

THE LAW OF SAVAGERY
When Attack is an Approved Action, All-Out Attacks gain +1BD.

THE LAW OF LIFE
Gain an Up when testing for Defeat.



Magic 1
Social 7
Spirit 24
Tech 6

Living Land

Freedom
FOREVER

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	
Result Points	Success
0–4	Standard
5–9	Good
10+	Outstanding

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

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	

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 toeholds

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.

TRAVEL DISTANCE PER HOUR							
Type	Open	Trail	Road	Jungle	Swamp	Ruins	Mountain
Foot	3 kph	3 kph	3 kph	1 kph	1 kph	2 kph	2 kph
Beast	5 kph	5 kph	5 kph	3 kph	3 kph	3 kph	3 kph
Beast (Fast)	8 kph	8 kph	8 kph	3 kph	3 kph	4 kph	4 kph
Vehicle (motorcycle)	50 kph	40 kph	50 kph	3 kph	3 kph	10 kph	10 kph
Vehicle (Fast)	50 kph	40 kph	80 kph	3 kph	3 kph	15 kph	15 kph
Large Vehicle (truck)	40 kph	10 kph	50 kph	1 kph	1 kph	10 kph	10 kph
Large Vehicle (Fast)	50 kph	10 kph	80 kph	1 kph	1 kph	10 kph	10 kph

RECONNECTION CHART	
Mod	Zone
–	Mixed Zone
–4	Dominant Zone
–8	Pure Zone

ITEM AVAILABILITY	
Modifier	Local Availability
+2	Surplus
–	Common
–2	Uncommon
–4	Rare
–6 or more	Unique

d20	Goal
1	Rescue: Find endangered people and bring them safely out of the Living Land.
2	Diplomacy: Make peaceful contact and negotiate with potential allies.
3	Assessment: Learn information about Core Earth personnel or resources.
4	Recovery: Find and recover or salvage Core Earth resources.
5	Recon: Find out about enemy plans, positions, or resources.
6	Attack: Carry out an attack against the enemy or attempt to capture them.
7	Communication: Carry a message or information to allies.
8	Hunt: Track and hunt the creatures of the Living Land.
9	Explore: Seek out and explore a Lost World.
10	Harvest: Find and obtain an unusual Living Land plant.
11	Supply: Deliver supplies to allies in the Living Land.
12	Protect: Safeguard a person or item on a trip into or through the Living Land.
13	Investigate: Follow up on intelligence about something new or interesting.
14	Test: Try out a new or experimental weapon, tactic, device, or other advantage.
15	Surveillance: Track and observe another faction to see what they’re up to. Roll again on this table for the other faction’s goal.
16	Occupy: Seize and control an important site.
17	Destroy: Seize and destroy an important site or objective.
18	Training: Train or educate other characters in some aspect of the Living Land.
19	Story Seed: Carry a message of hope to people in the Living Land.
20	Stelae Strike: Find and destroy Living Land stelae.

d20	Complication
1	Mistaken Identity: Someone is not who or what they appear to be.
2	Pocket Reality: Unusual axioms or world laws at work.
3	Spiritual Forces: Spirits or spiritual forces influence things.
4	Bait and Switch: The goal is not what it seems.
5	Technical Problems: Tech and equipment cause problems.
6	Nightmare Tree!: Orrosh’s reality exerts its influence.
7	Difficult Terrain: The land itself creates complications and challenges.
8	Illness: A disease or toxin affects the characters.
9	Bad Weather: Dangerous weather conditions challenge the characters.
10	Geological Event: An earthquake, sinkhole, or other geological event strikes.
11	Betrayal!: Someone switches side unexpectedly.
12	Wildlife: Dangerous creatures threaten the characters or their goal.
13	Trap or Ambush: Characters walk into a trap or ambush.
14	Unexpected Ally: An unexpected ally turns up to offer aid.
15	Sudden Revelation: New and unexpected information is suddenly revealed.
16	Unexpected Enemy: An unexpected enemy makes an appearance.
17	Rivals: The characters have rivals after the same goal as them.
18	Refugees: The characters encounter refugees in need of their aid.
19	Oddity: A true oddity turns up. See description for details.
20	Multiple Complications: Roll twice on the table.

d20	Setting
1–3	Wilderness
4–5	Overgrown Urban Area
6	Refugee Camp
7	Edeinos Camp or Village
8	Waterfront or Aquatic
9	Mountains
10	Core Earth Landmark
11	Amusement Park

d20	Setting
12	Factory or Industrial Complex
13–14	Lost World
15	Museum or Gallery
16	Underground
17	Religious Site
18	Deep Mist or Spirit World
19	Mall or Shopping Center
20	Military Installation

d20	Origin/Materials	Purpose	Found Within...
1	Hide or leather	Necropolis/Tomb	Denizen in suspended animation
2	Plastic	Military Outpost	Only dust: abandoned and empty
3	Wood	Research Center	Magical or alchemical formula
4	Secreted Resin	Observation Post	Dusty tome of knowledge
5	Stone	Nursery/Breeding Area	Symbol of power (e.g., scepter, crown, etc.)
6	Metal	Hospital	Flag, banner, or tapestry
7	Glass	Homestead	Wrecked or non-functional vehicle
8	Crystal	Hunting Lodge	Broken weapons and/or armor
9	Clockwork	Temple/Shrine	Detailed map or star chart
10	Holographic	Power Plant	Scraps of a diary or journal
11	Living Plants/Trees	Water/Food Center	Survival gear, fresh water, or edible food
12	Quicksilver/Mercury	Store/Factory	A non-sentient, alien plant or animal
13	Giant Fungus	Library or School	A ceremonial object (e.g., a ring, robe, stole)
14	Carved Stones	Communication Center	A functioning battery or generator
15	Totemic Idols	War Memorial	Sarcophagus/coffin with a preserved corpse
16	Unidentified Metal	Throne Room	An aloof, self-aware computer
17	Insect Chitin	Vessel (Sail/Space)	A historical or political document
18	An Alternate Earth	Vault/Prison	A functional weapon or suit of armor
19	Earth’s Distant Past	Storage Facility	Treasure (Value Level = 10 + 2BD)
20	Earth’s Possible Future	Entertainment Center	A weird science device or sacred item

TORG VALUE CHART			
Base Number	Value	Base Number	Value
1	0	100–149	10
2	1	150–249	11
3	2	250–399	12
4–5	3	400–599	13
6–9	4	600–999	14
10–14	5	1000	15
15–24	6	1500	16
25–39	7	2500	17
40–59	8	4000	18
60–99	9	6000	19

Base Number	Value	Base Number	Value
10,000	20	15,000	21
25,000	22	40,000	23
60,000	24	100,000	25
150,000	26	250,000	27
400,000	28	600,000	29

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d20	Opponents
1–3	Edeinos Warriors: A band of edeinos warriors.
4–5	Edeinos Optant or Gotak: The priest leads a band of warriors. Roll a d20: 1–15 = an optant; 16–19 = a gotak; 20 = a gotak of Rek Stalek leading undead in place of warriors.
6	Human Gang or Tribe: A human gang or tribe has claim to the goal or the characters’ route to it.
7	Human Expatriates: Humans operating on their own in the Living Land come between the Storm Knights and their goal.
8–9	Other cosm: Agents of another cosm oppose the storm knights. Roll 1d20: 1–3 = Aysle; 4–6 = Cyberpapacy; 7–9 = Nile Empire; 10–12 = Orrorsh; 13–15 = Pan-Pacifica; 16–18 = Tharkold; 19–20 = Ravagons.
10–11	Lost World Natives: Inhabitants of a lost world oppose the characters.
12–13	Dinosaurs: Dinosaurs stand between the Storm Knights and the goal.
14	Core Earth Edeinos: Edeinos under Core Earth axioms oppose the characters.
15	Criminals: Human criminals have an interest in the goal.
16–17	Government: Agents of an Earth government have an interest in the goal.
18	Corporation: Agents of a corporation have an interest in the goal.
19	Living Land Gospog: Living land gospog are between the characters and their goal.
20	Multiple Factions: Roll again on this table and add that opposition.