SAVAGE TORG

The Classic Multi-Genre Game for Savage Worlds
version 3

-Savaged by HawaiianBrian

This Netbook is designed to assist Gamemasters and players who wish to run the game Torg using the Savage Worlds rules. At the time of this writing, the rights to Torg have passed to a German company and its plans to update or rerelease Torg are unknown. Until such a time as Torg is rereleased, the old sourcebooks from Torg's original print run will be necessary for play. **This Netbook and all the contents herein are presented as a fan material, and do not in any way attempt to challenge the copyright of the holders of these terms.**

In many ways, Torg is actually ideal for adaptation into the Savage Worlds system – in fact, Savage Worlds is a direct protegé of Torg. Both games are highly "cinematic" in structure and tone. Torg possibilities are very similar to Savage Worlds bennies. Player characters in both games are able to shake off damage easier than NPCs. Both use cards in ways integral to the system. Those used to Torg's game play should find Savage Worlds a natural fit.

Herein you will find an update as well as an adaptation. This document is based on the author's campaign, so several changes have been made which are not "core." Feel free to modify or ignore any changes that do not fit your own campaign. The Living Land has been merged with the Land Below. Tharkold and The Space Gods have been eliminated, the Cyberpapacy expanded, and Orrorsh and Aysle have moved. Included are three optional new realms to bring some new "blood" to the classic game. Some World Laws have been dropped or added so that every realm offers exactly three World Laws to her denizens and visitors. And lastly, all sorts of the flavor of the classic game has been expressed in Savage Worlds terms, such as Edges and Hindrances, and in some cases given new mechanics.

THE REALMS

Every realm is dictated by four Axioms and three World Laws. Axioms, measured from zero to six, measure magical power, spiritualism, technology, and social advancement. These numbers help differentiate the realms against one another, and let players know what tools are supported in each realm. World laws are immutable rules that govern reality in ways unique to that realm. Anyone within an area controlled by that reality, whether a mixed zone, dominant, or pure, is subject to the axioms and world laws of that reality. While in another reality, characters are subject to both the localized world laws and their own.

What follows is a brief look at each realm involved in the Possibility Wars, their world laws, and ideas for playable characters from each realm.

Realm	Magic	Social	Spirit	Tech	World Laws
Aysle	6	2	4	2	Law of Magic, Law of Observation, Law of Morality
Core Earth	1	4	1	4	Law of Ingenuity, Law of Balance, Law of Variety
Living Land	0	1	6	0	Law of Savagery, Law of Wonders, Law of the Deep Mist
Nile Empire	2	4	4	3	Law of Excitement, Law of Invention, Law of Drama
Nippon Tech	0	4	0	5	Law of Intrigue, Law of Profit, Law of Vengeance
Orrorsh	2	3	4	3	Law of Fear, Law of Corruption, Law of Undeath
The Cybepapacy	3	2	4	5	Law of the One True God, Law of Heresy, Law of Suspicion
New World	3	4	4	3	Law of Mystery, Law of Swashbuckling, Law of the Sea
Spiritworld	5	2	4	2	Law of Honor, Law of Despair, Law of Wuxia
Tex Arcana	4	3	2	3	Law of Melodrama, Law of the Duel, Law of the Frontier

Core Earth

Core Earth is a term for the cosm that was invaded in the original possibility wars – our world. It is a world rife with possibilities, which is why it was attacked. Variety in all aspects of life is the rule here. It is a medium-high tech civilization focused on science. Since the arrival of the invaders, some of the latent psychic powers long-suspected in humanity has begun to increase. Core Earth characters may take the Rituals Arcane Background with psi trappings.

• The Law of Ingenuity: Core Earth is known for creativity. Characters may spend a Benny to receive a clue or helpful tip from the GM. Exactly what this entails is up to the GM to determine.

• The Law of Balance: No character is totally honorable or corrupt - the opposite of Aysle and Spiritworld. Use of these Laws is a contradiction.

• The Law of Variety: A result of the high possibility energy in Core Earth, this law gives starting characters one additional point at character creation.

Most Core Earth characters are scientists, "realm runners" who specialize in carrying supplies into the invading realities, or paramilitary mercs, but characters transformed from invading realities make interesting characters, especially non-humans. Ideas can come from many modern action movies.

Aysle

The realm of fantasy covers most of India, Indonesia, and the rest of southeast Asia. Aysle is populated by wizards, dragons, knights, elves, and all manner of monsters. The Highlord is Uthorion, an evil warlord who leads powerful armies of darkness, and his Darkness Device is Drakacanus, the Ebon Sword. Pella Ardinay, the Queen of the Houses of Aysle, Leader of the Light, is based in London.

• The Law of Magic: Magic is real in Aysle, and can be used by those who can perceive it. All folk born in Aysle can select one more starting spell when taking the Magic Arcane Background.

• The Law of Observation: Spells with a visual element can be cast as illusions for 1 less Power Point (with a minimum of 1) but observers who interact with the illusion and have reason to doubt its existence may make a Notice check vs. the casting check to disbelieve and avoid the effects.

• The Law of Morality: Everyone is either good, neutral or evil, and acting out of alignment is a contradiction.

Sorcerers, knights, barbarians, and rogues abound. Almost any type of character from conventional fantasy games or movies can be found here. Remember that all characters are born knowing some magic. Refer to the Fantasy Companion, Fantasy Toolkits, or especially the Hellfrost campaign world for ideas.

The Cyberpapacy

The new cyberpapacy occupies all of France, but has also spread to include Spain and Italy. It has also opened up a new area in the coastal region of Brazil, focused on Rio de Janeiro. The Highlord is Jean Malreaux, the "Cyberpope," and his Darkness Device is the Ebenscrux.

• The Law of the One True God: Only believers in the Cyberpapacy can cast Miracles in this realm without penalty. Casters from other Judeo-Christian backgrounds cast at -1, casters from animist or other "nature" religions are at -2, and casters from polytheistic traditions are at -4.

• The Law of Heresy: Anytime a character using the Magic Arcane Background rolls a 1 on the Trait die, aside from backlash there is also a chance a demon will be summoned. They must make another Spellcasting roll. Another 1 on the Trait die means a demon appears which tries to possess the caster.

• The Law of Suspicion: In the Cyberpapacy, nobody trusts anyone. Attempts to persuade other characters are made at -1. The pervasive paranoia makes intimidation easier, however, granting a +1.

The Living Land

Covers the Eastern Seaboard of the United States, from Maine to Georgia. The Living Land is a realm of jungles, dinosaurs, hidden temples, and warrior lizardmen called Edeinos. Though the tools may be simple, the religion is not, and worshippers of Lanala are very powerful. The Highlord is Baruk Kaah, the leader of all Edeinos and Holy Disciple of Lanala, and his Darkness Device is the tree Rek Stalek. The Land Below is now merged with the Living Land.

• The Law of Savagery: The Living Land is a brutal place. Anyone who takes the Wild Attack action gains a +1 to their damage, but suffers an additional -1 to their next Parry.

• The Law of Wonders: The denizens of the Living Land are capable of building temples with architecture and traps that exceed the Tech axiom.

• The Law of the Deep Mist: A pervasive, humid mist hangs over everything, reducing visibility to 100 feet, and causing objects to decay much much faster than normal.

Most characters are transformed humans living the life of Keta Kalles, but options also include renegade Edeinos going against the "corruption" of Baruk Kaah, Keefee (one-foot tall humans), Darooni Waspriders, Leopard Man warriors, Pyrians (who worship the volcano god Karruk), and even stalengers (human-sized flying starfish).

The Nile Empire

The "New Empire of the Nile" covers most of northern Africa, from Libya to Egypt to Ethiopia. It is a world of pulp adventure; a cross between the movies Raiders of the Lost Ark, the Rocketeer, and the Mummy. It is ruled by the supervillain Dr. Mobius, its Highlord. His Darkness Device is the Kefertiri Idol.

• The Law of Excitement: All action in the Nile Empire is fast-paced and intense, scenes move quickly, and obstacles "stack" by building on one another. "Snake Eyes" rolls always result in compounding troubles with effects that last beyond one round. A stray shot might hit a driver, who then collapses over the tank throttle, sending it out of control, for instance.

• The Law of Invention: Weird Science devices are capable of exceeding the Magic Axiom by 3.

• The Law of Drama: Characters earn a Benny when they allow themselves to be captured by the villains in the face of overwhelming odds.

Characters from the Nile Empire come straight out of 1920's-era "four color" comics: superheroes, cops, gumshoes, archaeologists, mad scientists, gangsters, and Rocket Rangers. Given the realm's connection to the return of the Pharoahs, an Egyptian theme is often appropriate. Inspiration can be taken from Triple Ace Game's Daring Tales of Adventure.

Nippon Tech

Covers all of Japan, except the northern reaches of Sapporo. Nippon Tech is cyberpunk in the vein of the animé classic Bubblegum Crisis, with a rise in technology and economic disparity. The Highlord is Ryuichi Kanawa (3327) and Darkness Device is the supercomputer Daikoku.

• The Law of Intrigue: Persuasion attempts using lies are made at +1. Nearly everyone has a secret goal or allegiance.
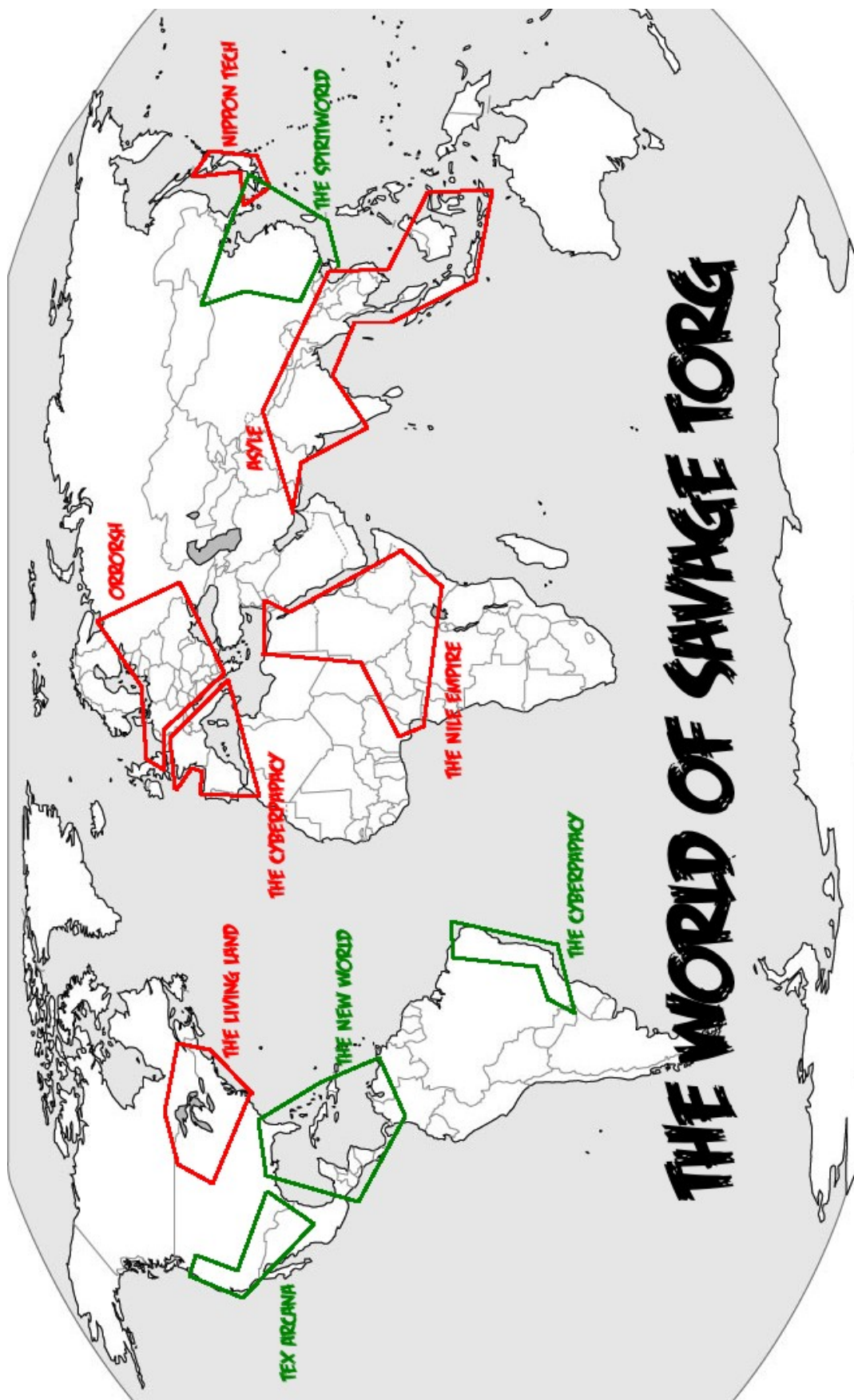
• The Law of Profit: Goods and services cost less to the wealthy. Characters with the Rich and Filthy Rich Edges gain +1 Charisma during transactions.

• The Law of Vengeance: A Benny is awarded when a character acts out of vengeance, causing death or loss of status to another.

Most characters from are transformed Japanese or natives of the homeworld, Marketplace. Many are rebels, using technology or martial arts to fight back against Kanawa. Cyber-ronin, netjackers, and mercs are all common, as are ninjas or modern-day samurai. Useful information can be found in the sci-fi toolkits.

Orrorsh

The realm of Victorian and gothic horror has been relocated to eastern Europe and England. The British have less influence in much of this region, fighting against the Ottomans and Kaiser. The High Lord is the Gaunt Man, aided by the cyberdemon Thratchen. The Darkness Device is Heketon, the Obsidian Heart.

THE WORLD OF SAVAGE TORG

NIPPON TECH

THE SPIRITWORLD

ASYLE

ORRORSH

THE CYBERPAPACY

THE NILE EMPIRE

THE LIVING LAND

THE NEW WORLD

THE CYBERPAPACY

TEX ARCANA

• The Law of Fear: Guts rolls are made at -1 until an enemy Horror's identity is known.

• The Law of Corruption: Evil acts are rewarded with an additional Benny, though the perpetrator is given one level in Corruption. When this score exceeds the character's Spirit, the character turns into an NPC Horror.

• Law of Undeath: Horrors can only be eternally destroyed by their "True Death." If not killed this way, they will be reborn in new body.

Most characters are vampire hunters, big game hunters, mystics, or priests. However, players may also opt to play "good" werewolves, vampires, or other Horrors struggling with their inner demons but attempting to do good. The Rippers campaign setting for Savage Worlds has a wealth of inspiration.

Optional Realms

Include the following realms for some extra spice. The rest of this document assumes their existence, but they are not considered "core" Torg.

The New World

The New World is a realm of pirates, Spanish Conquistadores, and swashbuckling, roughly equivalent to Earth in the seventeenth century. It is a place of peril and riches, ghosts and tropical ports, pirates and plantations.

The cosm is named El Mundo, and is currently in the year 1685. The Spanish have nearly conquered the whole world. Only the English, French, Dutch, and Portuguese have managed to secure a hold anywhere else in the cosm, since the Spanish have colonized or at least explored practically everywhere.

In both El Mundo and the realm of the New World, ghosts and the supernatural are far more than sailor's superstitious stories. Nearly every sailor has seen sea serpents or ghost ships manned by zombies, and some even know how to perform some simple Obeah hexes. The coming of the New World has also revived the ancient cultures of Central America, particularly the Aztecs, who fight the incursion of the Conquistadores.

The New World extends from Savannah to New Orleans, down across the Yucatan, along the northern coast of South America, and all points between. The Darkness Device is the cutlass "El Diablo," and the Highlord is King of Spain Ferdinand DeFortunato XIII. Stelae appear as buried treasure, or anchors if at sea.

• The Law of Sail: Due to the supernatural essence of the ocean in the New World, traveling by sea can be unpredictable. Depending on the whims of the dark spirits of the ocean, a voyage which on other worlds would take one week might be made in a day, or it may require a month of grueling sail. Travel time is determined by dramatic need, rather than standard measures.

• The Law of Swashbuckling: When a Wild Card attempts something very flashy and succeeds without spending a Benny, he gains a Benny as reward.

• The Law of the Sea: The ocean is dangerous and full of mystery. Anyone who dies at sea is claimed by the ocean's dark spirits and returns as an undead of some form.

Pirates, privateers, corsairs, sailors and musketeers are the obvious choice, but with the infusion of voodoo in the realm, characters may also play bokors or houngans practicing their arts. DMs and players may wish to simply use the *Pirates of the Spanish Main* Savage Worlds campaign setting as the "sourcebook" for the New World. Obeah is widespread, a form of black magic which uses rituals instead of miracles.

The Spiritworld

The Spiritworld, or *Shen Shi* in Chinese, is an alternate world from the legends and myths of China and Japan. It is dark, ominous, brooding, and populated with strange monsters and stranger people. The Emporer, Wang Mo Choy ("Devil King Choy"), rules the entire land from behind the scenes; he seldom emerges from his royal temple, the Huo Palace. Politically, the Spiritworld is a feudal state, and the commoners supply Choy with everything he and his governors need from their hard existence tilling the land. Even though the rivers flood annually, spreading silt from the mountains across the fields, the soil in the Spiritworld is poor and tainted with the blood (and less healthy ichors) of the men and monsters who have died there since the dawn of time.

The Cosm of the Spiritworld is not a planet as much as it is a plane. It exists "to the side" of the real world, and it is rumored to be the afterlife of some huge cosm, although if the peasants were once people in this other cosm, they have long forgotten it. They live in a state just short of despair, trying to make it from day to day. In most ways, the Spiritworld is identical to medieval China or Japan: sons are preferred over daughters, land is wealth, and the rich own nearly everything. The only difference is that the supernatural are in abundance here, as are the martial arts.

Ecologically, the Spiritworld is a place of extremes: in the mountains it is possible to find scenes of majestic beauty, while in the lowlands bushes are scraggly and sparse. In the lowlands the sky is almost always overcast, and the blood-red sun gives it a crimson glow. Away from the river valleys are huge, impenetrable forests and bamboo groves roamed by terrible monsters and ghosts.

The invading realm covers almost all of eastern China, from Taiwan to Peking. The Darkness Device is Feng, a dragon statue. The stelae appear as stone lanterns.

• The Law of Honor: Characters in the Spiritworld are directed by a powerful force for honor and corruption. Wild Cards must choose whether they follow Honor or Corruption, and lose an experience point at the end of an adventure in which they acted out of Inclination.

• The Law of Despair: Anyone in the Spiritworld feels an

ever-present, nagging sense of hopelessness. Spreading "story seeds" here is harder, with the teller suffering a -1 penalty to her Reality roll.

 • The Law of Wuxia: Infused with magic, martial arts are much more powerful in the Spiritworld. The Unarmed Defender rule does not apply in this realm.

Wuxia films like *House of Flying Daggers* and *Hero* are the basis of inspiration for the Spiritworld. Characters are mostly martial artists, from wandering vagabonds to Shaolin monks. Most fantasy resources can be modified for an "Eastern" feel, though an established world like the one from the Legend of the Five Rings would be perfect. Clint Black's *Modern Martial Arts* supplement is also crucial.

Tex Arcana

Tex Arcana is a realm of gunfights, border towns, outlaws, train robbers, wild "Indians," and the occult. Life is rough in the frontier towns; though ordinary folk try to eke out a living ranching or farming, they are constantly plagued by rustlers and highwaymen. Only the fittest can survive the mean spirited towns dotting the deserts and scrublands. A dark magic pulses underneath everyday life; shamanistic spellcasters are common in the native populations and some have encountered undead or other monsters.

 The Cosm is named Frontier, since that's what it is. Much of the world is identical to our own in the early 1800s, but due to a rise in the Pacific continental plate, North America keeps going another three thousand miles beyond where our California lies. The Lewis and Clark expedition took twelve years to complete, and brought back news of two more massive mountain ranges past the Rockies, and another major river the size of the Mississippi.

 The highlord, "Black" Jack Sterling (or "The Man in Black"), is an enigma. He walked out of the desert one day and began an empire of crime unparalleled in Frontier. He is a crack shot with his two revolvers, *Lawbreaker* and *Widowmaker*, and his face is perpetually obscured by shadows. He is aided by three ruthless generals, "The Hangman," "The Desperado," and "The Undertaker." The Darkness Device is thought to be his Marshal badge.

 On Earth, the realm covers much of the American West, including some of northern Mexico. The stelae appear as hanging trees, often with an old enemy of Stirling's swinging from the rope.

 • The Law of Melodrama: Life in Tex Arcana is overly dramatic. Everyone knows when a Wild Card enters the vicinity. Also, any character may make one last action upon being Incapacitated.

 • The Law of the Duel: As a free action, a character may declare a "duel" against one opponent. For that scene, attacks made against the dueling characters by others (or against others by the duelers) are at -1. The character declaring the duel gains a Benny once the duel is over.

 • The Law of the Frontier: Tex Arcana favors an underdog. Anyone who is seriously outnumbered, outgunned, or outclassed gains a +1 to one Trait roll of their choice for the duration of the encounter.

 Gunslingers and outlaws make good choices here, but options also include "coolies" or native warriors from the tribes of Frontier. Priests, holy men, and even characters that use the dark supernatural power of the realm are also possible. The Deadlands campaign setting for Savage Worlds is ideal, and gamemasters may think about simply using that setting as a whole for Tex Arcana adventures.

Outside Cosms

 The Possibility Wars are not isolated, nor are they trivial. A few denizens of other realities that exist in parallel portions of the infiniverse may be aware of what is happening, and send envoys to see what they can do to help or to explore joining in the fray. All they need is a motivation and a means of getting to Core Earth (and hopefully back!), like an Eternity Shard's *Send* power.

 Gamemasters may also wish to introduce invading realms of their own design. There are several excellent game worlds by Pinnacle and other licensees that would make interesting invading realms for Torg.
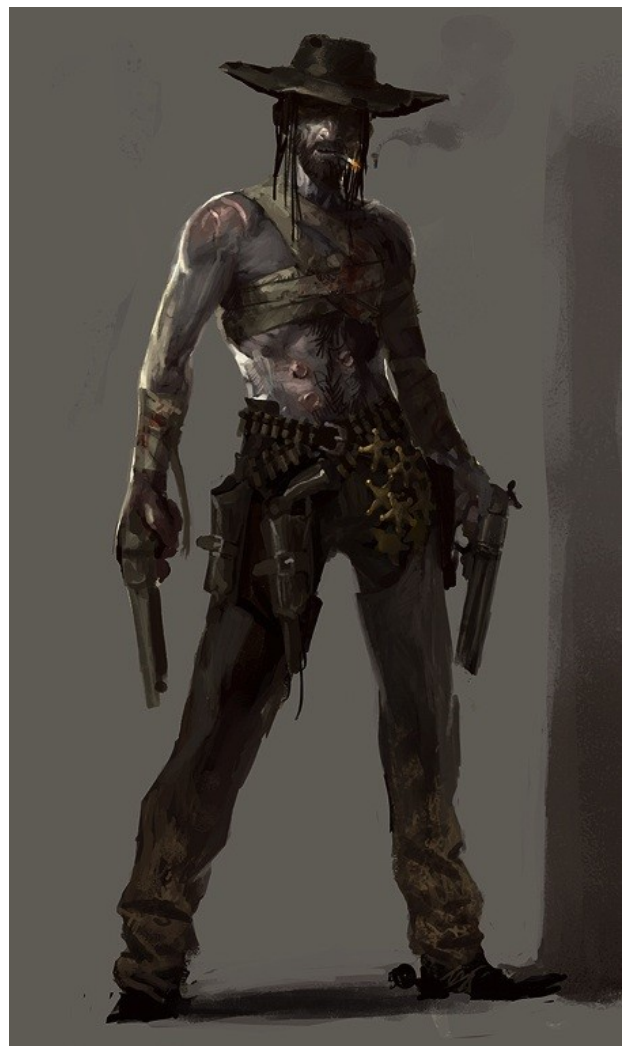
NEW SKILLS

There are some new skills available to characters in Savage Torg. These skills are not appropriate for characters of other campaign settings.

Knowledge: Cosm (Smarts)
Characters with this skill select one foreign cosm for which they have accumulated general knowledge covering a range of topics: geography, history, religion, local customs, flora and fauna, important persons, etc. They may make a Cosm Knowledge check to see if they "know" any piece of critical information beforehand: language, tribal markings, poisonous plants, etc. Taking the skill again allows specialization in another cosm.

Knowledge: Reality Theory (Smarts)
This skill is different from the Reality skill in significant ways. While Reality allows characters to manipulate possibility energy, the Knowledge: Reality Theory skill displays understanding of the scientific principles behind reality and why it functions. This skill can be used to know a realm's axioms and world laws, the functions of stelae or Eternity Shards, reality storms, etc.

Reality (Spirit)
This skill allows a character to manipulate the laws of probability, and is used for reconnecting with one's own reality or starting reality storms, as well as starting a "story seed" in the hopes of infusing others with possibilities via their moment of transcendence. Wild Cards automatically gain this skill at d4 upon character creation. You can find more about this important skill in the Reality section below.

NEW EDGES

In Savage Torg, characters are allowed (at GM's discretion) to take more than one Arcane Background. This might require tracking more than one Power Point pool.

Background Edges

Cyberware (Arcane Background)
Arcane Skill: Interface (Spirit)
Starting Power Points: 20
Starting Powers: 1

Characters with the Cyberware Edge gain their powers through the installation of high-tech devices. Each time a character takes the New Power Edge he gains a new piece of cyberware. The player must determine the exact nature of the implant at the time it is taken, and it cannot be changed (outside of expensive surgery, at the GM's option). Players are encouraged to invent appropriate-sounding names.

Cyberware is powered by a small battery installed in a neural processor, represented by the character's Power Points. Power Points usually recharge using the character's own electrochemical energy, but other power sources might make good Hindrances for characters with cyberware.

Each implant is activated with by making an Interface skill check. Cybernetics are not subject to malfunction under most circumstances, but are notoriously tough on the human psyche. Any time a character with cybernetic implants rolls a 1 on his Spirit die while attempting to recover from Shaken, he must make a Guts check as if suffering from a Fear effect (see SWEX, pg. 100) with a penalty equal to the number of cybernetic devices he has.

A Tech axiom of 5 or greater is needed to support cybernetic technology.

Nile Mathematics (Arcane Background)
Arcane Skill: Mathematics (Smarts)
Starting Power Points: None (special)
Starting Powers: 3

Nile Mathematicians know how to draw power from numbers and from planetary alignments. Their spells take a little longer to cast, but are unlimited.

Each spell requires a number of planets to be configured prior to casting equal to the Power Point cost of the spell. This number is read as a penalty to the Mathematics check instead of a power point cost. Thus, a *fear* spell would impose a -2 penalty to the Mathematics check, and casting three *bolts* at 3d6 each would impose a -6 penalty to the Mathematics check, as it requires more planets to be configured. Casting a spell takes up the caster's full action, and the caster cannot move more than half his Pace while casting. Extended durations are calculated *before* casting.

If the Nile Mathematician can take his time and write out the equation (requiring paper and pen, a chalkboard, a stick and sand, etc.) he may eliminate one point of penalties

for every minute he spends working out the equation. At the end of that time he makes his Mathematics check as usual and the spell goes off immediately.

Nile Mathematics requires a Magic Axiom of 2 and a Social Axiom of 2 to avoid a contradiction.

Rituals (Arcane Background)
Arcane Skill: Rituals (Smarts or Spirit)
Starting Power Points: 10
Starting Powers: 3

In realities that can support only a small amount of magic or miracles, the Ritualist knows how to weave together those thin strands into potent spells. But even in higher-axiom realms the Ritualist may find her careful, slow casting method more reliable than the flash-bang of other methods.

Casting a ritual takes five minutes, plus one minute for each Power Point required by the spell. All rituals have a significant material component, such as ringing bells and burning candles, drawing elaborate designs, eating specially-prepared foods, burning incense, spilling the blood of a living creature, grinding powders together, etc.

Once the casting is complete, the Ritualist spends the requisite Power Points and, most often, makes her Rituals check immediately. There is no backlash or other penalty with ritual magic – it either works or it doesn't.

Rituals can also be cast "quick and dirty," though it is much more difficult and costly. Cast this way, a ritual takes a full action to complete, during which time the ritualist can do nothing else other than move half her Pace. Some sort of physical component is still necessary – like a gesture or superficial cut on the palm, etc. The Rituals check is then made at -4, and the Ritualist is immediately Shaken (this can cause a Wound) whether or not the spell was successful.

In Savage Torg, rituals are used in many realms. Orrorsh, Nippon Tech, the Nile Empire, and Core Earth all have low enough Spirit or Magic axioms that rituals are necessary, each with its own distinct flavor. *Obeah* and *voodoo* practitioners use it in the New World, and Native tribes in Tex Arcana also call upon spirits with rituals.

Rituals require either a Magic or Spirit Axiom of at least 1 to avoid a contradiction.

Power Edges

Ayslish Magic
Requirements: Novice, Arcane Background (Magic) d6+, Spellcasting d8+, Knowledge: Arcana d8+

Your formal training in one of Aysle's many schools has taught you how to manipulate spells. Ayslish mages may "tinker" with a spell, increasing or decreasing the difficulty in exchange for variations on effect, duration, casting time, etc. The minimum difficulty is 1, and backlash rules still apply to modified spells. See the sidebar on the next page.

Ayslish Magic requires a Magic Axiom of 6 to avoid creating a contradiction.

Create Drogue
Requirements: Novice, Arcane Background (any except psionics), arcane skill d6, Knowledge: Arcana d6

Characters with this Edge may choose to direct some of their arcane energy into a *drogue*, a physical object where it is stored for later release. The conditions of that release are set by the caster at the time of the object's creation, such as "If any undead approach this door," "If I'm targeted by a spellcaster," "If our ship approaches a reef," etc. When the trigger circumstances are met, the spell goes off. Only then does the caster must make her appropriate casting check, even if she is nowhere near the *drogue* at the time. Until the *drogue* is triggered, those Power Points are "tied up" in the object and do not recharge as normal. Thus, a caster might have many of her points committed to several *drogues* and have some (or none!) left over for other spells.

Professional Edges

Reality Scholar
Requirements: Novice, Knowledge: Reality Theory d8+

You have devoted your life to studying the science of possibilities and reality. You gain a +1 to Knowledge: Possibility Theory checks. You may also make a Notice check when first coming in contact with an Eternity Shard to determine its powers. Each power is a separate roll. Shards from an alien reality impose a -2 penalty to this roll.

Realm Runner
Requirements: Novice, Reality d4+, Boating or Driving or Riding or Piloting d8+

You are one of the Realm Runners, individuals who have taken it upon themselves to run dangerous missions into transformed areas to bring supplies, spy on the invaders, and help the untransformed flee into Core Earth. Part scout, part smuggler, you make the run as often as you can in the vehicle (or on the mount) of your choice. You are an expert at detecting when a reality storm is about to strike, gaining a +2 on your Notice checks to sense the changing reality boundaries and increase in power that marks the onset of a storm. In addition, you are at +1 to your vehicle skill when operating your chosen vehicle, which must be a specific make, not merely a type. You may not change your chosen vehicle or mount once selected, but you may specialize in an additional vehicle by taking this Edge again.

Rocket Ranger
Requirements: Novice, Shooting d8+, Piloting d8+, Fighting d6+

You are a member of the elite Rocket Ranger squad, assembled by the U.S. Government on Terra for the purpose of battling saboteurs, anarchists, and villains. This Edge provides you with a one-of-a-kind weird science Battlesuit, complete with a rocket pack, giving you the Fly and Blast Powers, with a battery pack containing 10 Power Points. Powers are activated by making a Piloting or Shooting roll,

Ayslish Magic Modifications

Effect Type	Modifier
~Damage~	
Reduce damage one die type	+1
Increase damage one die type	-1
Maximum damage (no aces)	-2
Change to Fatigue damage	-2
~ Effect Area ~	
Decrease template size one step	+1
Caster selects targets in template	-2
Add 1 additional target (use ROF rules)	-2
~ Duration ~	
Decrease to one round	+2
Increase to minutes	-2
Increase to hours	-4
Increase to days	-8
~ Casting Time ~	
Increase to Full Round Action	+1
Increase to 1 minute	+2
Increase to 1 hour	+4
Cast as a Free Action	-4
~ Range ~	
Increase Touch to Smarts	-1
Double Smarts Range	-2
Line of Sight	-4
1 mile	-8
~ Trappings ~	
Change trappings for single use	-4
Cast without trappings (silent, etc.)	-2
Infuse with Honor (+1d6 vs. corrupt)	-2
Infuse with Corruption (+1d6 vs. good)	-2
~ Assorted ~	
Change Attribute for Opposed Roll	-2
Heal wounds/fatigue over an hour old	-3
Heal non-permanent crippling injury	-6
Lose 1 Fatigue level to empower spell	+4
Delay activation up to 1 minute	-1
Delay activation until certain event	-2
Cast spell one Rank higher than you	-8
Cast Without Backlash	-4

but are not prone to malfunction. The Battlesuit provides you with +6 armor and has a Toughness of 10. If it is destroyed, it takes two full weeks to replace. Upgrades may be installed by taking the New Power, Power Points, and Rapid Recharge Edges. See the rules on Weird Science gizmos (Savage Worlds Explorer's Edition, pg. 83).

Reality Edges

Aggressive Reality
Background: Novice, Reality d10+
You are a paragon of your reality, and through you it expresses itself even stronger during conflicts with other realities. You make Reality skill checks at +1 during reality storms.

Persistent Reality
Requirements: Novice, Reality d8+
The link between you and your reality is stronger than most. Any time you need to roll to reconnect, you make the roll at +1.

Storm Knight
Requirements: Novice, Reality d4+
Your experience fighting against invading realities has given you the ability to detect possibility energy. If you succeed in a Notice check against the target's Spirit score, you can detect whether or not they are possibility-rated as a blue and red aura around them. Doing so is an active use of the skill and requires a full round of concentration, during which time you can take no other action but movement. This does not allow you to determine how many possibilities the target has.

You can also detect possibility energy in the environment as an intangible sensation. You always know whether a zone is mixed, dominant, or pure. If you pass within sight of a stelae, hardpoint, or other strong conduit of possibility energy, you may see its aura with a successful Notice check.

Storm Warrior
Requirements: Seasoned, Storm Knight Edge, Reality d6+
By spending three Bennies, you can infuse an inanimate object with a temporary reality field, creating a *talisman*. It functions similar to a reality bubble but the duration (in days) and radius are equal to your Reality score.

Storm Lord
Requirements: Veteran, Storm Warrior Edge, Reality d8+
Over time, your experience with manipulating reality has made you a powerful force in the Possibility Wars. You can "bond" one Eternity Shard to you, creating an affinity that gives you +1 when using its powers, and also gives you absolute knowledge of its whereabouts (anywhere in the infiniverse). This link is broken if someone else with this capability bonds with your Eternity Shard.

Storyteller
Requirements: Novice, Reality d8+
You can infuse your stories with a shred of possibility energy, increasing the odds of those listening having a moment of crisis. After telling a story, you make your Spirit roll at +2.

Weird Edges

Shapeshifter
Requirements: Novice, Spirit d8+
Your character has an alternate form. This might be due to lycanthropy, a curse, something unique to his or her race, or some other reason. Your character has a "base" form and one alternate form. Both are created using the same amount of experience points, so that each is different, but balanced. Create both versions of the character using two different sheets. Monstrous Abilities must be okayed by the GM and balanced with a suitably dangerous vulnerability. Advances in experience and rank apply to both characters, "leveling" both characters simultaneously. Each time you take this Edge you gain a new form.

Changing to and from different forms at will, or avoiding unwanted changes, requires a Spirit roll and takes one full round in which no other actions can be taken. Shapeshifting requires a Magic axiom of at least 3 to avoid contradiction.

If the character "blacks out" during the transition and loses player control, then being a shapeshifter is best expressed as a major or minor Hindrance, depending on frequency and severity.

Wuxia
Requirements: Seasoned, Spirit d6+, Agility d8+, Fighting d8+
The Spiritworld art of Wuxia combines normal martial training with mysticism, allowing powerful martial artists to control their body and break the laws of physics.

With this Edge, the Wuxia master can move up to twice her Pace on vertical surfaces, such as walls (though she cannot walk on ceilings or hang upside-down from any surface). She may also make great, graceful leaps as though she is flying, again traveling up to twice her Pace. In both cases, she must "touch down" at the end of her movement on a horizontal surface. However, this surface need not be very strong; the Wuxia master can control her body so that any surface upon which a bird might alight is strong enough to support her weight. She may skate through treetops, touching down momentarily on thin branches before leaping for her next target, even skim across the surface of a lake. But if there is nowhere to touch down, she simply falls and will suffer damage from that fall.

Many Wuxia masters also augment their martial arts with sorcery, particularly the *armor, bolt, boost/lower trait, deflection, entangle, fear, quickness,* and *smite* powers.

Wuxia requires a Magic axiom of at least 5 to avoid creating a contradiction.

NEW HINDRANCES

Off-Worlder (Major)
You came from some other place, some other time. Your reasons for getting involved in the Possibility Wars are your own, and so is the method you took to get here. But now you're stuck. When you become disconnected, the only way to reconnect is with an object from your home world. Reality bubbles help, but things will never be easy for you until you find some way to return home.

Transformed (Major)
Before you became an Wild Card you were an Extra, and you were transformed from a previous reality. Due to the self-correcting nature of the Everlaw of One, you now face almost certain death if you are ever transformed again. Each time you face a transform result, whether due to disconnection or a reality storm, you must make a Spirit check or be instantly killed.

Unlucky (Major)
Lady Luck does not like you. You draw one less Benny per session than regular characters. In the Savage Torg setting, this means your character has a harder time drawing possibility energy, regardless of your Reality skill score.

Weak Link (Minor)
For whatever reason, you were born with a weak connection to your native reality – or any reality, for that matter. You make Reality skill rolls at -1.

Reality in Savage Torg

Characters may take a new skill: Reality, based on Spirit. This allows them to manipulate the laws of probability and makes them possibility-rated. The Reality skill is used for reconnecting with one's own reality or starting reality storms.

The Reality skill is also useful for one other thing: planting story seeds. Extras who have already been transformed by the invading realities cannot, according to the Everlaw of One, be transformed again, back to their original reality or any other. To do so will kill the individual in question. Only those infused with possibility energy, that is, those with the Reality skill, can survive retransformation. Extras become Wild Cards when they have their "moment of transcendence," which links them to their reality and infuses them with energy. The most reliable (and safest) method to transcend them is to inspire them with stories of good deeds and heroism.

Characters with the Reality skill can spend a possibility to create a "story seed," the kernel of a story of their adventures and successes against the invaders. They do so by telling the story to as many people as they can at once, and then the player spends a Benny and makes a Spirit roll. If the result it a failure, few (perhaps 1% of the listeners) are sparked, or none with a critical failure. A success sparks the seed in 10% of the listeners, with an additional 10% for each raise. If the story seed takes, it results in the creation of some new possibility-rated people, and the heroes are one step closer to driving back the invaders.

Optional Reality Rules: GMs may wish to make storytelling a vital part of their campaigns, linking it to experience gain – for example, characters could gain 1 XP point per every 10% of a seeded audience. Only one story can be told per session.

To more closely recreate Torg's possibilities, consider merging Bennies and experience points, so that characters may spend XP as they earn them, or hang on to them to use as Bennies. In this case, spending 3 XP increases a skill by one die type, or twice that to increase a skill which is already above the linked Attribute. New Edges cost 5 XP, while increasing an Attribute costs 15. With this rule, reality storms do not use a "pot."

Disconnection/Reconnection

Creating contradictions happens when a tool (or an idea in some cases) being used is greater than the related axiom level of the character using the tool or the surrounding reality. Any time a Wild Card uses a tool with an axiom

requirement above his own *or* above that of the local reality, he disconnects on a roll of "snake eyes" – a 1 on both the Trait die and Wild die. If the tool is above the character's own Axiom *and* that of the surrounding area, he disconnects on a roll of 1 on the Trait die.

On his next action, a disconnected character may make a Reality skill check to reconnect, taking a -2 penalty if the tool used is higher than both the local axiom and the character's own. This requires the presence of the tool that caused the disconnection. Bennies may not be used on reconnection rolls. If the result is a failure, the character may not try again until the next scene. With a roll of "snake eyes," the character is instantly transformed to the dominant reality of the area. Until reconnected, characters cannot create other contradictions, spend Bennies, or form reality bubbles or storms. Returning to the home reality instantly reconnects a disconnected (but not transformed) character.

Extras (called "Ords" in Torg) run a greater risk of disconnection and transformation. Extras disconnect on a roll of 1 on the Trait die, and are transformed if the result of their reconnection roll is another 1 on the Trait die. It is very dangerous for Extras to attempt to create contradictions.

Bubbles and Reality Storms

Wild Cards may spend one Benny to create a reality bubble, an area covering 1" in which the character's reality supersedes that of the surrounding environment. Inside a reality bubble, the character's own reality is dominant and the character is not at risk of creating contradictions. Reality bubbles last for one "scene," or 1 hour, whichever is longer.

Wild Cards may also create reality storms, competitions for the supremacy of reality between two individuals, but they are a bit of a gamble. When the reality storm begins, the instigator must declare a Wild Card opponent, then put a Benny into a "pot." Starting a reality storm requires an action. While the storm is in existence, both characters act at the same time on the invoker's initiative and can take no other actions except movement.

Both characters roll a Reality skill roll. A character who is in his home reality receives a +1 to this roll. The winner is the one with the highest result. Subtract the lower number from the higher and look below for the result. As the storm grows, the amount of Bennies in the pot grows, being pulled from the participants and from the surrounding environment. The storm ends with a "transform" result. The victor gains all the Bennies in the pot, and the loser is transformed to the victor's reality.

The storm begins at a center point between both participants and is 1" across. Active participants cannot be harmed, hindered, helped, or interfered with in any way. Being inside a reality storm while not one of the two participants is dangerous, automatically imposing a -1 penalty to all Trait rolls. Storms cannot be stopped, once started, until one of the combatants is transformed.

Reality Storm Results Table

#	Result
0	Push. Pot loses 1 Benny (minimum of 0). Storm decreases by half (minimum of 1").
1	Pot loses 1 Benny. Storm stays the same size.
2	Pot does not grow. Storm stays the same size.
3	Pot does not grow. Storm grows by x2.
4	Pot gains 1 Benny. Storm grows by x2.
5	Pot gains 1 Benny. Storm grows by x5.
6	Pot gains 2 Bennies. Storm grows by x2.
7	Pot gains 2 Bennies. Storm grows by x5.
8	Transform. Storm fades away.

Eternity Shards

Eternity Shards are deeply connected to the reality that spawned them, not to mention created for a specific purpose, so using them for something other than their designated purpose is almost impossible. Wild Cards can make a Reality roll (as a free action) to tap into the energy in eternity shards to use their powers. Characters may also use a shard's Bennies in place of their own with a Reality check. Eternity shards in Savage Worlds usually have no more than three Bennies, which refresh at the beginning of each game session.

Many shards also have a group power, which is a special ability that may only be accessed by more than one linked character at a time. To use a group power, choose one character who will perform the actual roll. Every other member of the group must spend a Benny and make a cooperative Reality skill check, factoring in any modifiers for difficulty (the standard target number is still 4).

The Torg Core Rulebook has information on how the various powers work. However, some modifications are necessary for the Savage Worlds system:

• **Create Hardpoint**: Size begins at medium. For each additional size category there is a cumulative -1 difficulty. Each raise increases the duration one week.
• **Gate**: Range begins at ten miles, with a -1 penalty each time the range doubles.
• **Herald**: If the cosm are connected, this roll is made at +2. Attempting to target a specific individual is a -2 penalty.
• **Life Thread**: Only works on characters with three or less wound levels (or two or less fatigue levels). Each raise increases the duration by one day.
• **Send**: For each raise, the character regains a skill or Edge.
• **Shift Possibility**: As written.
• **Stelae Sense**: A standard success gives a result to within 1000 meters. Each raise increases the accuracy by a factor of ten, with a maximum of one meter.

SAMPLE ETERNITY SHARDS

The Bead Necklace of Running Bear
Cosm: Tex Arcana
Possibilities: 1
Power: Purifies touched food or drink.
Group Power: Create Hardpoint
Restrictions: Cannot be used to harm plants or animals, even in self-defense.
Description: Made of beads of Eternium with a two bear's claws and an eagle feather at the center.

The Golden Mask of Eldorado
Cosm: Core Earth
Possibilities: 2
Powers: When worn, the mask allows all who look through its eye holes to see possibility energy as a swirling blue-and-red aura in a person or item. They do not see possibility energy in the environment, and they cannot see hidden, buried, or otherwise obscured objects in this way -- only what they can already see.
Group Power: Stelae Sense
Restrictions: The mask must be worn to be used.
Description: This piece of beautiful artwork is obviously native to Central America. Its source is untraceable, a mix of Aztec, Inca, and Mayan. It is made of Eternium lacquered in solid gold. It depicts a man with a flat nose and big ears, with openings for the eyes, mouth, and nose.

Excalibur
Cosm: Aysle
Possibilities: 3
Powers: +4 to Fighting and Damage rolls
Group Power: Shift Possibility
Restrictions: Only works for someone considered "worthy" (with a good alignment and Spirit d10+) and only against evil Wild Cards.
Description: This legendary sword was brought back into existence when Aysle invaded England. Its purpose is to be wielded against those who would attempt to conquer England, which in this case is Uthorion's forces of evil. It is over three feet long, made of gleaming steel and gold, and decorated with a lion's claw pommel.

Nefertiti's Ankh
Cosm: Nile Empire
Possibilities: 2
Powers: The Ankh is tied to the healing energies of the gods. It grants a +1 to Soak rolls and to rolls on the Incapacitation table.
Group Power: Life Thread
Restrictions: The Ankh's possibilities may only be used for actions which do not bring harm to another living being.
Description: Made of gold-plated Eternium, the Ankh stands nearly a foot tall and is etched with cryptic hieroglyphics. It glows when activated.

CARD PLAY

Those wishing to approximate the way Torg uses cards should consider purchasing Pinnacle's wonderful Adventure Deck, a set of cards that provide combat modifiers and story changers similar to Torg. Here are a couple other methods:

Initiative Hand: At the beginning of combat, every player (and the GM) is dealt a "hand" of three cards. Before the round begins, the players quickly determine which card they will spend as their initiative card. This can be done as a group effort, or with each player deciding in secret then placing their cards all at once. Characters with the Quick and the Level-Headed Edges get one additional card each. On every subsequent round, the hand is refilled with one new card. Players who willingly play the Two of Clubs gain a free Benny for agreeing to go last.

Using the Torg Cards: For those with access to one of the original Torg Drama Decks, this might be a fun choice. Initiative changes so that each character goes with their faction's initiative, counting down from the highest Agility. Characters with the Quick Edge go first by Agility (Level-Headed is not used in this variant). *Attack*, *Defend*, *Break*, *Trick*, *Test*, *Taunt*, *Confused*, and *Intimidate* results remain unchanged for Savage Worlds, as do most "story" cards. The rest of the terms undergo the following changes:

Action grants a +2 bonus to any one action that round.
Adrenalin allows a character to add +1 to any Traits based on Strength, Agility or Vigor for that round.
Breakdown forces characters with cyberware to roll a cyberpsychosis check.
Coup de Grace adds +1d6 to damage as though the character had rolled a raise.
Danger adds a -1 penalty to all Strength- or Agility-based actions that round, -2 for characters from the Nile Empire.
Defiance grants a +1 bonus to actions against one specific opponent until the end of the scene.
Flurry allows a character to take one additional action.
Glory gives the entire party an addition experience point when played after someone rolls a triple Raise on a dramatic action during a key scene.
Haste allows a character to take one additional action.
Hero and **Drama** cards grant one Benny. Drama cards do not add to awards at the end of an adventure.
Hero Fails grants a Benny in exchange for a failure.
Inspiration removes Shaken results.
Inspire removes Shaken results.
Life Rage acts as an Up result for Living Land characters.
Stymied prevents characters from spending Bennies.
Supporter adds +1 to another character's action.
Willpower allows a character to add +2 to any Traits based on Smarts for that round.
Presence allows a character to add +2 to any Traits based on Spirit for that round.
Up allows characters to roll as if they had spent a Benny.

AXIOMS

Every axiom is represented by a scale from zero to six, with six representing the highest pinnacle of achievement in that axiom. Characters are not able to use tools from axioms higher than their own and/or that of their environment without creating a contradiction (see above). For Powers, this number also corresponds to the highest Rank of Powers one can use.

For example, Powers accessible only to Seasoned characters cannot be used in a realm with axiom 1. Note that these numbers differ from the ones in the Torg rules, because those numbers are tied to the Torg Value chart, and so lose meaning in Savage Worlds.

Magic Axiom

In Savage Worlds, the Magic axiom is linked to Magic and Weird Science Arcane Backgrounds.

0: Dead Magic. No magic is possible, and the most powerful manifestation of magic is deja vu.

1: Weak Magic. Magic is feeble and rare. Rituals become possible though the effects are usually subtle.

2: Low Magic. Magic is known to a few trained specialists, and is still only available through Rituals.

3: Moderate Magic. Magic more common. Magic and Weird Science at Novice Rank can be cast.

4: Plentiful Magic. Magic is common enough to be used by many. Seasoned Rank is now possible.

5: High Magic. Magic permeates everything, and is frequently used. Any Rank is now possible.

6: Total Magic. Magic is second nature to all. Wild Cards native to this axiom gain the Power Points Edge for free when they take either Magic or Weird Science Arcane Background Edge.

Social Axiom

In Savage Worlds, the Social axiom is linked to the Super Powers Arcane Background.

0: No Society. Social units are tribes. Spoken language possible, but no written language.

1: Small Societies. Villages become possible, with unified ruler. Land ownership, written language.

2: Feudalism. City states, small villages centrally ruled by a monarch, with taxes and armies.

3: Federalism. Nation states form, democracy possible. Super Powers of Novice Rank possible.

4: Republicanism. Capitalism and socialism appear. Super Powers of Seasoned Rank possible.

5: Globalism. Worldwide organizations, pluralism possible. Super Powers of any Rank possible.

6: Utopianism. Suffering and poverty eradicated. Evil is a contradiction. Wild Cards native to this axiom gain the Power Points Edge for free when they take the Superpowers Arcane Background.

Spiritual Axiom

In Savage Worlds, the Spiritual axiom is linked to the Miracles Arcane Background.

0: Sterile. Higher beings either don't exist or are "dead". No afterlife exists.

1: Weak Spirit. Higher beings have little power. Rituals become possible, though the effects are usually subtle.

2: Secular. Worship more common, miracles rare. Afterlife possible. Rituals available as normal.

3: Ecclesiastical. Divine intervention, evidence of divinity. Miracles of Novice Rank possible.

4: Divine. Religion commonplace. Locations can be "holy." Miracles of Seasoned Rank possible.

5: Sacred. Miracles commonly occur, gods often visit faithful. Miracles of any Rank possible.

6: Transcendental. No other mythos possible. Wild Cards native to this axiom gain the Power Points Edge for free when they take the Miracles Arcane Background.

Tech Axiom

In Savage Worlds, the Tech axiom is linked to the Psionics Arcane Background, as well as Cybernetics.

0: Prehistoric. Fire making, stone tools, spears and clubs, domestication. No Psionics possible.

1: Antiquity. Metal, pottery, agriculture, swords, architecture. Psionics limited to gut feelings and empathy.

2: Medieval. Printing press, clocks, gunpowder, crossbows. Psionics limited to common sixth sense and dejå vu.

3: Industrial: Muskets, TNT, telegraphs, railroads, steel. Psionics of Novice Rank possible.

4: Information: Radio, cars, jets, television, computers. Psionics of Seasoned Rank possible.

5: Near Future: Hovercars, VR, cybernetics, nanotech. Psionics of any Rank possible.

6: Far Future: Self-aware AI, cyborgs, laser weapons, teleportation, time and space travel. Wild Cards native to this axiom gain the Power Points Edge for free when they take the Psionics Arcane Background.

TORG VILLAINS AND MONSTERS

Below are some of the more common enemies in the Possibility Wars. Possibility-rated individuals are marked with crossed swords ⚔.

Gospog

Based on "Gospogs" by Jasyn Jones, copyright © 2001-2007. The original article can be found online at http://darleyconsulting.com/games/stormknights/index.html.

Gospog are the universal soldiers of the Highlords, terrible corruptions of a human body. They are created by inserting a "transformation seed" into a living host. The host must make a Vigor check to resist the transformation seed. If they fail, during the next week their mind and body change in an agonizing, terrible process, which melds their reality with the seed's reality. The seed can be removed, but doing so is almost worse than the transformation process.

In the end, the gospog will look different, depending upon which reality implanted the seed, but have the same base abilities.

Aysle: created by being shot or stabbed with a special rune-inscribed blade, and appear as their former selves with fire burning inside their hollow bodies.

Living Land: created by making victims swallow a special seed, and appear as walking humanoid plants.

New World: created by holding the victim's mouth open while a tiny unnatural-looking crab crawls down the throat, and appear as waterlogged zombie sailors.

Nile Empire: created by shooting victims with a heavy-duty weird science laser rifle, and appear as brutish neanderthals.

Nippon Tech: created by installing a special chip into a small processor in the victim's skull, but their base appearance is not changed.

Orrorsh: created by a small black amoeba which enters the victim's body, and appear as themselves but with black soulless eyes.

Spiritworld: created by attaching a piece of rice paper inscribed with an evil symbol to the victim's forehead, and appear as quick-moving zombies with pupil-less white eyes.

Tex Arcana: created by shooting victim with a specially enchanted bullet, and appear as walking corpses in Civil War uniforms.

Tharkold: created by inserting a nanobot into the victim's bloodstream, and appear as living metal humanoids.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d12

Skills: Climbing d6, Fighting d6, Notice d6, Shooting d6, Stealth d4, Throwing d6.

Pace: 6; **Parry**: 5; **Toughness**: 8

Gear: One ranged and one hand weapon, appropriate to the gospog's reality.

Special Abilities:

• **Unstoppable**: Gospog are immune to shaken effects from damage, but they can be stunned. They are not prone to fatigue damage.

• **Unswayable**: Gospog are immune to the effects of Taunt and Intimidation.

Nile Shocktrooper

The soldiers of Dr. Mobius' army, shocktroopers are untrained troops designed to provide muscle in numbers, rather than through expert training.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d4, Riding d4, Shooting d6, Stealth d4, Survival d4, Swimming d4, Tracking d4

Pace: 6; **Parry**: 5; **Toughness**: 5

Gear: Colt Dragoon (12/24/48, 2d6+1, ROF 1), Tommygun (12/24/48, 2d6+1, ROF 3, AP1, Auto)

⚔ Nile Shocktrooper Commanding Officer

Rising in the ranks of the shocktroopers, the shocktrooper CO is in a position of authority over a platoon of shocktroopers (about 20). He is the strongest and most savvy of his brethren.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d4, Fighting d8, Notice d6, Reality d6, Riding d6, Shooting d8, Stealth d6, Survival d6, Swimming d4, Tracking d6

Pace: 6; **Parry**: 6; **Toughness**: 6

Gear: Colt Dragoon (12/24/48, 2d6+1, ROF 1)
Tommygun (12/24/48, 2d6+1, ROF 3, AP1, Auto)

Special Abilities:
• **Steady Hands**: Ignore unsteady platform penalty for mounts and vehicles.
• **Command**: +1 to troops recovering from being Shaken within 5".

New World Pirate (or Privateer)

The average pirate in the New World is a fighter and sailor, with notoriously shifting allegiance.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d6, Gambling d4, Notice d4, Repair d4, Shooting d6, Survival d4, Swimming d4, Throwing d6

Pace: 6; **Parry**: 6; **Toughness**: 5

Gear: Cutlass (Str+d6), Flintlock Pistol (5/10/20, 2d6+1, ROF 1, 2 actions to reload)

Special Abilities:
• **Steady Hands**: Ignore unstable platform penalty for mounts and vehicles.
• **Block:** Parry increased by +1.

Spiritworld Martial Artist

These stats are for the hordes of warriors trained in martial arts that function as the private armies of more powerful Wuxia villains. They do not know Wuxia.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Guts d4, Notice d4, Stealth d6, Throwing d8

Pace: 6; **Parry**: 7; **Toughness**: 6

Gear: Kung-Fu sword (Str+d8)

Special Abilities:
• **Unarmed Warrior**: Opponents do not gain unarmed opponent bonus, and unarmed damage increases to Str+d4.
• **Combat Reflexes:** +2 to recover from Shaken
• **Block:** Parry increased by +1.

⚔ Spiritworld Evil Wuxia Master

This is a typical villain from the Spiritworld. Many Wuxia masters also have Arcane Backround (Magic) and Spellcasting at d8 along with five or more powers.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Arcane: Chi d12, Climbing d6, Fighting d12, Intimidation d6, Notice d6, Reality d8, Stealth d8, Taunt d6, Throwing d8

Pace: 6; **Parry**: 9; **Toughness**: 7

Gear: Kung-Fu sword (Str+d8), Weighted Scarf (Str+d4), Combat Fan (Str+d4)

Special Abilities:
• **Unarmed Warrior**: Opponents do not gain unarmed opponent bonus, and unarmed damage increases to Str+d4.
• **Combat Reflexes:** +2 to recover from Shaken
• **Frenzy**: Warrior may an extra attack per round at a -2 penalty to all Fighting rolls.
• **Block:** Parry increased by +1.
• **Quick:** Discard draw of 5 or less for new card
• **Nerves of Steel:** Ignore 1 point. of wound penalties.
• **Two-Fisted:** Make two separate attack rolls and ignore multi-action penalties.
• **Wuxia:** Move at Pace on vertical surfaces and on long graceful leaps.

Living Land Edeinos Warrior

Edeinos are the lizardman-like race that make up the vast population of the Living Land. They are fierce and dedicated warriors.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Notice d6+2, Riding d4, Stealth d6, Survival d8, Swimming d4+2, Throwing d6, Tracking d8

Pace: 6; **Parry**: 6; **Toughness**: 5

Gear: Spear (Str+d6, Parry +1, Reach 1)

Special Abilities:
• **Outsider**: Charisma -2 with non-Edeinos.
• **Natural Weapons**: Use tail, claws, or teeth in combat as weapons, doing Str+d4.
• **Natural Swimmers**: Tails give +2 to Swimming checks, swimming Pace equal to land.
• **Saurian Senses**: Edeinos can "taste" the air, granting them +2 to Notice checks, and making them "active" when consulting Stealth checks.
• **Pain Lover**: Edeinos revel in pain, considering it a gift of Lanala. Edeinos gain the Improved Nerves of Steel Edge.

Living Land Edeinos Optant

Optants are the holy priests of the Edeinos, priests of Life dedicated to Lanala.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Arcane: Faith d8, Climbing d6, Fighting d6, Notice d8+2, Riding d4, Stealth d6, Survival d10, Swimming d4+2, Throwing d6, Tracking d8

Pace: 6; **Parry**: 6; **Toughness**: 5

Gear: Spear (Str+d6, Parry +1, Reach 1)

Special Abilities:

• **Outsider**: Charisma -2 with non-Edeinos.

• **Natural Weapons**: Use tail, claws, or teeth in combat as weapons, doing Str+d4.

• **Natural Swimmers**: Tails give +2 to Swimming checks, swimming Pace equal to land.

• **Saurian Senses**: Edeinos can "taste" the air, granting them +2 to Notice checks, and making them "active" when consulting Stealth checks.

• **Pain Lover**: Edeinos revel in pain, considering it a gift of Lanala. Edeinos gain the Improved Nerves of Steel Edge.

• **Arcane Background (Miracles)**: The optant has 10 power points and knows five of the following miracles: Barrier, Beast-Friend, Boost/Lower Trait, Entangle, Environmental Protection, Fear, Healing, Puppet, and Speed. Most also have the Soul Drain Edge.

Living Land Stalenger

Stalengers ("flying starfish" to Core Earthers) are a race of friendly, if odd, creatures from a conquered world.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d8

Skills: Fighting d10, Notice d8, Stealth d8, Survival d10.

Pace: Fly 6; **Parry:** 6; **Toughness:** 3

Special Abilities:

• **Dodge:** -1 to be hit with ranged attacks

• **Flying Pump:** Stalengers fly by expelling air, granting them Pace 6 with the ability to "run" with a stronger blast.

• **Tentacles:** A stalenger's tentacles have +1 reach, and do Str+d4 damage. They also grant one additional action per round with no multiple action penalty.

• **Echolocation:** By emitting high-pitched sonic bursts, stalengers may "see" even in total darkness and gain the Danger Sense Edge for free.

• **Lightweight:** Stalengers are very light because of a thin, transparent skin which lowers their Toughness by -3.

> **Stalengers as Player Characters**
> Stalengers are a playable race in Torg. They cannot communicate conventionally, however, one major factor that balances them for play, but will make headaches for the party. All stalenger characters automatically gain the Outsider, Illiterate and All Thumbs Hindrances.

Living Land Benthe

Benthe are flying, amoeba-like parasites that specialize in emitting pheromones, allowing them to manipulate their host's emotions and behavior.

Attributes: Agility d12, Smarts d10 (A), Spirit d8, Strength d4-2, Vigor d4

Skills: Arcane (Pheromones) d12, Fighting d10, Notice d8, Persuasion d12, Riding d12, Stealth d10, Survival d10, Tracking d8.

Pace: Fly 8; **Parry**: 0; **Toughness**: 4

Special Abilities:
• **Improved Dodge**: Opponents are at -2 to hit a benthe when it is aware of their presence.
• **Pheromones**: To affect a target, a benthe must first attach itself, which requires a touch attack roll. Once secured, they emit pheromones by rolling Arcane (Pheromones), opposed by the host's Spirit check. If successful, they effectively gain the Puppet power, able to control the behavior of the host by manipulating their emotions. This lasts for 1 minute, but each raise increases the time by one increment (1 hour, 1 day, 1 week, etc.), after which time the host may choose to make another opposed roll to regain control. Being dominated by a benthe isn't entirely bad -- the host becomes immune to fear effects and to Taunt or Intimidation attempts.
• **Slow**: On a solid surface or underwater, benthe can only move at a Pace 1, and can't run.
• **Size:** Benthe are fist-sized, so suffer -2 to Toughness, but attacks made against them are at -2 due to size.

Living Land Keefee Haroo

Haroo are the holy men of the Keefee, a race of foot-tall humans from the Living Land/Land Below mix, the "Land Above."

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d4-2, Vigor d6

Skills: Miracles d8, Fighting d6, Climbing d10, Notice d6, Riding d10, Stealth d8+2, Survival d10+2, Swimming d6, Taunt d6, Throwing d6, Tracking d6+2.

Pace: 4; **Parry:** 5; **Toughness:** 4.

Gear: Spear (Str+d6, Parry +1, Reach 1)

Special Abilities:
• **Size:** Keefee are only a foot tall, so suffer -2 to Toughness, but attacks made against them are at -2 due to size.
• **Arcane Background (Miracles):** The haroo has 10 power points and knows five of the following miracles: Beast-Friend, Bolt, Boost/Lower Trait, Burrow, Entangle, Environmental Protection, Fear, Healing, Puppet, Shape Change, and Speed.
• **Danger Sense:** Notice at -2 to detect surprise attacks
• **Fleet-Footed:** +2 Pace, d10 running
• **Giant Killer:** +1d6 damage when attacking large creatures
• **Tough as Nails:** +1 Toughness
• **Woodsman:** +2 Tracking, Survival and Stealth
• **Quick:** Discard a draw of 5 or less

Cyberpriest

Usually found accompanying Church Police on missions for the Cyberpope.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6.

Skills: Fighting d6, Faith d8, Interface d8, Intimidation d8, Investigation d8, Knowledge (Cosm) d8, Notice d10+2, Persuasion d8, Shooting d6, Taunt d8.

Pace: 6; **Parry:** 5; **Toughness:** 9.

Gear: HallowMesh armor (+4, torso only), GodMeeter (15/30/60, 1-3d6, ROF 1, 24 shots, Semi-Auto).

Special Abilities:
• **Alertness:** +2 Notice
• **Arcane Resistance:** Armor 2 vs. magic, +2 to resist
• **Champion:** +2 damage/toughness vs. other faiths
• **Danger Sense:** Cyberware-based. Notice at -2 to detect surprise attacks
• **Holy Warrior:** May spend 1 Power Point to repulse or destroy supernaturally evil creatures.
• **Arcane Background (Miracles):** 10 Power Points, and two of the following powers: *armor, boost/lower trait, detect or conceal arcana, dispel, healing, puppet.*
• **Arcane Background (Cyberware):** 20 Power Points and three implants: BelleVue (Boosts Notice only), MB Adrenal Booster (Boosts Agility only), CSI EyeKill Mk. IV (Boosts Shooting only).

⚔ Ravagon Lieutenant

Ravagons are flying saurians from a world conquered by the Gaunt Man. He uses them as assassins and infiltrators, especially preferring to send them into worlds he plans to invade on scouting or stelae-planting missions, due to their ability to resist other realities.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Fighting d10, Guts d8, Intimidation d10, Knowledge: Reality Theory d6, Notice d8, Reality d8, Stealth d10, Survival d8, Tracking d8.

Pace: 6, Fly 6; **Parry**: 8; **Toughness:** 9.

Gear: None.

Special Abilities:
• **Armor:** +2 Toughness from leathery hide.
• **Natural Weapons:** Use wings, claws, or teeth in combat as weapons, doing Str+d4.
• **Saurian Senses:** Ravagons can "taste" the air, granting them +2 to Notice checks, and making them "active" when consulting Stealth checks.
• **Quick:** Redraw initiative on draw of 5 or less.
• **Block:** Gain +1 to Parry.
• **Command:** Allies make Spirit checks to resist Shaken at +1.
• **Hardy:** Additional Shaken results do not result in wound levels.
• **Aggressive Reality:** Make Reality checks at +1 during reality storms.
• **Persistent Reality:** Checks to reconnect are made at +1.
• **Combat Reflexes:** +2 to recover from Shaken.

Nippon Tech Corporate CyberNinja

Corporate Ninjas are specially-trained assassination and stealth units in the employ of powerful corporations.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d8

Skills: Climbing d8, Fighting d8, Intimidation d4, Lockpicking d8, Notice d8+2, Stealth d12+2, Streetwise d6, Throwing d8, Tracking d6, Interface d8.

Pace: 6; **Parry**: 8; **Toughness**: 7

Gear: Ninja-to sword (Str+3), Shuriken (Str, 5/10/20, throw multiple at a time with a cumulative -1 penalty per each, up to -4), Silenced Pistol (12/24/48, 2d6, ROF 1, AP1, Semi-Auto); Armor +1.

Special Abilities:
• **Unarmed Warrior**: No unarmed opponent bonus. Gain +3 damage when fighting with melee weapons or unarmed
• **Quick**: Discard a draw of 5 or less.
• **Acrobat:** +2 to nimbleness-based Agility rolls, and +1 to Parry when unencumbered.
• **Block:** Parry +1
• **Arcane Background (Cyberware):** Ninjas have 20 Power Points and four implants: Adrenalin Booster (Boost Fighting only), Light-Refractor (Invisibility), Bullet-Timer (Deflection), and Targeting Computer (Smite)

⚔ Highlord

Though Highlords from each reality will have realm-specific differences, most have commonalities. The statistics below are for a "typical" Highlord., if such a thing exists. GMs should add Edges and skills as appropriate. High Lords have a nearly limitless supply of Bennies as long as they are connected to their Darkness Devices.

Attributes: Agility d12, Smarts d12+2, Spirit d12+2, Strength d12, Vigor d12+1

Skills: Fighting d12+1, Guts d12, Intimidation d12+2, Investigation d10, Knowledge (Reality Theory) d12+2, Knowledge (Cosm) d12+2, Reality d12+2, Notice d12, Persuasion d12, Stealth d10, Taunt d10+2. Most other skills at d8, and realm-specific skills at d10 or higher.

Pace: 6; **Parry:** 11; **Toughness:** 11.

Special Abilities:
• **Arrogant:** Must humiliate opponent, challenge "leader"
• **Overconfident:** Believes he/she can do anything.
• **Improved Arcane Resistance:** Armor 4 vs. magic, +4 to resist magic effects.
• **Improved Block:** Parry +2
• **Combat Reflexes:** +2 to recover from Shaken
• **Command:** +1 to troops recovering from being Shaken
• **Common Bond:** May give Bennies to allies
• **Danger Sense:** Notice at -2 to detect surprise attacks
• **Improved Dodge:** -2 to be hit with ranged attacks
• **Fervor:** +1 melee damage to troops in command
• **Improved First Strike:** May attack every foe who moves adjacent
• **Improved Frenzy:** 1 extra Fighting attack with no penalty
• **Harder to Kill:** 50% chance of surviving "death"
• **Hold the Line!:** Troops have +1 Toughness
• **Inspire:** +1 to Spirit rolls of all troops in command
• **Improved Level-Headed:** Act on best of three cards
• **Improved Nerves of Steel:** Ignore 2 points of wound penalties
• **No Mercy:** May spend Bennies on damage rolls
• **Master:** Wild Die is d10 for Reality skill
• **Quick**: Discard draw of 5 or less for new card
• **Improved Sweep:** Attack all adjacent foes at no penalty
• **Strong Willed:** +2 to Intimidate and Taunt, +2 to resist
• **Improved Tough as Nails:** Toughness +2
• **Fear:** Anyone in the presence of a highlord must make a Fear check at -4.
• **Hardy:** Highlords do not suffer wounds from multiple Shaken results
• **Fast Regeneration:** As long as a highlord is connected to its darkness device, he makes a Vigor check every round to heal any damage he has sustained. He also adds +2 to Spirit rolls to recover from Shaken.
• **Reality Scholar:** Knowledge: Possibility Theory checks are made at +1, and the highlord may make a Notice check to determine the powers of an Eternity Shard.
• **Aggressive Reality:** +1 to Reality during a reality storm
• **Persistent Reality:** Checks to reconnect are made at +1

Tharkoldu Techno-Demon

Thratchen brought some of these monsters with him when helped the Gaunt Man invade.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12, Vigor d8.

Skills: Fighting d10, Intimidation d8, Interface d8, Knowledge: Reality Theory d6, Notice d6, Shooting d6, Spellcasting d8, Stealth d4, Streetwise d6, Survival d6, Taunt d6, Tracking d8.

Pace: 6, Fly 6; **Parry:** 7; **Toughness:** 9.

Gear: Laser Pistol (15/30/60, 1-3d6, ROF 1, Shots 24, Semi-Auto).

Special Abilities:

• **Armor:** +2 Toughness from demonic hide
• **Natural Weapons:** Talons or bite in combat as weapons, doing Str+d6.
• **Combat Reflexes:** +2 to recover from Shaken
• **Berserk**
• **Brawny:** Toughness +1, load limit is 8 x Str
• **Arcane Background (Cyberware):** 20 Power Points and four implants: Windsniffer (Boosts Notice only), Balance Wires (Boosts Agility only), Retractible Armor (armor), and Life Cyber (Healing).

Expanded Rules

For GMs who want to expand the dynamics of their Torg campaigns, Cybernetics could easily be handled as a superpower in conjunction with the Super Powers Companion, by Pinnacle. The advantage of this method is that cyberware are "always on" and do not require activation in most cases.

Wuxia could, in fact, be handled the same way. This would allow martial artists to simply perform actions instead of activating them. A word of caution about using the Super Powers Companion in this way, though: Unless there are balancing factors, characters using that system will be far and away more powerful than others.

The author of this Netbook also has expanded rule systems for cyberware, Wuxia, Obeah and Vodoun, as well as a system for expanding powers for use at every Rank. These, and other potentially useful Netbooks, can be found at http://getsavaged.blogspot.com

Other great resources can be found in Shark Bytes fanzine, including a great system by Clint Black for performing rituals as skills, and rules for Voodoo as a Miracles Arcane Background.