealing with the Contagion and accusations about another invasion are viewed as counterproductive or overt power grabs by the Delphi Council.

Quinn Sebastian is focused on Ryuchi Kanawa, and is searching for a definitive link between him and the Contagion ravaging Asia. Only incontrovertible evidence could drive a wedge between the corporations, the cooperating governments, and the population.

RISE OF PSI

The appearance of psionics in larger numbers is a relatively recent phenomenon in Gokuraku, and the same is occurring in Pan-Pacifica now that the invasion has taken hold. Such powers are intolerable in Gokuraku because they might manifest for anyone – not just the chosen elite. Worse, the presence of telepaths makes secrets nearly impossible to keep.

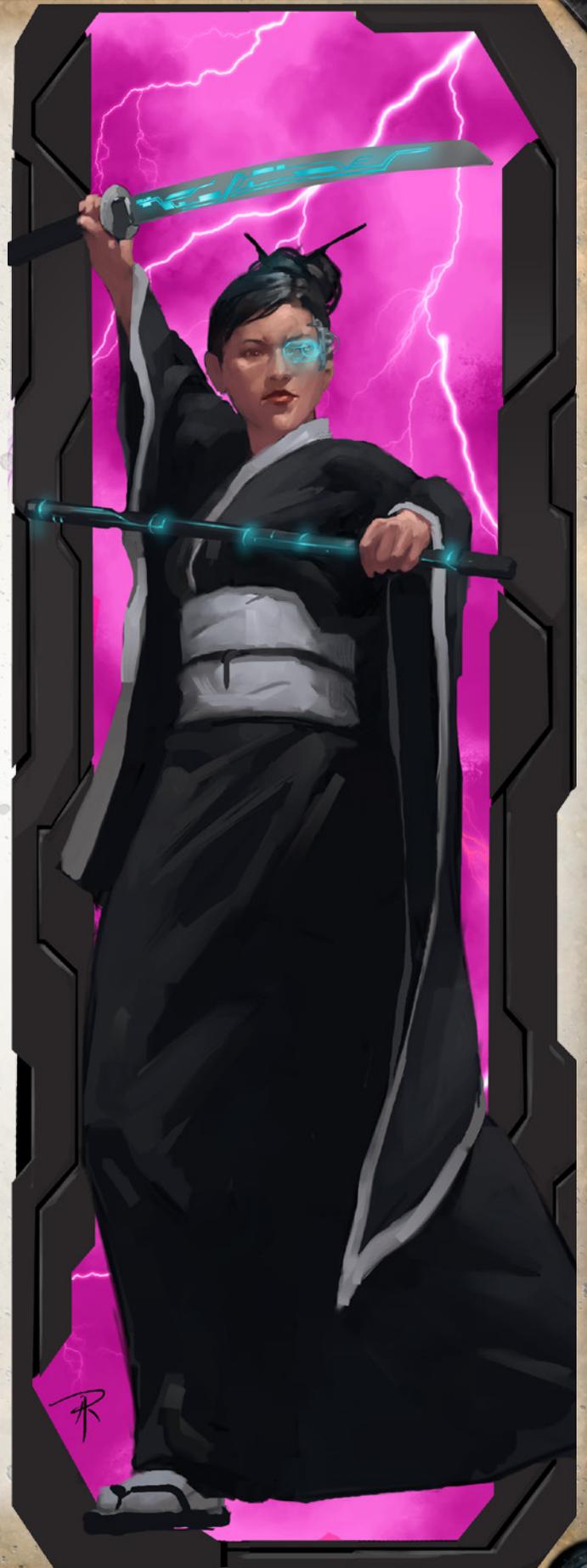
When anyone manifests such powers they are arrested and subjected to deadly experiments. Those with wealth and power manage to protect a few trusted psionics. These may be family members or simple pawns, but either way those rescued are grateful and dangerous tools.

STELAE

The most common form of stelae for Pan-Pacifica are metal broadcasting towers connected to the Daikoku network. Each tower also provides wireless connectivity, and is virtually indistinguishable from standard cell towers. They don't actually need the altitude or clearance of normal antennae, so these may be hidden inside buildings, placed in wooded areas, or mixed in with other technical equipment as an extra layer of camouflage.

WHY GO THERE?

Moving through Pan-Pacifica isn't easy. There are endless checkpoints, quarantines, and most of all paperwork. The possibility of infection or uncovering the wrong secret makes venturing through the realm risky, but there are benefits.



- **The Cure:** The Contagion is indelibly linked to the Possibility Wars. There are too many coincidences to believe otherwise. Only Storm Knights can risk contact with the infected. With luck the outbreak may someday be tamed and possibly offer clues about the science of reality manipulation as well.
- **Recruits:** Reality storms and Storm Knights are appearing in Pan-Pacifica, another sure sign that another cosm is in play. *Reality*-rated characters can feel the change in the air when they travel into Pan-Pacifica. The hardest part is convincing these new defenders to leave the area and join the greater war.

THARKOLD

The technodemons are pure evil. There's a concerted effort both by the demons themselves and their human allies to paint them as morally ambiguous or possibly misunderstood. They are not. They are the embodiment of negative impulses such as anger, envy, and hate made flesh by magic.

The demons of Tharkold long ago became permanent residents of the material world, and eventually came to dominate it — or what was left of it. Their world is dying, and thus far all their attempts to plunder other cosms have only resulted in yet more destruction.

Demons require a Magic Axiom of 12 to live in the material world, and the technodemons' most tightly held secret is that the axiom of Tharkold is in decline. Unless something changes within decades the cosm won't support demons any longer.

Participating in the invasion of Earth gave Kranod two possibilities for his race to survive: artificially elevate Tharkold's Magic Axiom with the energy collected, or find some other invading cosm with appropriate Magic levels and invade it. Kranod favors the latter. Demons are also lazy.

INVASION OF ERRORS

The Gaunt Man is absolutely livid at the progress on the Russian front. He doesn't care about losses, but the surge of hope that went through Earth's defenders when word spread that maelstrom bridges could fall was absolutely unforgivable.

Kranod then went so far as to make an alliance with the very people he had sworn to keep in disarray. The Gaunt Man is searching for a way to rectify this situation without putting the entire invasion in jeopardy.

Kranod is well aware of how precarious his situation is. He applies most of his effort to hiding just how devastating the loss of the maelstrom bridge actually was. Tharkold was already mostly in ruins from magical weapons of mass destruction. The shockwave from the nuclear detonation managed to reach the foot of the bridge within the cosm and sowed destruction that planet hadn't seen since its own last great war.

The psychological impact was far greater than the physical, touching off uprisings across the world. The Dukes are barely holding their empire together, but can't afford to let the other High Lords or the humans know it.

RISE OF THE THRALLS

Jezrael is foremost among thralls in Tharkold. Cruel and powerful, she single-handedly averted several disasters for the technodemons, and has shocked and upset most of the Dukes by fighting in Kranod's place — and winning. To Kranod this only secures his position; no demon wishes to be humbled by a member of the Race, and if his lackey is so powerful then how mighty must her master be?

Kranod is certain Jezrael would never bow to another technodemon, and she despises humans even more than her own people. He lets his deadly pet play and have her fun, for now.

THE RACE

The invasion has led to unprecedented opportunities for the enslaved members of The Race. The fighting has grown intense and desperate enough that larger numbers of thralls are being armed and dispatched into the field with minimal supervision.

Most importantly, Core Earth hardpoints make the explosive restraining collars the technodemons depend on malfunction. The axiom flux that occurred when the maelstrom bridge was destroyed freed hundreds, perhaps thousands of thralls. Some meekly returned to their masters, but many more fled and brought their skills to the resistance and the Delphi Council.

MAGIC AND TECHNODEMONS

Though magic is available, few dare to use it inside Tharkold. Technodemons thrive on magic, and sense it with every fiber of their beings. Unlike the Cyberpapacy where Mishaps allow demons to become material, in Tharkold the demons are already present. Mishaps merely draw their attention.

A magic Mishap alerts every technodemon (page 273) within one kilometer, and gives away the caster's exact location. Tharkoldu place a high priority on destroying anyone with arcane knowledge within their realm, so if any are nearby they immediately move to destroy the mage.

When in doubt, secretly roll a d20 and multiply the result by 100 to determine the distance (in meters) of the nearest technodemon. Any result of 11 or higher means no Tharkoldu is within range. For a more dangerous or populated area roll two, three, or even more dice, each representing another potential foe. An alerted demon flies at 100 meters per round toward the location of the Mishap.

THE BLASTED LAND

The fallout zone created by the destruction of the maelstrom bridge is a ruined, broken land. It is no longer densely populated enough to be a tempting target for the invaders, and neither side has the resources to try to contain the fallout or even patrol the affected expanses.

All manner of strange occurrences have happened there. The initial fallout was like a massive, intense reality storm. Stormers are much more common in the Blasted Land than anywhere else, which suggests that the incident somehow overrode the usual mechanic for who may or may not transcend. Animals of the area were twisted together into *reality*-rated abominations. The worst are the ones that have pieces of human in their composition.

Small groups of raiders are erecting stelae inside the Blasted Land, since the entire area is receptive anyway. These stelae aren't a priority, more a target of opportunity — a pittance to the Gaunt Man to show that the invasion hasn't ground to a complete halt.

The ambient radiation in the Blasted Land isn't significantly higher than elsewhere in Russia, but there are intense pockets of it scattered throughout

the landscape — usually centered around debris from the maelstrom bridge.

THE WOLF

Aleksandr Volkov has embraced the brutal World Laws of Tharkold. Like the technodemons he serves, he puts up a facade of patriotism and contrition. In truth he's power mad, hoping to wrest control from the demons and create a new version of the Soviet "good old days" with himself as the top man.

The Wolf is another of Kranod's seeming favorites who makes the other technodemons uncomfortable. The human has thrown himself into the role of Duke with skill and fervor. For his part, Duke Volkov seems to cynically believe that the current situation is simply an extreme example of revolutionary politics.

STELAE

Tharkold stelae are usually constructed from the same dark metal that composes their maelstrom bridges. The shapes are disturbingly organic, and almost seem to writhe when looked at. A sheen of oozing mucus covers each.

Technodemons don't hide their stelae. They are almost always protected by thralls, and any attempt to uproot them is met with bitter reprisals against innocent populations whether the attempt succeeds or fails.

WHY GO THERE?

Most Storm Knight activity is in the sparsely patrolled Blasted Land.

- **Research:** Tharkold is an irresistible opportunity for those who study the inner workings of reality. Every abomination and irradiated death hole provides some clue about the High Lord's powers and methods. The Wolf has authorized remorseless secret experiments of his own, mostly using human "volunteers."
- **Salvage:** Strewn across the Blasted Land are weapons, vehicle components, and other treasures that might be recovered, repaired, or repurposed by anyone bold enough to get them. Every side is buying.

ADVENTURES

Adventure is at the heart of *Torg Eternity*. It provides context for the daring acts heroes perform and challenges for them to overcome. Heroes require adversity — being a crackerjack detective isn't worth much without a mystery to solve, after all.

An adventure has a plot and story elements, but they are all possibilities rather than certainties. Like the shifting cosms of *Torg Eternity*, the actions of the Storm Knights determine reality. Those actions will be entertaining, maddening, and most of all unexpected. As the Game Master, you can't plan for every contingency, but you can make plans and learn how to wing it when the party goes in a direction you hadn't counted on.

Certain tools and techniques can help you navigate the chaos and still allow the characters' actions to drive the plot while maintaining a coherent overall story. Some of these tools are embedded in the structure of *Torg Eternity*, and understanding them helps you craft better, more enjoyable adventures with minimal effort.

TONE

This isn't meant to be a dark game, but rather a desperate one. The stakes are high, and the enemies very dangerous, but the Law of Hope courses through the game just as it reinforces Core Earth. The heroes are good guys, and their adventures should reinforce that.

ADVENTURE PLOTS

Torg Eternity has an embarrassment of riches for building adventures. In fact, a problem new Game Masters often face is where to begin. There are so many fantastic cosms, villains, plots, and themes that it's easy to get overwhelmed. Do you kick off the campaign in the Living Land? Aysle? The Cyberpapacy? What brought the Storm Knights together? Who is the primary antagonist? Is there one?

The treatments of each cosm that follow should help you narrow down these questions and get your campaign rolling.

AYSLE

Swords and sorcery are the emphasis in Aysle. All the wondrous elements of high fantasy are in place, though tinged with elements of darkness and the grim realism of the modern world confronting the old. Individual heroes are mighty in battle, but they have passionate and corruptible hearts, fighting monsters within and without. Heroes in Aysle take on quests such as:

- Defend the castle or skyscraper from dragons, giants, and hordes of encroaching monsters.
- Delve the dark and dangerous subways and crypts seeking vital treasures.
- Scheme to stop a rising warlord or wizard before they become too powerful.

Aysle is filled with remarkable magical weapons and mythical creatures of all types. Barbarian raiders, malicious goblins, and terrifying dragons stalk the land, but more danger can come from a poisoned cup or a lying tongue.

Ordinary folk cling to walled bastions of safety, while any dark hole in the ground might open to opportunity, treasure, and horror. Deeds are epic in the magical realm. Swords cleave through stone, magic boils blood, and crowns are won by anyone with the strength or cunning to claim them. Endless inspiration can be gleaned from time-honored standards like *Dungeons and Dragons*® or *Lord of the Rings*®. The streets of London feel much like the post-apocalyptic film *Reign of Fire*. All of those can be mined for ideas, then given the unique twists of *Torg Eternity*.

CORE EARTH

The key concept here is a heightened, cinematic version of the real world. Not every cop routinely faces an army of gun-wielding maniacs, but some do. Even before the Possibility Wars there were heroes and adventurers battling malicious foes and even rare supernatural evils. The invasions have bolstered these ordinary champions, causing many to face their Moment of Crisis and become more adventurous versions of themselves — Stormers and Storm Knights.

Characters in Core Earth are likely to:



Viola has a rebuttal for one of the Cyberpope's projected holograms.

- Battle an army of well-armed mercenaries with a sinister plan to kidnap the President, Prime Minister, etc.
- Investigate a supernatural conspiracy that stretches across centuries and nations.
- Fight on the front line against the invading army of a High Lord.

Core Earth is long on pluck, snappy one-liners, and big explosions. Tales here should feel like a big-budget action movie. These traits infuse the other cosms, so even a grim place like Orrorsh supports bold cinematic combat. Native threats include opportunistic criminals, fanatical collaborators, and dithering politicians. For inspiration look to summer tentpole films like *Die Hard*, *National Treasure*, or the Jason Bourne films.

CYBERPAPACY

A dark future driven darker by the ultimate false religion awaits in Western Europe. The only light comes from flashing neon, projected holograms,

and the brave deeds of the resistance. The key to this brutal cosm is the fight to extinguish individuality and human spirit. It's a grim, cynical place where each day heroes might:

- Commit a costly act of defiance or sabotage against the church.
- Rescue a group of hopeless disenfranchised souls from being "converted" into mechanical slaves.
- Risk plugging in to the GodNet to find a deadly secret.

Life on the mean streets is stark, fast, and ugly. Most battles are the same, over in a flash of bullets and broken limbs. The church's cameras and ears are everywhere, leading to paranoia and literal witch hunts. The only escapes are virtual reality shows, submission, or rebellion.

Mechanical gargoyles, fascist police, and programmed zealots roam the streets looking for dissenters. The human cogs in the church machine are its most vulnerable points, drawing

the resistance into a dangerous mutual game of espionage and exploitation. That tone of stifling oppression should be omnipresent in your adventures, with victories tending to be small and personal. Good visual and mood references include *Freejack*, *The Matrix*, and the works of William Gibson, mixed in with the worst of the Inquisition and other fanatical religious movements.

THE LIVING LAND

Primitive and bloody, the jungles of the Living Land represent every unexplored “hidden world” adventurers have dared to enter. Everything lost eventually turns up here — extinct species, fabulous objects, even entire civilizations. The hardy explorers of this wild place can expect to:

- Lead refugees from the vine-tangled ruins of the modern world.
- Carve a trail through the wilderness to discover fame, riches, and lost civilizations drawn into our world by the Law of Wonder.
- Survive dinosaurs, disasters, and native attacks just to see another day.

The primary enemy here is nature itself. Storms, starvation, quicksand, and vicious predators might all dispatch an unwary or unprepared traveler. Nature is savage, and the axioms of the cosm strip explorers of the tools that usually protect them.

There is great opportunity for those clever and strong enough to survive and thrive in the wild. Those who live in or near the realm are like frontier folk — not by choice, but because the frontier came to them. To get a better feel for the Living Land try *Journey to the Center of the Earth*, *King Kong*, or Edgar Rice Burroughs’ Pellucidar novels starting with *At the Earth’s Core*.

NILE EMPIRE

This cosm is born from the classic pulps and serials. But in this world, the bad guys can win! Everything has the over-the-top feel of a rip-roaring four-color comic, but there’s a dark fascist edge to the villains. They revel in their madness, emboldened by the crimes and atrocities they get away with every day. The action here is bold and the heroes are bolder. On any given day those who fight High Lord Mobius are likely to:

- Prevent evil cultists from making a sacrifice to raise a mummy or other abomination.
- Smash Dr. Mobius’s spy ring of Fifth Columnists in Cairo.
- Foil a nefarious inventor before he uses his hypno-ray to enslave an entire city.

With both weird science and miracles in play the Nile Empire can get strange quick! Jack-booted shock troopers with suspiciously German equipment fight alongside cursed creatures inspired by Egyptian mythology. The tone is exaggerated, dark, brutal, and heroic all at the same time. Jumping from one airplane to another in midair is the norm. For inspiration try *Raiders of the Lost Ark*, *The Mummy*, or go back to the original serials that inspired them like *Zombies from the Stratosphere*.

ORRORSH

Gothic, dark, and terrifying, Orrorsh should inspire fear and dread at every turn. Even the cosm’s world laws make it easier for characters to die. It’s no coincidence this realm produced the most dangerous High Lord of all, the Gaunt Man.

The monsters have the upper hand in Orrorsh, which only makes the struggles of the Storm Knights more heroic. Typical adventures here include:

- A string of grisly murders point to a hidden monster that must be stopped.
- A booby-trapped tomb conceals a powerful secret, and the dangerous things that guard it.
- The desperate owner of a haunted house needs help breaking an old family curse.

Victorian colonialism clashes with the modern cosmopolitan Indian culture at the heart of Orrorsh. The enemies are many and terrible: ghosts, werewolves, vampires — and even the clumsy, colonial racism of the Victorians.

Heroes are still powerful combatants, but against some creatures that just isn’t enough. The indispensable underlying factor is horror, all the way from Victorian tales like *Dracula* or *Penny Dreadful* to modern adventures with horror elements like *Fright Night*.

PAN-PACIFICA

There's something just a bit off about Pan-Pacifica. On the surface it's much like Core Earth, with battle-hardened cops busting Triads and Yakuza in a ballet of flying bullets. Even before the Possibility Wars there were rich and ancient traditions of incredible martial feats. That's all still true, but with Kanawa's plague spreading, things are starting to change. Heroes in Pan-Pacifica might find themselves:

- Proving who killed the Big Boss before a gang war erupts.
- Breaking into a secure corporate facility to discover a company's darkest secrets.
- Fending off infected jiangshi in a barricaded shopping mall until rescue arrives.

In this cosm a cough may be a dreadful harbinger of vicious attacks. As the plague spreads, people become more vulnerable, desperate, and dangerous. The cops focus on crime syndicates like the Yakuza while the real criminals within Kanawa

run rampant over the governments. Samurai and martial arts culture become increasingly popular.

The mood in the air is apocalyptic, like everything is just about to spiral out of control. To help with the tone look at *Black Rain* or *Hard Boiled* for a picture of before, and then add the *Resident Evil* series and *Akira* for a taste of where things are heading.

THARKOLD

Take the devastated post-Cold War industrial landscape of Russia and add incredibly powerful technological demons and their legions of human thralls. The resulting desolate wasteland is littered with battered and abandoned technology. Stoic Russians and runaway slaves from Tharkold itself jury-rig whatever dark machinery they can use to battle the invaders. Desperation has made them very good at it. A lovely day in Tharkold might see heroes:

- Deliver a convoy of refugees through the Blasted Land to a safe zone.



Maru is looking for answers, and the Ghost Syndicates may have them.

- Recover a politician whose plane crashed inside a Tharkoldu Archduke's territory.
- Stop dehumanizing experiments conducted by a covert organization using demonic technology.

In the dreary cities, people are slaves to the depraved demons, but under the guise of Soviet-style bureaucracy. Outside the cities, scarcity, anarchy, and madness reign. The action here is frenetic and savage: kill or be killed. Nightmares of flesh and circuits stalk the gray urban jungle of this cosm, including the bloated Tharkoldu themselves and the bloodthirsty slaves they command. For inspiration go for a mixture of *Hellraiser* and *The Road Warrior*, then add *Firefox* to get some of the political tension.

MIXING COSMS

Torg Eternity's approach is to keep each cosm distinct while still weaving them together into a greater whole. When an adventure moves to Orrorsh it isn't just adding zombies to an action game, the game itself becomes more like a horror story. Tales often feature globe-spanning shifts, and Storm Knights impose their own realities as another layer. An adventure in any one of the cosms is awesome. An adventure that combines two or more is *Torg!* A few plot structures lend themselves especially well to these kinds of epic games:

THE GATHERING

A gathering starts with a goal attainable only by traveling to different realms. To solve it, a number of items, ingredients, or information must be collected. The original goal becomes possible once these are all in place. The order of the scavenger hunt shouldn't usually matter so players have extra freedom and agency when choosing what to go after and how.

The difficulty should scale naturally as early successes tip off the protectors of later ingredients. The High Lords might also attempt to ambush the Storm Knights between objectives, sabotage their travel, or otherwise hamper them from reaching their collective goal.

Example: An Orrorsh stela can be safely destroyed by a ritual. The ritual needs an albino dinosaur claw found in the Living

Land, the name of a demon protector known by a Tharkoldu, and a preserved heart at least 1,000 years old that can be found in the Nile Empire.

THE QUEST

Like the gathering, a quest starts with a seemingly insurmountable goal. A string of smaller, escalating quests eventually make the original feasible. Each success removes another barrier, opening the path to a larger quest until they fall like dominoes. The smaller quests have their own foes and feel, like the chapters in a book. Or the villain of the final goal may figure out what the heroes are up to and send forces to stop their progress.

Example: A skeletal ice dragon rampages in Finland, seemingly invulnerable. The heroes learn the monster's heart must be destroyed, and that Uthorion has hidden it in a tomb of solid ice at the North Pole. The Storm Knights must steal the evil Dr. Melter's ray from Thebes, transport the ray to the North Pole through the dangerous Russian wasteland, and use it to recover the heart. They can then return with the heart to battle the dragon. Destroying the artifact once the dragon is down sends it to its final reward.

THE RACE

The plot is a continuous chase — get to the next destination before someone else does! The end goal may not be clear until the last leg. In some ways this is an inverted quest or gathering, with the villains pursuing a goal and the heroes trying to keep up and get ahead of them. The Storm Knights might be running from something rather than to it, and those who fall behind perish.

Example: Kanawa agents destroy a bronze diving bell found in the Living Land, but not before its relief map to an Egyptian tomb is discovered. That tomb points to a lost temple in India. The temple contains Hippocrates' golden tablets, which are sent to a Kanawa lab in the Gobi desert for analysis, translation, and nefarious purpose.

PLAYER AGENCY

Player agency is an important concern regardless of the overall plot structure. When you can, include some elements and challenges that are specific to the player characters. It helps to reinforce that they're heroes, and why they are so well-suited to the particular task at hand.

Outside forces may ally with the group or provide assistance, but the focus should remain squarely on the Storm Knights. It's their actions that will win or lose the day. Everyone else is just there to give them a fighting chance, or suffer a tragic fate should they fail.

ACT STRUCTURE

Acts and scenes are the skeletal structure of a *Torg Eternity* adventure, giving it form and bearing some of the logistical weight. Don't ignore these bones — they aren't just a storytelling convention. Tangible game effects depend on them. Destiny hands and Possibilities reset, which might be good or bad depending on how well the Storm Knight was provisioned at the end of the previous act.

Each act is built around a specific purpose within the plot — one broad stroke. The purpose could be the introduction of important information, adding a twist that changes the situation, or resolving an existing conflict. Once that purpose is achieved something important changes and leads the characters into the next act. The change could be the physical location, a modification to the mission, or an alteration to a relationship. If these changes aren't happening the plot starts to feel stagnant and repetitive.

If you are running free-form try to call an act break when you reach one of these big transitions. Minor shifts happen for scenes (see below), but the major ones stand out. The unexpected betrayal, the clue that points towards the true culprit, or finally losing the pursuit that's been nipping at their heels are all signs of this transition. When in doubt, call an act break after each Dramatic Scene is finished or when the heroes leave one cosm for another.

Acts are also useful tools when designing your own adventure. You can never plan for exactly how the players will reach a transition, but they

will reach it if they know they need to. When you break your plot down into the broad arcs, ask what motivates the Storm Knights to move forward. Is that motivation enough? What information or incentive can you add if it's not? The players don't need to know everything, in fact some mystery is crucial, but if they don't know anything they will flounder or charge towards a different goal that will leave you scrambling. Try not to create the solutions to the challenges, but rather work on expressing the available tools and options so they can solve situations their own way.

SCENE STRUCTURE

Just as acts break down the plot into broad strokes, scenes split acts down into smaller story beats. Each beat is a risk, decision, or new discovery that can change how the heroes approach the adventure. Like acts, scenes aren't just a story convention. The main mechanic tied to scenes is redrawing Destiny cards, but some Perks need a new scene to reactivate as well.

Each scene must be categorized as either Standard or Dramatic in order to know which line on the Destiny Deck to use if a fight breaks out. Most are Standard Scenes, even if they involve deadly combat. Each act generally only has one Dramatic Scene. There are exceptions, but when they come up take a look; you may need to split the act instead. Which scene is the Dramatic Scene? The crucial, pivotal one that drives the transition to the next act.

An act could have any number of scenes, but three to five is usually about right. Many scenes are optional, and the order can be rearranged depending on the structure of the adventure. You may also have to invent a new scene in response to the Storm Knights' actions. What's important is that each scene moves the party closer to the end of the act. Multiple scenes could build up to that point, but only the Dramatic Scene marks the point of no return. The Dramatic Scene is the one that shouldn't be skipped.

The action that drives a scene may be obvious or concealed. A scene where the Delphi Council assigns the team a task might have obvious beats: Decision — will they take the job, and at what terms? There could also be a concealed beat: Discovery — do they find out about the risks, or is



Insects and the stench of rotting flesh just mean Brownstone is closing in on his prey.

the Delphi Council holding something back? Any of the above could affect the adventure. Concealed elements early on should become apparent later. Once the different beats are accomplished or disregarded, move on.

When designing a scene, the beats are goals to complete before the scene ends. Don't try to specify how those goals must be met, let the players make their own plans. It can be helpful to have one or two possibilities in mind, especially if someone plays an *Idea* card, but don't get stuck thinking that's how the scene must unfold.

Some scenes can be dropped in just to reinforce the feeling of a cosm. A stampeding dinosaur may not have anything to do with the main plot, but it reminds the explorers they're in the Living Land. These floating scenes can interrupt an action that might derail the plot, or add an opportunity to drop in a missed discovery. You may also need to create a custom scene to bridge the players from an unexpected digression back into the plot.

When the scene's beats are exhausted, it's time to move on. It may not be certain how a scene ends, but it should be clear where the next one begins. A little narration to re-establish where and when the action occurs place is all it takes. If the players could make a choice that would affect which scene starts then simply ask them as part of the transition.

While setting the new scene, take a moment to consider how the Storm Knights' choices affect the upcoming beats. The more previous actions have noticeable consequences in later acts, the more weight every action a player takes has. It's very satisfying for players when ripples they introduce start to have an impact on the adventure.

GAME MASTER CHARACTERS

If acts and scenes are the bones of an adventure, the other characters who inhabit the world are its muscles. What they say contributes to tone more than any other detail. Allies are treasured assets, and mourned if lost. Interesting bystanders add

weight to any conflict. A colorful villain enhances any clash. After all, heroes are often measured by the strength of their foes.

When designing or introducing these characters, think about the role the individual plays in the adventure:

Exposition: Whether through words or actions, the character delivers crucial information to keep the plot moving.

Mood Setter: The character may lighten the adventure with some comic relief, or reinforce the tone of a cosm or scene. Sometimes the poor sap is just a victim to show what terrible things can happen if the heroes aren't on the ball.

Motivation: These are the characters for whom the Storm Knights are fighting. A motivator could be a boss giving orders, a victim in trouble, or even someone who needs to be taught a lesson. For whatever reason, the Storm Knights care, and that will propel them into the plot.

Obstacle: They could be bitter enemies, friendly rivals, or just random jerks who get in the way. They aren't the true villains, but need to be overcome or negotiated with to move the plot forward.

Villain: This is the main antagonist whose goals oppose the Storm Knights, and his or her minions. If the villain wins the conflict the consequences should be tragic. The fiend should be unlikeable or even evil and a credible threat. He must be able to plan something worth stopping, and powerful enough to execute that plan, including handling a group of Storm Knights out to stop him.

The villain is almost certainly a trusted servant of a High Lord. He might also be a plotter like the insidious Wu Han. Plotters are often accompanied by partners who are more focused on raw power should things turn violent.

MAKING MEMORABLE CHARACTERS

For nonplayer characters to matter, the players must first remember them. These characters must feel vibrant and alive. This is especially crucial for a motivator or a villain. Appearance, speech, and objectives all help make that happen.

Notable Appearance: A unique appearance goes a long way toward making a character stand out from the background, so make it distinctive. Tie it

to one or two physical features whenever possible. A character who looks handsome won't stick in players' minds. A character who has a prominent, chiseled cleft chin leaves more of an impression. Focus on something as unique as possible so players can at least say things like "the guy with the chin" and everyone knows who they're talking about.

Quote: In the theater of the mind, a distinctive voice counts for as much or more than appearance. It gives players another anchor to latch onto and remember. It usually works well to call out a recognizable stereotype like "egg-headed professor" or "sultry gun-moll" and then toss in a quote or two to reinforce the speech pattern. The best quotes beg

ENDING AN ACT

Once an act is over, take a moment. This break is for awarding XPs and resetting Possibilities, but it's also a great time for people to refill drinks or get snacks. It's also time the GM can use to think about what actions the heroes have taken that could have interesting consequences on what is to come. The break gives time for everyone to speculate about what's next, which naturally generates more tension and interest.

When things work out, an act ends at the same time as the game session. In reality these events don't always coincide. By default when a game session ends during an act each player should record their character's Possibilities and cards, and pick up in exactly the same place at the beginning of the next session. If that's problematic the GM can force an artificial act break and then skip the next real act transition to make up for it.

to be spoken in a certain tone, which helps that unique voice come out.

Objective: The third ingredient that makes a character pop is their objective. Nonplayer characters need a definite short-term goal. What do they want right now? This goal not only helps the GM get into the character's mindset, but when the situation changes it helps adapt the character's actions to suit the new conditions. An objective isn't static. It might change in different scenes or acts, or best of all, as a result of the players' actions.

STATISTICS

Game statistics are actually optional for most characters the players encounter. The only time you really need them is if the Storm Knights are likely to come into conflict with them. This might mean combat, but could just as easily include resisting *intimidation* or *persuasion*. If you created a character but didn't give him Attributes or Skills, don't panic. Just use what seems to fit.

An average person's values hover between six and seven. Ten represents a well-trained threat.

TRANSPARENCY

Mechanical information isn't meant to be secret in *Torg Eternity*. How many Possibilities a foe currently has, what an enemy's various defenses are, and what modifiers apply to any given DN should all be apparent or freely shared if the players ask. All four steps of a Dramatic Skill Resolution should be clear as soon as the task begins.

Special occasions might require secrecy, but even then the fact that the characters aren't aware of a Difficulty Number is an obvious clue that something is up.

Information unrelated to tests or game mechanics doesn't need to be shared. A villain's plans or motivations, for example, may remain secret until discovered via role-playing or through the clever use of skills and abilities.

Powerful villains might have a 15 to 20 in their specialty, or more if they are intended to be beyond the capabilities of lower Clearance Levels.

It's useful to note down the character's values as they come up for the sake of future consistency, or set down the rest of the important numbers later. If the character is a Stormer, he has at least two Possibilities to spend each act.

Don't be afraid to add a couple of cool Perks just to make the character a little different from his fellows. Definitely note these for consistency. A Core Earther who can negate Possibilities in one scene should definitely be able to do so later on, for example.

EXTRAS

Maps aren't needed to play *Torg Eternity*, but a picture is worth a thousand words. Maps answer questions about the setting players might not think to ask, reinforce visualization, allow for tactical improvisation, and keep everyone on the same page. Area maps help plan routes and show escapes, different destinations, and hazards at a glance. Combat maps give ideas on ways to use the environment for advantage during *maneuver* actions, and help keep straight who is close to whom and who's under threat. The GM can do all that with just words, but visual aids make it much more clear.

Scripts are useful when a GM character has a monologue containing vital cues. These are easy to forget in the heat of the moment. Scripts also keep the character's voice consistent. A simple narration of where the action picks up is another type of script. If it's important that something happens then it just does. Don't try to create the illusion of choice where there isn't any, set the scene and get to the action.

Handouts are fantastic for players. Newspaper clippings or printouts might contain subtle clues that might be too obvious or boring if spoken aloud. They're also handy reminders for older information that may become more relevant later. They're extra work, but that extra work can pay off in speed, quality of play, and most importantly, immersion.

All of these elements — maps, scripts, and props — are optional, of course, but each adds extra

channels for information that make the situation more clear and draws the players more fully into the adventure.

PACING

Pacing during an adventure is fueled by discovery and jeopardy. Jeopardy can come from combat, traps, or even just threats to innocents the heroes care about. Discoveries are the new pieces of information that move the plot forward through scenes and acts. Try to mix these up, or introduce one or the other when the adventure starts slowing down. If the players are having fun playing out a scene you don't have to rush them, but when the energy starts to fade a dose of danger or new clues will get things moving again.

The adventure's climax occurs in the last act and is the culmination of everything that came before. If the Storm Knights were successful the climax may be a final attempt to stop the villain from escaping. If they haven't done so well the climax becomes a desperate last-ditch attempt to save the day. Regardless of the stakes it's clear that this is the finale.

The climax is always a Dramatic Scene, and the Storm Knights are front and center. Whatever happens, the major conflict of the plot should be resolved. Pay off anything you set up unless you mean to use it in an ongoing plot. If the heroes win allow them a moment to savor their victory and describe the resulting glory. If they lose, don't gloat (but the villains might!). Allow the survivors to fall back with some dignity so they can recover and try to do better next time.

POSSIBILITY AWARDS

The forces resisting the High Lords, perhaps Apeiros itself, disburses energy to heroes who do great things. Not so much for what heroes do, but rather how they do it. Style matters.

When a player does something really fun, whether it's a perfectly timed line of dialogue, an extremely creative action, or even just a joke that makes everyone laugh, the GM should award such entertaining game play with a Possibility. Rewards can also be appropriate when a player takes an action that strongly reinforces a cosm's World Laws or atmosphere.

Such awards should be immediate, in part for the gratification and in part to encourage others to strive for the same type of behavior. Possibility Awards are given out solely at the whim of the GM, though players might remind the GM about rewards when someone does something especially worthy.

Don't worry about game balance when dispensing such awards. The Cosm cards help force the flow of Possibilities when necessary, but allow the GM to add serious challenges if the players are already charged with large amounts of Possibility Energy. Likewise, players with more Possibilities tend to try riskier actions, leading to more expenditures and also more opportunities to earn Possibilities — and more fun!

EXPERIENCE AWARDS

At the end of each act every Storm Knight in the group gains five XP to spend before the next act begins, even if the next act begins immediately after the previous one ended. Even if a player missed some or all of the act his character gains XP just the same. Likewise if a character perishes, the new adventurer starts with the same number of XPs as the rest of the group. No one gets left behind!

A character can save up XPs rather than spending them all, and must in order to buy more expensive upgrades like attributes.

Torg Eternity and most of the material focused on the first year of the Possibility Wars is designed for Alpha level Storm Knights — zero to 50 XPs. Year two material introduces new options and challenges for Beta level characters.

CHARACTERS & CREATURES

The many cosms of *Torg* offer numerous foes, threats, and even monsters. Below are some of the most common antagonists Storm Knights are likely to encounter in the early stages of the invasion. Cosm books and campaigns offer far more terrors and challenges.

SPECIAL ABILITIES

Human or human-like beings usually have Perks just like player characters, although they *don't* have to meet the listed prerequisites if the Game Master doesn't want them to. Some may have unusual back-stories or origins to account for this, but most foes don't need balanced advancement like player characters.

Other beings generally have Special Abilities. Some may be unique, some may mimic Perks, and some may work a little differently from a similar Perk and thus bear a unique description. Below are some of the most common found throughout the cosmverse with their game effects.

If a foe lists a skill in parentheses (), that value is used for defenses only. This notation is useful when a creature is harder to affect with a particular interaction, but not completely immune.

ARMOR

The creature has scaly skin, tough hide, or even actual armor that adds directly to its Toughness. This number is already figured into Toughness.

BITE/CLAWS

Monsters with bite or claw attacks list a single damage value, such as: Bite/Claws: *Strength* +2 (14). Whether the attack is actually a bite or a claw attack doesn't usually matter. If it does, the Game Master can decide.

CLOAK OF DARKNESS

When the sun sets, the monstrous inhabitants of Orrorsh gain power. They lurk in darkened cellars and dank caves, and emerge on moonless nights when storms rage.

Monsters with this ability gain a bonus to their Toughness equal to the visibility penalty of the darkness they're in. A monster obscured by Dim shadow (a -2 penalty) gains a +2 increase to Toughness, for example. A horrid fiend in Pitch Black conditions has a +6 Toughness boost!



Viola flees from a pursuing host. Sometimes escaping alive is victory enough.

DREAD

Dread is reserved for those particularly terrible and iconic creatures such as dragons in Aysle or the Gaunt Man's unnerving ravagons. When they enter a Standard Scene, it immediately becomes a Dramatic Scene. Once they depart (or are defeated) the scene returns to normal on the next card.

FEAR

The creature causes fear. When a character first encounters it in an act, he must make a *willpower* or *Spirit* test or be Very Stymied. Some particularly terrifying creatures may modify this result.

FLIGHT

The foe has wings or some other means of flying through the air. Flight uses the creature's base move speed unless a different move is listed in the description.

GLOATER

This villain excels at taunting or intimidating foes. A Gloater from the Nile Empire might be a megalomaniacal lieutenant of Pharaoh Mobius.

In Orrorsh it may be a vampire who whispers terrible things from the shadows while his brides rush into melee.

Gloaters tend to command other minions who do their dirty work for them, allowing them to stand back during combat and demoralize the Storm Knights through interaction attacks.

Anytime *taunt* or *intimidation* are Approved Actions, a Gloater may affect the *entire* party of player characters without incurring any Multi-Target penalties. The interaction attack doesn't affect the party's allies, only the player characters themselves.

This results in the interaction effect (Stymied, Vulnerable, or Player's Call) *and* takes a Destiny card at random from each of their hands.

IMMUNITY

Immunity is a catch-all term for anything a creature *can't* be affected by, from *taunt* to normal weapons. An Abomination can't be harmed by radiation, for example, while a ghost might be immune to all but magical or silver weapons.

MOBS

Heroes are often confronted by hordes of Nile Empire Shocktroopers, edeinos, or gospog. Keeping track of all these individuals' Shock can sometimes take the Game Master's attention away from the action, so here's a shortcut she can use when she feels it's appropriate.

Wounds and other states are still tracked normally, but track Shock for the entire mob rather than individuals. Every time Shock exceeds an individual member's Shock limit, one of them is KO'ed. It's usually the last one attacked, but it doesn't have to be, especially if the Storm Knights have been spreading the damage around. In this case the GM can decide which foe to KO as they give in to stress, bleeding, or "off camera" injuries — or even just run away.

This might occasionally fly in the face of realism but simulates some of the incidental damage and stress that occurs in a fight that isn't captured by a single rolled attack.

The Game Master can always track certain members separately if needed. For example, if a mob of Nile Empire shocktroopers guards a room and one of them has a dead-man's switch that triggers an explosive, the one holding the switch should certainly be tracked individually.

When Wounds eliminate mobs, just remove them without adjusting the Shock at all. Keep it simple.

Example: Aidan and Ibis encounter a group of thralls loyal to Acheron, an archdemon from Tharkold. Since there are eight thralls, the GM decides to treat them as a mob. Their *Spirit* is 7 so every time the mob accumulates 8 Shock, one of the thralls is KO'ed.

The GM usually picks the one the heroes are focused on, but sometimes it's the last one hit.

INSIDIOUS

Certain villains are particularly nefarious when it comes to tormenting their foes. If an Insidious villain performs a successful Approved Action, he discards a random Destiny card from each of the affected player characters' Action Pools!

Example: The insidious Wu Han *taunts* a group of would-be heroes. Three of the five are affected and Stymied or made Vulnerable as the GM thinks appropriate. In addition, since *taunt* is an Approved Action that round and Wu Han is clearly Insidious, the GM also discards a random card out of each player character's Action Pool!

LARGE/VERY LARGE

A Large creature is anything roughly twice to five times the size of a human. Anything bigger counts as Very Large. These correspond to the Size modifiers (page 126), so attacks against a Large creature gain a +2 bonus, and a +4 against a Very Large target. Larger creatures tend to have more *Strength*, Shock, and Wounds than normal.

Perks affect Wound and Shock limits normally. Creatures may also get a boost to movement due to size or form.

Creature Size/Type	Shock	Wounds
Human or smaller	Spirit	—
Human/Elite	Spirit	1
Human/reality-rated	Spirit	3
Large	Spirit+2	1
Large/Elite	Spirit+2	2
Large/reality-rated	Spirit+2	4
Very Large	Spirit+4	3
Very Large/Elite	Spirit+4	4
Very Large/reality-rated	Spirit+4	5

MINDLESS

The creature has no instinct for self-preservation or capacity for conscious thought. It simply obeys the commands of its master, or attacks anything unlike it. Mindless creatures are immune to *intimidation* and *taunt*, but they can still be tricked! They ignore the effects of *telepathy* and similar spells or miracles.

MINIONS

Some villains surround themselves with lackeys, minions, and toadies for a reason. While such lapdogs can occasionally prove efficient or even dangerous, their real use is as a sort of living shield for their masters! This is most appropriate in pulp-style realms such as the Nile Empire, but even Tharkoldu sometimes keep thralls around as human shields.

When a villain with this ability is injured by an attack, he may make a simple *reality* skill test. If successful, the attack is somehow transferred to a nearby lackey instead. If there are no minions nearby (GM's call) the ability has no effect.

POISON

If a creature with a poison ability deals damage equal to or greater than the character's Toughness, the poison takes effect. The poison deals its listed damage or effect each round for a minute (6 rounds).

After a minute the poisoned character must attempt a standard *Strength* test. If the test succeeds the poison effect ends, otherwise it continues for another minute.

POSSIBILITIES

Possibilities is a guide to how many, if any, of the listed characters or creatures might have Possibilities (and add the *reality* skill at a few adds if they do). The number in parentheses afterward is how many Possibilities they usually have.

- *Never* means the creature can't have Possibilities, such as a construct or a Gospog of the First Planting.
- *Rare* means some small percentage of the listed beings have Possibilities. The Game

Master should decide as fits the story. A nameless lieutenant the Storm Knights talk to in passing probably doesn't, but Lt. Ortiz who they often work with should.

- *Common* means that most beings of this type have Possibilities.
- Unique beings and creatures simply list their usual number of Possibilities, and their *reality* skill is already listed in their statistics.

RELENTLESS

The creature is tireless and ignores Shock completely. Fatigue has no effect. A relentless creature may still be KO'ed by Wounds, which usually represents its incapacitation or destruction.

SWARM

Swarms are composed of hordes of smaller, individual creatures. Eliminating one, or even dozens has no real effect on the swarm as a whole. Unarmed and crushing weapons deal base damage normally. Area attacks deal damage normally. Blades, bullets, or weapons that can't hit dozens of creatures at once deal no damage at all.

Each round, any character in contact with the swarm on its turn suffers two Shock. Large swarms have +5 Shock and +2 Wounds.

UNDEAD

This loathsome thing is some sort of animated corpse. It may be a vampire, a zombie, a gospog, or some other vile horror. Undead are never affected by powers, spells, or abilities that affect breathing, eating, Fatigue, or other functions required only by the living. Such creatures always count as Supernatural Evil (page 273) when determining the effects that Perks or powers have upon them.

ALL COSMS

GOSPOG OF THE FIRST PLANTING

Gospog of the First Planting are human corpses entwined with rotting vegetation and putrid flesh. They are common to all realms, a gracious gift of death from the Gaunt Man to his fellow Reality Raiders. They are strangely adaptable and function without Contradiction in every realm.

Attributes: Charisma 5, Dexterity 7, Mind 7, Spirit 7, Strength 8

Skills: Dodge 8, find 8, maneuver 8, melee weapons 8, stealth 8, unarmed combat 10

Move: 7; **Tough:** 8; **Shock:** —; **Wounds:** —

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Claws:** Damage *Strength* +2 (10)
- **Fear:** Gospog are horrific amalgamations of a corpse and rotten plant matter. Test *willpower* or *Spirit* or become Very Stymied.
- **Mindless:** Gospog are immune to *intimidation* and *taunt* interactions.
- **Relentless:** Gospog ignore Shock.
- **Undead:** Gospog are immune to poison and other effects that require breathing, eating, or other “living” processes.

RAVAGON

Tall and fearsome, these winged hunters are armed with sharp claws, powerful wings, and a savage lust to shred their foes. They serve the Gaunt Man, and act as his eyes and hands in all the realms.

Attributes: Charisma 5, Dexterity 9, Mind 7, Spirit 11, Strength 12

Skills: Dodge 12, find 12, intimidation 13, maneuver 15, reality 12, stealth 12, taunt 10, tracking 12, trick 10, unarmed combat 15

Move: 9; **Tough:** 15 (3); **Shock:** 11; **Wounds:** 3

Equipment: —

Perks: Vengeful

Possibilities: Common (3). Ravagons without Possibilities don't survive to adulthood.

Special Abilities:

- **Armor:** Thick hide +3.
- **Claws:** Damage *Strength* +2 (14).
- **Dread:** When a ravagon is present Standard Scenes count as Dramatic Scenes instead.
- **Flight:** Move 11 in the air.

CORE EARTH

POLICE OFFICER

Policemen and women around the world frequently take part in the Possibility Wars, protecting and serving the people of their neighborhoods.

Attributes: Charisma 7, Dexterity 8, Mind 7, Spirit 8, Strength 8

Skills: Dodge 9, evidence analysis 8, find 8, fire combat 9, first aid 8, intimidation 9, land vehicles 9, melee weapons 9, stealth 9, unarmed combat 9

Move: 8; **Tough:** 12 (4); **Shock:** 8; **Wounds:** —

Equipment: Ballistic vest (+4), M4 carbine (Damage 13)

Perks: —

Possibilities: Rare (2).

Special Abilities: —

SOLDIER

This entry represents a typical soldier of Core Earth's armed forces who has had at least a little experience in the Possibility Wars.

Attributes: Charisma 6, Dexterity 8, Mind 7, Spirit 8, Strength 8

Skills: Dodge 10, find 8, fire combat 10, first aid 8, heavy weapons 9, intimidation 9, land vehicles 9, maneuver 9, melee weapons 9, stealth 9, unarmed combat 9

Move: 8; **Tough:** 12 (4); **Shock:** 8; **Wounds:** —

Equipment: Ballistic vest (Armor +4), M4 assault rifle (Damage 13, Short Burst, Range 50/100/200).

Perks: Double Tap

Possibilities: Rare (2)

Special Abilities: —

SOLDIER (OFFICER)

Officers (and non-commissioned officers) lead their troops into battle and have a few extra skills and abilities that reflect their additional training. The profile below reflects a lower level officer with

some experience. Veteran officers of course have more skill adds and Perks appropriate to their background and situation.

Attributes: Charisma 7, Dexterity 8, Mind 8, Spirit 9, Strength 8

Skills: Dodge 10, find 9, fire combat 10, first aid 9, heavy weapons 9, intimidation 10, land vehicles 9, maneuver 9, melee weapons 9, persuasion 9, stealth 9, unarmed combat 9

Move: 8; **Tough:** 12 (4); **Shock:** 9; **Wounds:** 1

Equipment: Ballistic vest (+4), Glock 9mm (Damage 13, Range 10/25/40)

Perks: Double Tap

Possibilities: Rare (2)

Special Abilities: —

AYSLE

DRAGON

Gigantic, reptilian embodiments of greed and destruction — dragons are intelligent and territorial hoarders prone to viciously attacking anyone who stumbles into their path.

Attributes: Charisma 10, Dexterity 8, Mind 10, Spirit 12, Strength 17

Skills: Apportation 14, dodge 10, intimidation 15, find 12, maneuver 10, missile weapons 12, taunt 13, unarmed combat 14

Move: 10; **Tough:** 21 (4); **Shock:** 16; **Wounds:** 5

Equipment: —

Perks: Whirlwind

Possibilities: Common (5)

Special Abilities:

- **Armor:** Scaly skin +4.
- **Bite/Claws:** Damage *Strength* +2 (19).
- **Dread:** While a fearsome dragon is present, any Standard Scene counts as a Dramatic Scene instead.
- **Fear:** These awe-inspiring monsters make foes tremble. Test *willpower* or *Spirit* or become Very Stymied.
- **Fire Breath:** Damage 14, Medium Blast, range 20/40/60. This uses *missile weapons* for the attack, and as a fire attack works against the lowest armor value on the target.
- **Flight:** Move 12 in the air.

- **Very Large:** An average dragon is 20 meters long, and attacks against it gain a +4 bonus.

LURKS

Lurks are degenerate humanoids with mottled green or pale white skin, slightly oversized heads, and gnarled, sharp teeth. They rob, torture, and loot at the behest of their masters — and they enjoy every minute of it.

Attributes: Charisma 5, Dexterity 7, Mind 5, Spirit 6, Strength 7

Skills: Dodge 9, maneuver 8, melee weapons 9, taunt 9, trick 9, unarmed combat 9, missile weapons 8

Move: 7; **Tough:** 9 (2); **Shock:** 6; **Wounds:** —

Equipment: Leather armor (+2), mace (*Strength* +2/9), Short Bow (Damage 11, Range 10/25/40)

Perks: Shadow Step

Possibilities: Rare (2)

Special Abilities: —

WIGHTS

Wights are slender and elegant, but obviously tainted by Corruption, as evidenced by their snow-white skin and hair and hate-filled black eyes. These servants of Uthorion often command hordes of lurks.

Attributes: Charisma 8, Dexterity 9, Mind 11, Spirit 9, Strength 7

Skills: Alteration 14, divination 14, dodge 12, find 12, melee weapons 12, maneuver 12, taunt 11, trick 12

Move: 9; **Tough:** 9 (2); **Shock:** 9; **Wounds:** 1

Equipment: Leather armor (+2), longsword (*Strength* +2/9)

Perks: Frightening Aspect, Spellcaster (*disguise, fear, possibility rend*)

Possibilities: Common (3)

Special Abilities:

- **Undead:** Wights are immune to poison and other effects that require breathing, eating, or other “living” processes.

THE CYBERPAPACY

CHURCH POLICE STREETBEATER

The Cyberpapacy’s police forces can be found on most every corner in the major cities. They are

trained in basic detection, crowd control, and of course, combat. Streetbeaters are equipped with audiovisual recording equipment in their helmets connected to the GodNet. They aren't given cyberware or other enhancements — those are saved for the more elite CAT teams.

Attributes: Charisma 7, Dexterity 8, Mind 7, Spirit 7, Strength 8

Skills: Dodge 9, energy weapons 9, evidence analysis 9, faith 10, find 9, fire combat 10, heavy weapons 9, intimidation 10, land vehicles 9, melee weapons 9, taunt 8, trick 9, willpower 8

Move: 8; **Tough:** 12 (4); **Shock:** 7; **Wounds:** —

Equipment: Armor of God (+4), GodMeeter (Damage 15, Range 10/25/40), riot stick (*Strength* +3/11 damage, non-lethal)

Perks: —

Possibilities: Rare (2)

Special Abilities: —

CYBERPRIEST

Cyberpriests channel the divine energy of Jean Malraux's god to curse sinners and spread the word of the One True Way.

Attributes: Charisma 8, Dexterity 7, Mind 9, Spirit 11, Strength 7

Skills: Dodge 9, energy weapons 10, evidence analysis 11, faith 14, find 11, fire combat 10, first aid 10, heavy weapons 9, intimidation 12, land vehicles 9, maneuver 9, melee weapons 9, persuasion 9, stealth 10, taunt 11, trick 10, unarmed combat 9, willpower 11

Move: 7; **Tough:** 9 (2); **Shock:** 11; **Wounds:** 1

Equipment: —

Perks: Cyberware (Trigon Body Plating), Miracles (*bless, hellfire*)

Possibilities: Common (2)

Special Abilities:

- **Gloater:** When *taunt* or *intimidation* are Approved Actions, the villain may affect the entire party without a Multi-Target penalty. Affected heroes lose a random card from their hand.

DEMON (MINOR)

The mixture of magic, hatred, and spiritual power in the Cyberpapacy produces powerful demons. These creatures act almost like lightning rods, embodying sin and appearing spontaneously when

summoned by rituals, mistakes, or the desperation of the susceptible. This type is the most common to appear when a *Heretical Magic* Cosm card is played.

Attributes: Charisma 8, Dexterity 10, Mind 10, Spirit 12, Strength 14

Skills: Alteration 14, conjuration 14, dodge 12, find 11, intimidation 16, melee weapons 15, taunt 12, trick 13, unarmed combat 12

Move: 10; **Tough:** 16 (2); **Shock:** 12; **Wounds:** 3

Equipment: —

Perks: Spellcaster (*disguise, lightning, mage dark*)

Possibilities: Common (3)

Special Abilities:

- **Armor:** Scaly hide +2.
- **Dread:** While a demon is present, a Standard Scene becomes a Dramatic Scene instead.
- **Fear:** Demons inspire instinctive horror in creatures who see them. Test *willpower* or *Spirit* or become Very Stymied.
- **Insidious:** Discard a Destiny card from each target's pool when the demon successfully performs an Approved Action.

THE HOST

The Host are terrifying holographic projections of glowing war angels. The hovering device at the center contains an artificial intelligence and projects light and force fields to create this physical manifestation of the GodNet's will. The projection changes color depending on the angel's mood and purpose. Few people see a red angel and live.

The Host mostly remain quiet, but when they do speak their voices are loud and multifaceted, more like a choir singing than a person speaking.

Attributes: Charisma 12, Dexterity 12, Mind 15, Spirit 15, Strength 15

Skills: Dodge 14, energy weapons 15, faith 18, find 16, intimidation 16, maneuver 13, melee weapons 15, reality 16, taunt 13, willpower 16

Move: 6; **Tough:** 20 (5); **Shock:** 15; **Wounds:** 3

Equipment: —

Perks: —

Possibilities: 5

Special Abilities:

- **Armor:** Protected core +5.
- **Energy Lash/Sword:** The Host's projected weaponry can reach up to five meters away, and deals *Strength* +3 (18) damage. On an

- Outstanding hit the Host may choose to either grapple the target or apply the damage as fire.
- **Energy Shield:** If the Host uses an Active Defense it projects layers of force fields. Its Toughness increases +4 until its next turn.
 - **Flight:** Move 12 in the air.

THE LIVING LAND

EDEINOS WARRIOR

Edeinos are trained in combat from the day they're born. They grow up with a spear in their hands and are ferocious in their pursuit and capture of prey, which they rip apart with their savage teeth.

Attributes: Charisma 5, Dexterity 9, Mind 6, Spirit 8, Strength 10

Skills: Beast riding 10, dodge 10, faith 9, find 8, intimidation 10, maneuver 10, melee weapons 11, missile weapons 10, stealth 10, survival 8, tracking 8, unarmed combat 11

Move: 9; **Tough:** 10; **Shock:** 10; **Wounds:** —

Equipment: Hrockt shoot spear (*Strength* +2/12)

Perks: Whirlwind

Possibilities: Rare (2)

Special Abilities:

- **Bite/Claws:** Damage *Strength* +2 (12).

TRICERATOPS

Similar to what it was once thought triceratops of ancient Earth must look like, these Living Land creatures have a bony, plated head and three sharp horns. Triceratops are favored mounts for many edeinos tribes. They often decorate their beasts in the same paint and tattoos that warriors wear.

Attributes: Charisma 4, Dexterity 6, Mind 4, Spirit 8, Strength 16

Skills: Dodge 11, find 8, intimidation 10, maneuver 7, stealth 7, unarmed combat 10

Move: 8; **Tough:** 19 (3); **Shock:** 12; **Wounds:** 3

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Armor:** Bony crest and thick hide +3.
- **Charge:** +2 damage to an attack after the creature moves more than a walk.

- **Horns:** Damage *Strength* +2 (18).
- **Very Large:** Triceratops are up to nine meters long and 5,000 kg in weight. Attacks against them gain a +4 bonus.

TYRANNOSAURUS REX

One of the most terrifying predators ever to walk the Living Land. This massive reptilian killing machine is fast, 12 meters tall, and has a mouth full of teeth the size of daggers. Core Earthers often call them "rexes" due to their strong resemblance to how media has portrayed tyrannosaurs.

Attributes: Charisma 4, Dexterity 9, Mind 4, Spirit 10, Strength 17

Skills: Dodge 10, intimidation 15, find 8, maneuver 10, stealth 10, taunt (9), tracking 9, unarmed combat 12

Move: 11; **Tough:** 20 (3); **Shock:** 14; **Wounds:** 4

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Armor:** Scaly skin +3.
- **Bite:** Damage *Strength* +3 (20).
- **Dread:** When the mighty tyrannosaur is present, any Standard Scene immediately becomes a Dramatic Scene instead.
- **Fear:** The predatory teeth and roar of a tyrannosaur trigger instinctive terror. Test *Spirit* or become Very Stymied.
- **Very Large:** Most adult specimens are up to 18 meters long. Attacks against them gain a +4 bonus.

NILE EMPIRE

CROCODILE

Crocodiles are large, reptilian ambush predators that appear in lakes, rivers, and marshlands across Africa. The Nile Empire considers these creatures sacred.

Attributes: Charisma 4, Dexterity 7, Mind 4, Spirit 8, Strength 12

Skills: Dodge 8, find 8, intimidation 10, stealth 11, taunt (9), trick (9), unarmed combat 10

Move: 7; **Tough:** 15 (3); **Shock:** 8; **Wounds:** 1

Equipment: —

Perks: —

Possibilities: Never

Special Abilities: —

- **Armor:** Thick scaly hide +3
- **Bite:** Damage *Strength* +2 (14).
- **Swim:** Move 11 in the water.

NILE EMPIRE SHOCKTROOPER

Dr. Mobius's front-line soldiers are drawn from various worlds and regions of the Empire. They wear the traditional garb of the Pharaoh's army, including a pleated headdress.

Attributes: Charisma 6, Dexterity 7, Mind 7, Spirit 8, Strength 8

Skills: Beast riding 8, dodge 8, find 8, fire combat 8, first aid 8, heavy weapons 8, intimidation 9, land vehicles 8, maneuver 8, melee weapons 8, streetwise 8, survival 8, taunt 7, trick 8

Move: 7; **Tough:** 8; **Shock:** 8; **Wounds:** —

Equipment: Short sword (*Strength* +2/10), MP-40 (Damage 13, Short Burst, Range 10/25/40)

Perks: —

Possibilities: Rare (2)

Special Abilities: —

MASKED MARAUDER

Dr. Mobius has had great success recruiting villains and masked criminals as lieutenants and operatives for his sprawling Empire. Most join out of greed or fear of what the Pharaoh might do if they don't cooperate.

Attributes: Charisma 7, Dexterity 9, Mind 10, Spirit 10, Strength 9

Skills: Dodge 11, find 11, energy weapons 12, intimidation 12, land vehicles 11, melee weapons 11, reality 12, stealth 10, taunt 10, trick 12

Move: 9; **Tough:** 9; **Shock:** 10; **Wounds:** 3

Equipment: —

Perks: Electro-Ray

- **Electro-Ray:** Damage 13, Ammo 10. Minor Limitations: Gadget (ray-gun), can't be used in melee (a rifle).

Possibilities: Common (3)

Special Abilities:

- **Gloater:** When *taunt* or *intimidation* are Approved Actions the villain may affect the entire party

without a Multi-Target penalty. Affected heroes lose a random card from their hand.

- **Minions:** The villain may transfer any hit to a lackey within a few meters if he succeeds at a *reality* test.

ORROSH

GHOST

Ghosts are the echoing spirits of the dead, ethereal creatures of pure emotion. Many are lost or mindless, haunting places that were meaningful to them when they were alive. The most dangerous ghosts are pure rage.

Attributes: Charisma 7, Dexterity 7, Mind 5, Spirit 10, Strength 5

Skills: Dodge 8, find 6, intimidation 12, maneuver 9, stealth 12, taunt 8, trick 8, unarmed combat 8

Move: 7; **Tough:** 5; **Shock:** 10; **Wounds:** —

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Cloak of Darkness:** Ghosts gain a bonus to Toughness equal to the current Darkness penalty.
- **Disturbance:** An upset ghost can pick up and hurl objects within a Large Blast, with the ghost at the center of the disturbance. This is an unarmed combat attack that deals *Strength* +1 (6) damage. If unattended weapons are within the disturbance their properties apply to the damage as well.
- **Ethereal:** A ghost may move through walls and solid objects, and is immune to physical attacks unless the weapon is magical or has a property that allows it to affect ethereal beings. Magic, miracles, and psionic powers affect ethereal beings normally.
- **Fear:** Upon first seeing a ghost a hero must test *willpower* or *Spirit* or become Very Stymied.
- **Undead:** Ghosts are immune to effects that require breathing, eating, or other "living" processes.

VICTORIAN SOLDIER

This entry represents a typical soldier from Gaea. These hard troops are used to facing the nightmares of Orrorsh with grim perseverance and a stiff upper lip.

Attributes: Charisma 6, Dexterity 8, Mind 6, Spirit 8, Strength 8

Skills: Beast riding 9, dodge 10, faith 9, find 8, fire combat 10, intimidation 9, maneuver 9, melee weapons 9, stealth 9, survival 8

Move: 8; **Tough:** 8; **Shock:** 8; **Wounds:** —

Equipment: Saber (*Strength* +2/10), Lee Enfield (Damage 14, Range 50/100/200)

Perks: —

Possibilities: Rare (2)

Special Abilities: —

WEREWOLF

Werewolves are people cursed to become rampaging beasts as darkness falls. The transformation occurs on random nights, and never on demand. During the day a werewolf appears human (use the Victorian soldier's statistics), but retains the Lycanthrope Special Ability.

Attributes: Charisma 5, Dexterity 11, Mind 5, Spirit 8, Strength 14

Skills: Dodge 12, find 10, intimidation 12, maneuver 11, stealth 11, taunt (10), tracking 9, trick (10), unarmed combat 14

Move: 11; **Tough:** 17 (3); **Shock:** 8; **Wounds:** 1

Equipment: —

Perks: —

Possibilities: Rare (3)

Special Abilities:

- **Armor:** Thick furry hide +3.
- **Bite/Claws:** Damage *Strength* +2 (16).
- **Cloak of Darkness:** Werewolves gain a bonus to Toughness equal to the current Darkness penalty.
- **Lycanthrope:** Silver weapons deal +4 damage against this creature. Wounds inflicted by other types of weapons automatically heal at the end of each scene.

PAN-PACIFICA

INFECTED HUMAN

Infected humans are living beings driven mad by the Contagion. Black tears smear the faces of these unfortunate souls. They are mindless killers bent on consuming the flesh of the living. Most die within 24 hours. A portion of those who perish then mutate into the even more dangerous jiangshi. At present, there is no known cure.

Attributes: Charisma 4, Dexterity 7, Mind 4, Spirit 5, Strength 8

Skills: Find 8, intimidation (10), stealth 8, taunt (9), trick (10), unarmed combat 9

Move: 7; **Tough:** 8; **Shock:** 5; **Wounds:** —

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Bite/Claws:** Damage *Strength* +1 (9).
- **Horde:** Infected crowd together to overwhelm their prey. Apply any bonus from a Combined Action (page 120) to Damage as well as the attack itself when multiple infected attack a single target.
- **Infected:** Ords KO'ed or Defeated by this creature become infected themselves. *Reality*-rated characters slain by infected rise as jiangshi sometime within the act.

JIANGSHI

Pan-Pacifica's "hopping vampires" are humans infected with a particularly terrible strain of the virus. The creatures are ravenously hungry and spread the infection with a bite. When a victim becomes a jiangshi, her skin puckers and tightens. Muscles contract until they're wound like springs — increasing their effective strength. Heavier victims contract in the same way, but the additional skin and organs bulge out between the muscular bands.

The contraction leaves this creatures stiff and slow on their feet, but capable of powerful leaps — hence their name.

Attributes: Charisma 6, Dexterity 11, Mind 5, Spirit 8, Strength 11

Skills: Dodge 13, intimidation (13), maneuver 13, stealth 10, taunt (11), unarmed combat 13

Move: 5; **Tough:** 11; **Shock:** —; **Wounds:** 1

Equipment: —

Perks: —

Possibilities: Common (2)

Special Abilities:

- **Bite/Claws:** Damage *Strength* +2 (13). Jiangshi attempt to grapple unless a foe is already restrained, so a standard hit causes straight *Strength* damage (11), a Good hit deals full damage (13) and restrains the target, and an Outstanding also makes the target Vulnerable and Stymied. If the target is already restrained a jiangshi uses an All-Out Attack.
- **Fear:** On first encountering this twisted creature a hero must test *willpower* or *Spirit* or become Very Stymied.
- **Infected:** Ords KO'ed or Defeated by this creature become infected themselves. *Reality*-rated characters slain by infected rise as jiangshi sometime within the act.
- **Jump:** A jiangshi may leap double its movement as a simple action, but doing so leaves it Vulnerable.
- **Relentless:** Jiangshi ignore Shock.
- **Undead:** Jiangshi are immune to poison and other effects that require breathing, eating, or other "living" processes.

KANAWA SECURITY TROOPER

Kanawa's corporate security teams go by many different names depending on their role and the country they're stationed in, but the profile below fits most of their guards and patrol personnel.

Attributes: Charisma 6, Dexterity 8, Mind 8, Spirit 8, Strength 8

Skills: Dodge 10, evidence analysis 9, find 10, fire combat 10, first aid 9, intimidation 11, land vehicles 9, maneuver 10, melee weapons 10, stealth 10, streetwise 9, unarmed combat 9

Move: 8; **Tough:** 12 (4); **Shock:** 8; **Wounds:** —

Equipment: Kanawa security armor (+4), katana (*Strength* +3/11), SC Kyogo T11 (Damage 14, Long Burst, Range 50/100/200).

Perks: —

Possibilities: Rare (2)

Special Abilities: —

THARKOLD ABOMINATION

There are many forms of abominations hunting the Blasted Land. These berserk creatures are composed of large predators (usually bears) together with shrapnel from the maelstrom bridge, combined with random mutations.

Attributes: Charisma 4, Dexterity 10, Mind 3, Spirit 8, Strength 14

Skills: Dodge 12, find 10, intimidation 12, maneuver 11, stealth 11, taunt (13), tracking 7, unarmed combat 13

Move: 10; **Tough:** 16 (2); **Shock:** 10; **Wounds:** 1

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Armor:** Bio-mechanical plating +2.
- **Bite/Claws:** Strength +2 (16).
- **Immunity:** Radiation.
- **Large:** This example is based on a large bear. Attacks against a Large creature gain a +2 bonus.

GHULS

Ghuls are desiccated human corpses controlled by a mechanical "tongue." The body's lower jaw is always removed when the machine crawls in and inhabits the carcass. When a ghul is destroyed the tongue wriggles across the ground like a worm, looking for a new host.

Attributes: Charisma 5, Dexterity 8, Mind 5, Spirit 7, Strength 9

Skills: Find 8, fire combat 9, energy weapons 9, land vehicles 9, intimidation 12, stealth 9, taunt (10), trick (10), unarmed combat 11

Move: 8; **Tough:** 11 (2); **Shock:** —; **Wounds:** —

Equipment: Thav-9 (Damage 14, Short Burst, Range 20/40/80).

Perks: Occultech (Thav Integrated WeaponMount, Zan Spinose Plating)

Possibilities: Never

Special Abilities:

- **Cyber-tongue:** Used as an unarmed attack the metal tongue deals *Strength* +2 (11) damage.

If the attack deals a Wound the target is also restrained (see page 123).

- **Fear:** Ghuls are animated corpses controlled by writhing cybernetic tongues. When first encountering them test *willpower* or *Spirit* or become Very Stymied.
- **Relentless:** Ghuls ignore Shock.
- **Undead:** Ghuls are immune to poison and other effects that require breathing, eating, or other “living” processes.

THRALLS

These deranged servants have had their will broken by their sadistic technodemon masters. Most wear explosive slave collars and intimidating armor.

Attributes: Charisma 7, Dexterity 8, Mind 7, Spirit 6, Strength 8

Skills: Dodge 10, find 8, fire combat 10, land vehicles 10, maneuver 10, taunt 8, trick 8, unarmed combat 10

Move: 8; **Tough:** 10 (2); **Shock:** 6; **Wounds:** —

Equipment: Leather armor (+2), Thav-9 (Damage 14, Short Burst, Range 20/40/80), slave collar

Perks: —

Possibilities: Rare (2)

Special Abilities: —

TECHNODEMON

Loathsome creatures of metal and supernatural evil. The Occultech installed in each demon varies considerably, with the selections below the most common.

Attributes: Charisma 8, Dexterity 8, Mind 10, Spirit 12, Strength 16

Skills: Conjunction 14, dodge 12, energy weapons 15, find 11, intimidation 16, melee weapons 15, reality 14, unarmed combat 12

Move: 8; **Tough:** 19 (3); **Shock:** 14; **Wounds:** 5

Equipment: Chain whip (Strength +3/19, Reach 5 meters), Alph Pulverizer (Damage 17, Range 20/40/80)

Perks: Occultech (Alph Weapon Dock, Digan Darksight Eyes MKIII, Vav Sensation Suppressor), Whirlwind

Possibilities: Common (3)

Special Abilities:

- **Armor:** Cybernetic plating +3.

- **Chains:** A technodemon may use *conjunction* to summon chains and attack a target within 50 meters (Damage 15). This attack may use the standard **Grappling** rules (see page 123).
- **Dread:** While a technodemon is present, a Standard Scene becomes a Dramatic Scene instead.
- **Fear:** Technodemons inspire instinctive horror in creatures who see them. When first encountering one heroes must test *willpower* or *Spirit* or become Very Stymied.
- **Flight:** Move 10 in the air.
- **Large:** Most technodemons stand three or more meters tall. Attacks against them gain a +2 bonus.
- **Minions:** The technodemon may transfer any hit to a lackey within a few meters if he succeeds at a *reality* test.

SUPERNATURAL EVIL

Many Perks, miracles, and abilities grant bonuses against “supernatural evil,” but which creatures count as such?

The Nameless One is the focus of supernatural evil, and by extension the Darkness Devices and High Lords.

Essentially, beings that are created or held together by evil and darkness — undead, jiangshi, gospog, lycanthropes, ghosts, demons, and the like are considered “supernaturally evil.”

Dragons, at least in Aysle, are natural creatures who use magic, and do not fall into this category. The same goes with characters with Aysle’s Darkness Perks. They may *be* evil and *have* supernatural powers, but are not created by or held together with dark energy.

TORG VALUE CHART

The Value Chart is the GM's secret weapon. It, and the entire system, are based around a logarithmic progression that multiplies by ten for each five steps on the chart. Thus if one of some thing has a Value of 0, 10 of that same thing have a Value of 5, 100 of that thing have a Value of 10, 1,000 have a Value of 15, and so on.

When a -5 penalty applies, it means the action is ten times harder than normal. A -10 penalty is actually 100 times harder than normal! This scale helps the GM come up with appropriate off-the-cuff modifiers for situations, or a solid basis to assign a Value based on real-world measures.

The Base Number is always the "real world" thing, the number of people, the mass of a tank. The Value is always the in-game equivalent, specifically as it relates to tests.

CONVERTING THE CHART

The Value Chart may be used for DNs or relative measures of anything. Conversion follows two rules:

When dealing with real-world units, the chart is based on 100 units equaling Value 10. *Torg Eternity* assumes seconds for units of time, meters for units of distance, and kilograms for units of weight. Thus one round (10 seconds time) has a Value of 5. A minute (60 seconds of time) has a Value of 9, and so on. Speeds are based on meters per round, again with 100 meters per round representing Value 10.

When dealing with in-game effects, the default Value is 0 — no modifier. Combined Actions assume a default condition of one person (+0 bonus) and then increments from there using the Value chart. So if 10 people work together on something, the test gains a +5 bonus.

Note that just because a Value exists on the chart doesn't mean that circumstances actually allow a character to reach it. The GM has final call on what makes sense for a given situation.

MEASURE CONVERSION

To take it a step further, the chart allows for quick jumps between different measures without having to recalculate everything.

From	To	Value
MPH	KPH	+1
KPH	Meters per Round	+2
MPH	Meters per Round	+3
Minutes	Rounds	+4
Pounds	Kilograms	-2
Feet	Meters	-3
Kilograms	Tons	-15

Example: The GM needs to determine the Speed Value of a car for a chase. Its top speed is around 100 MPH. The GM could do the math to see how many meters the vehicle moves in 10 seconds (100 MPH is 44 meters a second, so 440 meters per round — Value 13), or she could just go with the 100 MPH (Value 10) and add the +3 for converting from MPH to get the same Value with less math.

Example 2: A Storm Knight needs to lift a heavy beam off a pinned ally. The beam weighs about 300 pounds. To assign the DN for a Strength test to lift it, the GM starts with 300 as a Base Number (Value 12). If that were already kilograms the GM is done, the DN is 12, but since it's pounds a conversion is needed. Going from pounds to kilograms subtracts two from the value, so the final Value is 10.

TORG VALUE CHART

Base Number	Value	Base Number	Value
1	0	1 million	30
2	1	1.5 million	31
3	2	2.5 million	32
4-5	3	4 million	33
6-9	4	6 million	34
10-14	5	10 million	35
15-24	6	15 million	36
25-39	7	25 million	37
40-59	8	40 million	38
60-99	9	60 million	39
100-149	10	100 million	40
150-249	11	150 million	41
250-399	12	250 million	42
400-599	13	400 million	43
600-999	14	600 million	44
1000	15	1 billion	45
1500	16	1.5 billion	46
2500	17	2.5 billion	47
4000	18	4 billion	48
6000	19	6 billion	49
10,000	20	10 billion	50
15,000	21	15 billion	51
25,000	22	25 billion	52
40,000	23	40 billion	53
60,000	24	60 billion	54
100,000	25	100 billion	55
150,000	26	150 billion	56
250,000	27	250 billion	57
400,000	28	400 billion	58
600,000	29	600 billion	59

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WITH SPECIAL THANKS TO OUR DELPHI COUNCIL BACKERS:

MICHAEL DYMOND (PROFESSOR THOMAS CANE)

Thomas Cane, known as "The Professor" to most, is the quartermaster for the arsenal of the Spartan Division — the military might of the Delphi Council. He has quite a knack for technology and tries to keep Storm Knights stocked with rare, cutting edge weaponry and gadgets. His true name is Tonauc Coatl. Cane is an alias suggested by Quinn Sebastian to hide the talented engineer's cosm of origin and his tragic past...for now.

RONALD EGAN (DR. ZYTALIUS BLACKBURN)

Zytilius is driven by science, namely physics, and has a deep seated hatred towards those who follow religion. Before the war he used his influence as a renowned theoretical physicist to debunk arguments for a higher power. After the invasion he took special exception to the rise of the Cyberpope. He leads the Archimedes Division, the Delphi Council's science team, and is focused on analyzing the true workings of reality and turning that knowledge into a weapon against the High Lords.

JOHN ELLISON (OMAR BEDNARCZYK)

Omar Bednarczyk is a Russian expatriate based in Budapest. After years of military service he built a network of contacts and clients who deal in antiquities and other rarities and had a reputation for dealing with the strange and supernatural even before the Possibility Wars began. He now heads the mysterious Cassandra Division within the Delphi Council, responsible for discovering and recovering Eternity Shards across the globe.

KEVIN HARDY (HAYWARD STONE)

Haywood 'Ole Smokey' Stone is a former outlaw biker who turned respectable thanks to the pressures of the invasion. He's managed to combine several motorcycle clubs — "biker gangs" to some — into a roving army that patrols the borderlands around the Living Land and watches for incursions or attempts to plant new stelae, but also ends up protecting civilians in the area from various threats — much like the Knight Templars of old. This effort's official name is Operation Chariot, and Stone is working on starting similar operations on other continents.

RON LUNDEEN (ABRAHAM ELLIOT LAKE)

Abe Lake is a rugged man in his late 50s. After a hard life as part-time mechanic and full-time alcoholic in the southeastern United States, Abe started pulling his life back together just as the Possibility Wars hit. His natural charisma, plainspoken honesty, and insights into the desperation of the downtrodden have put him in command of the Delphi Council's Homer Division. Known informally as "Glory's Warriors," this division communicates tales of heroic deeds to ordinary people and spreads hope.

C. RANDALL NEWTON (DR. WILLIAM LINEAR)

Dr. Linear is a survivor from a cosm previously ravaged and conquered by Baruk Kaah. He is unaware exactly how he escaped, but once he saw the signs of the coming invasion he knew he needed to act. Coming to the attention of the Delphi Council, his knowledge of Takta Ker and its denizens earned a place at the table leading the Python Division of the Delphi Council, the branch that coordinates strike teams to remove stelae.

TAKERU TAITAI (AYATSUJI MATSURI)

Matsuri Ayatsuji was a college student when the Possibility Wars turned her world upside down. She's a genius, and fought back using her keen intellect and computer skills rather than with guns or special powers, and gained a reputation as the "Null Magic Wizard." The Delphi Council sought her out to lead Operation: Mittei, the investigation to prove Kanawa Corporation's link to the High Lords. The council views Matsuri as the commander in charge of Pan-Pacifica and Storm Knight operations within it, even though technically it's not a theater of war — yet.

KEN WALZ (KENNETH NAKATOMI)

On paper, Kenneth Nakatomi was a civil servant with a wayward past who had finally managed to settle into a quiet job in the U.S. Embassy in Cairo. Before the maelstrom bridges fell he was secretly an spy for the C.I.A. specializing in disguise and recruiting assets. He transformed during a "moment of crisis" and became supernaturally skilled. Now code-named "Snowflake," he runs Delphi Council operations across the Nile Empire. The Insidious Wu Han offers a handsome reward to anyone with information on this enigmatic operative.

GEOFFREY WEST (TENUSHATH)

Tenushath is an elf from Aysle who managed to cross the dangerous Channel into France at the cost of transformation. He has turned his considerable thieving skills to the GodNet. Where he used to pick locks and pilfer trinkets, he now circumvents security protocols and liberates data for the good of both his former home and his new adoptive home within the Cyberpapacy. Thanks to his unique position and skills he leads the Marathon Division of the Delphi Council, a network of information couriers, messengers, and spies whose reach extends across the globe.

JOHN WICK (JAYNE CAMPBELL)

Jayne Campbell was a cynical assassin with no hope or regard for life-until the arrival of the High Lords. She experienced her own "moment of crisis" and realized the true stakes of the Possibility War. She reached out through mutual contacts to the forming Delphi Council and volunteered to lead Operation: Eris — a clandestine group of hit men, mercenaries, and "mechanics" that pose as Stormers working for the Reality Raiders to sabotage them from within.

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This game requires the
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