

A Supplement for *TORG: ROLEPLAYING THE POSSIBILITY WARS*



THE STORM KNIGHTS' GUIDE TO THE POSSIBILITY WARS™



**WEST
END
GAMES®**

The Players' Guide to *Torg*™



The Near Now ...

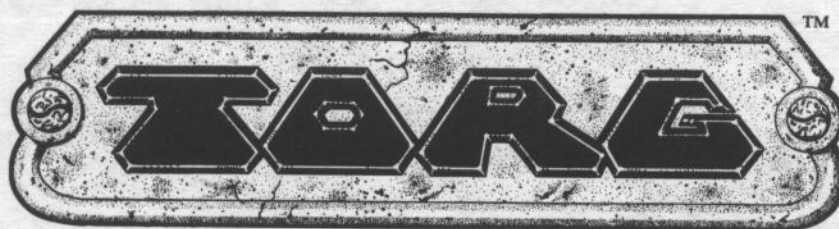
Later today, early tomorrow, sometime next week,
the world began to end.

When the Gaunt Man came to Earth, he knew it was the most powerful of the cosms he had yet discovered — the Possibility Nexus. The strongest High Lord of all felt it necessary to invite six other High Lords along to conquer this rich cosm. But that did not worry him — he could deal with them later. Nothing could stand in his way.

Except the Storm Knights.

After landing in Indonesia and the Far East, the Gaunt Man learned quickly that the other High Lords were the least of his worries. Sure, other cosms had defenders — “stormers,” he called them — but this Earth had Storm Knights, the most powerful foes he had ever faced. Now, he and his allies are confronted by a force they are only learning to deal with now.

They are the Storm Knights and this is ...



Roleplaying the Possibility Wars™

The Storm Knights' Guide to the Possibility Wars

The Players' Guide to *Torg*

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The Storm Knights' Guide to the Possibility Wars

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Published by



RR 3 Box 2345
Honesdale, PA 18431

First Printing: January, 1992

Publisher: **Daniel Scott Palter** • Associate Publisher: **Richard Hawran** • Editors: **Greg Farshtey, Bill Smith, Ed Stark**
Art Director: **Stephen Crane** • Graphic Artists: **Cathleen Hunter, John Paul Lona** • Production Manager: **Steve Porpora**
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Angar Uthorion, Aysle, Baruk Kaah, Core Earth, Cosm, Cosmverse, Cyberpapacy, Darkness Device, Dr. Mobius, Gaunt Man, Gospog, Heart of the Coyote, High Lord, Infiniverse, Kanawa, Living Land, Maelstrom, Maelstrom Bridge, Nile Empire, Nippon Tech, Orrorsh, Pella Ardinay, Possibility Raiders, Possibility Storm, Possibility Wars, Ravagon, Stormers, Storm Knights, Torg, and the Torg logo are trademarks of West End Games. ®, ™ and © 1992 West End Games. All Rights Reserved.

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Introduction



In North America, lizardmen and dinosaurs roam the land, now a vast primitive mist-shrouded jungle. These creatures serve Baruk Kaah, the Saar of the Edeinos and the High Lord of the Living Land.

In Northern Africa, a mad scientist calling himself Pharaoh Mobius rules over a realm where reality is a combination of pulp adventure and Egyptian religion and magic. Such is the realm of the New Empire of the Nile.

In the United Kingdom, Ireland and Scandinavia, two rulers battle for domination of a realm of high fantasy, where magic exists within the very fabric of reality. This is the realm of Aysle.

In France, a religious despot calling himself the "Vicar of Christ" has brought futuristic cybernetics, and medieval theocracy together to form the oppressive realm known as the Cyberpapacy.

In Japan, a corporate executive is silently buying and stealing land and property, using tools such as intrigue, deceit and treachery. What was once Japan has now become a realm controlled by a man known only as 3327. He is the High Lord of Nippon Tech.

And in Indonesia and Malaysia, horrors from occult lore and legend have come to life. Led by one known simply as "The Gaunt Man," these monsters spread fear and corruption all across the realm called Orrorsh.

Earth has been invaded by a group

of powerful beings who have come to strip the Earth of its possibility energy, the very energy which gives the Earth its life.

But the Earth is not without defenders. Valiant heroes have risen to fight the High Lords, and save the Earth from the destruction that they represent. These heroes are called Storm Knights.

Welcome to *The Storm Knights' Guide to the Possibility Wars*. This sourcebook provides new information for Storm Knights battling the ever-present threat of the Possibility Raiders.

Chapter One is entitled "Genesis," and in it, you begin the process of creating Storm Knight characters.

Chapter Two is called "Character Profiles." It discusses the central concept used in creating character with the Storm Knight's Guide.

Chapter Three deals with attributes and skills, explaining the attribute limits of cosms and characters, and which skills are available to which characters.

Chapter Four is entitled "Special Abilities," and covers all the different abilities not governed by attributes and skills.

Chapter Five is concerned with equipment and starting money, and provides guidelines for the allocation of equipment and money to starting characters.

Chapter Six is where the background and personality of a newly created Storm Knight is developed.

This includes personality traits, drawbacks, and the events in a character's background which make her the hero she is.

Chapter Seven takes a closer look at the realms of the Possibility Wars, and discusses background information specific to each realm.

The next chapter, Chapter Eight, is called "New Stuff." In this chapter are some new rules for skill use, guidelines for creating your own *Character Profiles* (a new type of Character Template), and some new equipment to arm your Storm Knights with. This chapter also includes several new spells, miracles, Eternity Shards, and Group Powers.

Chapter Nine is entitled "Tools of the Trade," and in it are expanded guidelines covering the uses of the various tools that Storm Knights use in their battles with the High Lords. The *reality* skill, Eternity Shards, Group Powers, and the removal of stelae are all discussed in that chapter.

The last chapter, Chapter Ten, is called "Gamemastering *Torg* Character Generation" and focuses on aiding the gamemaster in the creation of Storm Knight characters, including how to work with players when creating the backgrounds of their Storm Knights.

In the back of the book, a Background Generation Worksheet, a new *Torg* Character Record Sheet, and a section describing the new "TCRS" are presented. There are also examples that you can use in your campaign.





Chapter One

Genesis



Josiah Freelight rose from the bench where he had been sitting. He and his fellow Storm Knights had shared the story of their latest adventure with the patrons of the Victorian tavern, hoping to give the citizens a small glimmer of hope — hope that the evil horrors of the Orrorshan realm would one day be destroyed. As their story progressed, Josiah had begun to reminisce about how he came to be a Storm Knight, fighting against Uthorion and all the other self-proclaimed High Lords who laid claim to this strange world called Earth.

It all began long ago, back on his home world of Aysle, when Josiah grew bored of countless lessons about magic theorems and knowledges. He yearned for adventure, and adventure is what he found. But none of his adventures on Aysle compared to his experiences once he crossed the bridge from his world to this one....

Character Creation

As presented in the *Torg Rulebook*, there are two methods of creating a Storm Knight character. The first is the one most commonly used, and that is by selecting a Character Template, allocating 16 skill adds, and providing the character's name and basic physical description. This system is very easy to use, and allows for quick character creation but involves the slightly restrictive use of a *Character Template*. This means that all characters created from the "Dark Avenger" template will have the same attributes, and will have to choose from the same types of skills.

The other method in the *Torg Rulebook* is found in Chapter Thirteen: "Creating New Templates." This method allows a player to distribute 66 points among his attributes. He

then selects a number of skills that the character template would likely have, and then allocates his 16 skill adds as in the first method.

An alternate method then, is a system that allows the creation of unique characters, whose few restrictions come from their home cosm, their occupations, and their backgrounds.

A New System for Torg Character Creation

The Storm Knights' Guide to the Possibility Wars presents a new method of creating Storm Knight characters for Torg adventures and campaigns. The emphasis in the alternate method presented here focuses on where the character comes from, and the details of his or her background, not simply the values of his attributes and skills.

The method outlined below is completely compatible with the system as described on pages 141-142 of the *Torg Rulebook*. What the system in this book does is allow a player to develop his/her character's abilities, equipment, etc. based on the home cosm and background of the character.

Unlike the systems in the *Torg Rulebook*, this method is designed for creating individual Storm Knight *characters*, not Storm Knight character templates. The basis of the system presented in this book is the *Character Profile*, an abbreviated form of character template. Character Profiles provide guidelines for the distribution of attribute points, and the selection of skills and equipment. Thus, two characters created from the same Profile could have completely different attributes, skills, and equipment.



what the gamemaster has in mind for his *Torg* campaign. Is the campaign going to take place mostly in one realm, with only occasional trips to other realms? Or is the campaign going to be one where each adventure takes the Knights to a different realm? Are there character types that the gamemaster particularly wants or doesn't want? Are the Storm Knights in the campaign going to know each other previously, or will they have to meet in the first adventure? Once the gamemaster has explained the basics of his campaign, then the decision making can begin, and the first decision is...

STEP ONE: Choose the Storm Knight's Home Cosm

The first step in creating a Storm Knight character is to decide which cosm of the Possibility Wars the character comes from. This decision determines many of the different aspects of the character. For instance, characters from Core Earth have some skills available to them that characters from other cosms do not. Core Earth Storm Knights also will have a different view of the Possibility Wars, as it is their planet which has been invaded.

Below, each cosm/realms is briefly described from the perspective of Storm Knights who have travelled through and adventured within the cosm/realms. This may aid you in choosing the home cosm of your character.

Core Earth

Core Earth is the area of the Earth that hasn't been claimed by any of the High Lords. Since the High Lords are each expanding their realms, Core Earth is getting to be smaller by the day. Storm Knights from Core Earth generally fight the High Lords in the hopes of reclaiming their world from the Possibility Raiders.

Living Land

The Living Land is the primitive realm of Baruk Kaah, the Saar of the Edeinos, and High Lord of Takta Ker. It is a land of lizardmen and dinosaurs; jungles and mysterious places where the faithful of Lanala are granted great spiritual power in exchange for exhilarating sensations.

Nile Empire

The Nile Empire is the realm of the villain Dr. Mobius from the Terran cosm. Within his Empire, Mobius uses the title Pharaoh Mobius as a way of convincing the populace that his intentions are to restore Egypt to its former glory. Of course, his true intentions are of a somewhat more diabolical nature. Mobius' ultimate goal, the same as all the High Lords, is to become the Torg and rule the cosmverse from his seat of unimaginable power.

The Nile Empire is a place of fast and furious action, of good and evil, and of weird science and Egyptian mathematics and religion. The armies of Mobius fight against both the Mystery Men, costumed adventurers who have followed Mobius from his home cosm in the hopes of bringing him to justice, and Storm Knights who work to prevent him from obtaining the power to become the Torg.

Aysle

Aysle is the fantasy realm, where the forces of darkness, led by Angar Uthorion, fight against those of light, led by Lady Pella Ardinay. It is a world of awesome magic, and strong spiritual power. In the north, darkness holds sway, while in the south, Ardinay's forces are dominant. But all across the cosm and realm, the forces of Honor and Corruption are constantly at war with each other, as are their chief avatars, Ardinay and Uthorion.

Cyberpapacy

The Cyberpapacy is a realm of cyber-religious reality, where heretics are hunted by a cybernetically enhanced Inquisition, and the center of the realm's religion is a vast computer network called the GodNet. Pope Jean

Malraux, the High Lord of the Cyberpapacy, rules the realm with strong religion, strong enforcement, and powerful propaganda which sways the populace towards a life of compliance to a faith that exists only to serve itself. But there exists a resistance to the Cyberpope. Located inside Paris, the one city left untouched by the arrival of the reality storms, the resistance is the one source of hope for this realm, where heresy is a capital offense, punishable by death.

Nippon Tech

Nippon Tech is a realm of corporate intrigue and conspiracy. The High Lord 3327, who has adopted the guise of industrialist Ryuchi Kanawa, has been very successful in keeping secret the fact that he has invaded Japan. Though suspicions abound, there is no evidence that proves that the CEO of Kanawa Co. is indeed one of the Possibility Raiders. Of all the realms of the Possibility Wars, Nippon Tech has seen the greatest rate of growth, including its bold move to claim land once controlled by Baruk Kaah of the Living Land. Within the realm of Nippon, deadly ninja and ronin enforce the values of Marketplace, while members of the Shiki and the Sons of the Wind fight to prevent the High Lord from gaining complete dominance.

Orrorsh

Orrorsh is the realm of horror, where the monsters that roam the land terrorize civilian and Storm Knight alike. Unspeakable evil permeates the land itself, and the power of corruption threatens all who enter the home realm of the Gaunt Man. The power of fear itself works against Storm Knights by striking them in their heart of hearts, instilling an indescribable fear in their souls. Tread lightly in your travels across Orrorsh, for though the Gaunt Man is suspected to be gone, there is no doubt that he will return.

Background Choices

Here are some of the things to consider when deciding the home cosm of a Storm Knight character.



A Storm Knight's View:

Living Land

"My friends, what was once your home has now been conquered by the High Lord Baruk Kaah. The areas of North America claimed by the lizardman High Lord are covered with jungles and an all enshrouding mist. Within the jungles, tribes of edeinos move about, attempting to eliminate those of you who refuse to be forced from their homes, while enormous dinosaur-like creatures roam the lands in search of prey. Our homelands have been taken from us, but we will reclaim them. This High Lord will rue the day he came to our world, and tried to take it from us."

— Thomas Lewis, to a survival community in Tennessee, after he and his fellow Storm Knights stopped the planting of a new Living Land stela.

The Nile Empire

"From the streets of Cairo, to the alleyways of Memphis, and even to the valley of the Pharaohs, the realm of this 'Pharaoh' Mobius has changed Northern Africa into someplace else. A place where the armies of the Empire hold sway over a defenseless population, where costumed heroes boldly fight against the evil plans of the Pharaoh and his minions, and where both weird science technol-

ogy and ancient Egyptian magic are commonplace. Storm Knights within this madman's realm must be ever vigilant, lest the plans of Mobius come to fruition, and all the world suffer the consequences."

— Benjamin Dressel,
Reporter for Cable News Daily

Aysle

"The area of our world now known as Aysle is strange indeed. Magic is commonplace, and a part of everyday society. Giants, elves, and dwarves co-exist with humans, and the monsters of myth have become real. And amidst all of this, a war is being fought. The outcome of this war, fought between the forces of light and darkness, could spell doom and destruction for not only this world, but the homeworld of Aysle as well."

— Andrea Maxim,
Daredevil

The Cyberpapacy

"It as though the Earth's barbaric past, and a dark and grim future have met to create a realm where no free people are safe from the Inquisitors of the church. The nation of France, now controlled by the Cyberpope, is a place where contradictions run wild. Advanced Cybernetics exist side by side with

ancient social customs and beliefs which combine to create a world of frightening reality."

— Andy Read,
ex-Basketball Star
and National Hero

Nippon Tech

"The symptoms might not be the same, but take my word for it, there is a High Lord in control of Japan. Exactly where his realm begins and ends is anyone's guess, but make no mistake, the changes that occurred within Japan are not just a side effect from the Orrorsh realm, or the failed attempt in the Soviet Union. Japan is no more free of the Possibility Raiders than the United States."

— James Kiretti,
Technician on the Run

Orrorsh

"Of all the realms of the Possibility Wars, Orrorsh is the most horrendous, and the most terrifying. The land, the cities, and the jungles seem alive with an evil almost beyond words. I thank the lord god I escaped from the forsaken place with my life. I pray none of you ever need go there, for the evil and fear that fill the air are such that your very souls could be the price of your admission."

— Josiah Freelight,
Mage

1. Is the character a native to his cosm or is he from a realm?

Has the character always been from his present cosm, or has he been transformed by the Possibility Wars? If the character was transformed, what was his original cosm?

A cosm is a different place than Earth. Cosms are the home worlds of the High Lords. A realm is an area of Earth that has been claimed by one of the High Lords. If a character is from a cosm, this means that she came across

on a Maelstrom Bridge, either to fight against the High Lord on this world, or to fight for the High Lord, only to change her motivation once she arrived (this is what happened to Kurst in the Possibility Wars trilogy).

If a character is from a realm, how did he come to be there? Characters from realms are characters who have been transformed by the reality storms that occurred when the Maelstrom Bridge first appeared. They were probably once Earth citizens, but now have axioms of a foreign cosm. Their out-

look has perhaps changed, as have their abilities.

One specific difference between a character from a cosm and one from a realm is in the skills available to the character. "Cosm characters" can possess only those skills available to that cosm. "Realm characters," those characters that have been transformed to a former alien reality, can possess skills from their original cosm, and the cosm to which they now belong. For example, a character from Core Earth or Orrorsh who was somehow trans-



formed to the reality of Aysle, is a "Realm" character. A character who was actually *from* the cosm of Aysle or Core Earth, and has not been transformed is a "Cosm" character.

It is recommended, when using the background generation system in this book, that "Realm" characters take a maximum of half their skills from their original cosm, and the rest from their new reality. This means a Core Earth character who has been transformed to Living Land reality, and has become a Storm Knight, could have some Core Earth skills that would be a contradiction in the Living Land.

The Character Profiles

Some of the Character Profiles in Chapter Two list whether or not characters created from that Profile have been transformed. This is included in parentheses after the name of the Profile. For example, Dwarf Gone Modern (T: Aysle-Core Earth) means that a character created from that Profile was originally an Ayslish dwarf who was transformed to Core Earth.

Those Profiles that list (T: Core Earth-Errorsh, for example) are not the only Profiles that allow characters to have been previously transformed. When creating Storm Knight, if you want him to originally come from another cosm and transformed, he can

be. If this choice is made, make sure to discuss it with your gamemaster. He will very likely ask for a Background Event which describes how the character was transformed, and how he adjusted to his new reality.

2. Is the character a Core Earther who was once from another cosm?

Perhaps your character came across the Maelstrom Bridge, and during an adventure, became transformed into a denizen of Core Earth or another cosm. Between Core Earth and the numerous invading realms, the possibilities (pardon the pun) are nearly endless.

Determining the home cosm of a character is not only the first step in creating a Storm Knight, but is also the first step in creating the Storm Knight's background. Developing a character's background will be discussed in Chapters Six and Seven.

On pages 93 and 94 of this book, you will find a copy of the *Storm Knights' Guide Background Creation Worksheet*. This is a form that you can use while creating your Storm Knight. It has spaces to write down all the information found in your Character Profile, as well as space where you can jot down your Storm Knight's personality traits, behavior tags, and Drawbacks. It also has space allocated for your Background Events, particularly his Moment of Crisis, and Motivation.

Profile On: Kenneth Markham

Tim wants to create a Storm Knight character and decides that he wants his character's name to be Kenneth Markham. Next, Tim's got to decide which cosm/ realm Ken is going to be from. Tim has always liked espionage films and books, so he decides that creating a Storm Knight from the Nippon Tech realm would allow him to play a character like James Bond, or *The Man from U.N.C.L.E.* He has also decided that he wants Ken to be from the realm of Nippon Tech, not the cosm of Marketplace. This means that he was transformed during the invasion of Nippon Tech, so Tim has already got some background material to work with. So far, so good.



Chapter Two

Character Profiles



his chapter explains the basics of Character Profiles, and presents a list of profiles to choose from.

In the next two chapters, the specific game mechanics of Character Profiles are explained in more detail. So, after you have chosen your Storm Knight's home cosm, move on to ...

STEP TWO: Select A Character Profile

After choosing the Storm Knight's home cosm, the next step is to choose a Character Profile. A Character Profile is an outline of the abilities of a character type, sort of an abbreviated form of the Character Templates found in the *Torg World Book* and Realm sourcebooks. Some examples of Character Profiles include the *Industrial Spy* (from Nippon Tech), the *Impatient Mage* (from Aysle), and the *Kid Sidekick* (from the Nile Empire).

Character Profiles: Definitions

All of the Character Profiles that appear in this sourcebook provide the following information, and are described in the following manner:

Character Profile Name

Attribute Template: the attribute template used for characters of that profile;

Skill Notes: the profile's tag skill — and primary, secondary, and tertiary skill categories;

Special Abilities: any powers or abilities not defined by skills, or other-

wise unique to the character or cosm (Nile powers, miracles, magical abilities, species attribute packages, etc.);

Equipment: equipment available to characters created from the Profile. Usually, one piece of unique equipment and a number corresponding to how many Weapons, General, and Incidental equipment a profile should begin the game with (see Chapter Five);

Starting Money: a base amount of money available to the character created from the profile (to be modified at the gamemaster's discretion). For easy comparison, all money has been given in U.S. currency. Easy exchange rules are given in the *Torg Adventure Book*;

Description: a brief description of where the character is likely to have come from and her general motivations for fighting the High Lords.

If an ability, power, or piece of equipment is marked with an asterisk (*), a Background Event is required for the character to have the marked item (see the Background Generation sections of this book, chapters six and seven).

Transformed Character Profiles

Some of the Character Profiles in Chapter Two represent characters who have been transformed by the reality storms that accompanied the Possibility Raiders' arrival on Earth. If a profile is one of a transformed character, the character's original cosm will be indicated in parentheses after the profile's name, followed by her new reality.

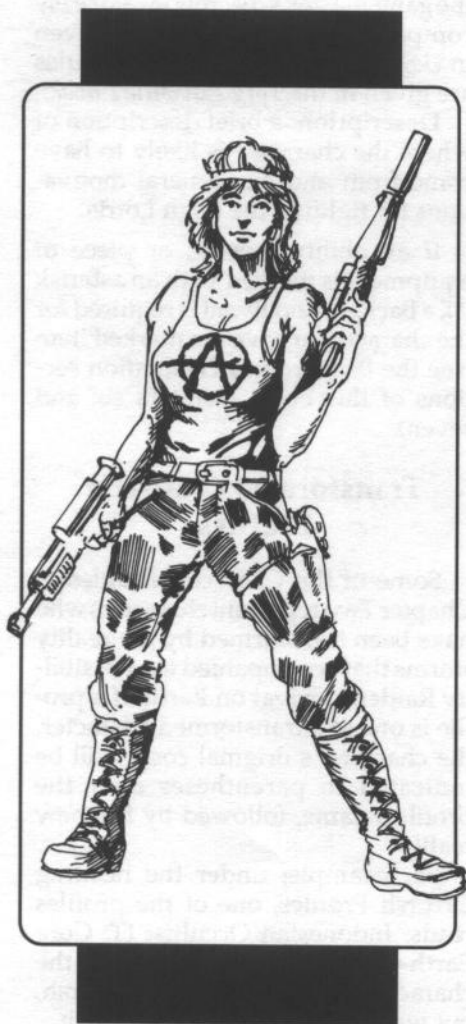
For example, under the heading *Orrorsh Profiles*, one of the profiles reads: *Indonesian Occultist (T: Core Earth-Orrorsh)*. This means that the character is presently from Orrorsh, but was originally from Core Earth.



Core Earth Character Creation

Creating Storm Knights from Core Earth is a bit different than creating Knights from other realms/cosms. This is because there are Core Earth Knights all over the globe, near each of the realms. Thus, when creating a Core Earth Storm Knight, what part of the world, or which of the realms, the Storm Knight comes from are factors that must be considered.

Below are the Character Profiles available from Core Earth. They are arranged according to the realm that they would most likely be nearest to. Of course, Storm Knights are likely to begin their adventures nearly anywhere.



Core Earth Character Profiles

North America Eastern Living Land

Anarchist Freedom Fighter

Attribute Template: Adrenalin

Skill Notes: Tag (*fire combat*)

1: Adrenalin 2: Presence

3: Willpower

Special Abilities: n/a

Equipment: Ingram Mac 10

Weapons 3 General 4

Incidental 3

Starting Money: \$500

Description: A distrust of authority has been your trademark for years. But now, if it's between an unprincipled government or invaders from another world, you'll stick with the government — until the invaders are gone that is.

Chemistry Prodigy

Attribute Template: Willpower

Skill Notes: Tag (*science (chemistry)*)

1: Willpower 2: Presence

3: Adrenalin

Special Abilities: n/a

Equipment: Chemical Analysis Kit (See Chapter Five)

Weapons 1 General 4

Incidental 4

Starting Money: \$1000

Description: Breezing through high school and college before you knew it, you were employed by the biggest chemical company in the nation. But then the Possibility Raiders came, and destroyed everything — your lab, your family; everything. Now it's time to use your talents outside the lab, on the battlefield of the Possibility Wars.

Body Builder

Attribute Template: Adrenalin

Skill Notes: Tag (*lifting*)

1: Adrenalin 2: Presence

3: Willpower

Special Abilities: n/a

Equipment: Dumbbells (ten pounds each; damage value STR+4/18)

Weapons 2

Incidental 4

Starting Money: \$2000

Description: Your body had graced the cover of every body-builder magazine in the free world. Promotional tours around the globe made your name a household word. Now you've decided that the High Lords will know who you are as well.

General 4

Fire Fighter

Attribute Template: Adrenalin

Skill Notes: Tag (*melee weapons*)

1: Willpower 2: Adrenalin

3: Presence

Special Abilities: n/a

Equipment: Fire Axe, Firefighter's Suit (armor value TOU+3/16)

Weapons 3 General 4

Incidental 3

Starting Money: \$500

Description: Fighting fires in the city wasn't the easiest job in the world, but someone's got to do it. It's the same with fighting the High Lords. Somebody's got to do it. Looks like it's you.

Wilderness Guide

Attribute Template: Adrenalin

Skill Notes: Tag (*survival*)

1: Willpower 2: Adrenalin

3: Presence

Special Abilities: n/a

Equipment: Survival Kit

Weapons 3 General 5

Incidental 2

Starting Money: \$500

Description: You've spent most of your life in the wilderness, teaching others the art of survival. Now your talents are needed in a somewhat different way. You aid those who would take the fight within the primitive bounds of the Living Land.

Nippon Tech/ Western Living Land

Rock Star

Attribute Template: Presence

Skill Notes: Tag (*charm*)

1: Presence 2: Adrenalin

3: Willpower

Special Abilities: n/a



Equipment: Guitar (Acoustic)

Weapons 1 General 3

Incidental 4

Starting Money: \$50

Description: Before the invaders came, you sang of peace and brotherhood, but it seemed no one would listen. Then, when the wars began, you found that peace had to wait and the only brotherhood was that of the soldier. Now, armed with your guitar and your belief, you travel around singing of the Storm Knights, the defenders of Earth.

Stalenger Techie

(T: Living Land-Core Earth)

Attribute Template: Willpower

Skill Notes: Tag (*science (computers)*)

1: Willpower 2: Presence

3: Adrenalin

Special Abilities: flight, tentacles (damage value STR+4/17)

Equipment: Laptop Computer (specially modified for tentacles)

Weapons 1 General 3

Incidental 4

Starting Money: \$500

Description: When you came to this world, you saw the joys of flying through new space unrestricted. But then the edeinos High Lord told you it was war. You didn't like that; you wanted to study the "humans" and figure out why they liked dead things so much. When you got caught in a reality storm on the edge of the Living Land, you found out. Joining with a group of humans and leading them through a mixed zone to safety, you earned their gratitude and trust. Now, you are fascinated by their diversity and their "technology."

College Student

Attribute Template: Willpower

Skill Notes: Tag (*scholar (Earth history)*)

1: Willpower 2: Adrenalin

3: Presence

Special Abilities: n/a

Equipment: sleeping bag, moped

Weapons 1 General 4

Incidental 4

Starting Money: \$75

Description: Just one more final exam, then a nice relaxing summer on

the beach. Until the lizards came that is. Now there's some Japanese company buying businesses like there's no tomorrow. Unless someone fights the High Lords there might not be a tomorrow. More than anyone, you know the history you're in danger of losing. Now you have to fight for it.

Game Designer

Attribute Template: Willpower

Skill Notes: Tag (*scholar (mathematics)*)

1: Presence 2: Willpower

3: Adrenalin

Special Abilities: n/a

Equipment: calculator, digital watch

Weapons 2 General 5

Incidental 4

Starting Money: \$100

Description: Always infatuated with numbers, probabilities and other people's dreams, one day you found yourself living one. Only now, it's not a game anymore. Still thinking in your own unique terms, you do your best to fight against the High Lords and restore your own reality to Earth.

Who knows, maybe you'll make a game about it someday.

Survivalist

Attribute Template: Adrenalin

Skill Notes: Tag (*survival*)

1: Adrenalin 2: Willpower

3: Presence

Special Abilities: n/a

Equipment: Survival Kit and Camping Gear

Weapons 3 General 5

Incidental 2

Starting Money: \$500

Description: No one believed you when you said you'd need all the stores in your basement. You were right — sort of. So it wasn't the Commies. It doesn't matter. Enemies are enemies and now you're going to show those invaders that they've messed with the wrong folks.

Rancher

Attribute Template: Adrenalin

Skill Notes: Tag (*fire combat*)

1: Willpower 2: Adrenalin

3: Presence



Special Abilities: n/a

Equipment: Hunting Rifle

Weapons 3 General 5

Incidental 3

Starting Money: \$1000

Description: You never liked it when strangers trespassed on your land. Now strangers are trespassing all over the world. Your ranch is just a jungle now, so it's time to take the fight to the trespassers.

Europe (Aysle region)

Dwarf Stock Broker

(T: Aysle-Core Earth)

Attribute Template: Willpower

Skill Notes: Tag (*business*)

1: Willpower 2: Adrenalin

3: Presence

Special Abilities: birth magic



Equipment: Membership Card, London Exchange; checkbook from Bank of London
Weapons 1 General 5
Incidental 3

Starting Money: \$5000

Description: The people on this world are taller than you and your kind, but that doesn't mean they're better with money. Besides, you're getting used to this world. After the initial invasion, you settled right into selling conjuring futures.

But then things went bad. Your corporation went belly-up after somebody flooded the market with fake gold. Now, you find you can't sit on the sidelines any more. You want revenge against the High Lord who did this ... whichever it was.

Note: Even though you are no longer of the Ayslish reality, you can roll for one birth magic and one arcane knowledge. They are a contradiction to use, but they're yours.

English Bobby

Attribute Template: Adrenalin
Skill Notes: Tag (*melee weapons*)

1: Adrenalin 2: Willpower
 3: Presence

Special Abilities: n/a

Equipment: Night Stick and Whistle

Weapons 3 General 4
Incidental 4

Starting Money: \$500

Description: You never thought you'd see the like of it. Elves, dwarves, giants, here in England. Well, the Queen seems to trust this Ardinay lady, and that's always been good enough for you. Now it's time to send these Raiders back where they come from.

Irish Sea Captain

Attribute Template: Adrenalin
Skill Notes: Tag (*water vehicles*)

1: Adrenalin 2: Willpower
 3: Presence

Special Abilities: n/a

Equipment: Fishing Boat*

Weapons 2 General 4
Incidental 3

Starting Money: \$500

Description: In all your days at sea, you'd never seen a storm like that one.

Thunder and lightning like never before, and some other things that just couldn't have been real. Now you and your ship are able and willing to help out in any way you can.

Europe (Cyberpapacy region)

Reformed

Magna Veritan Priest (T: Magna Verita-Core Earth)

Attribute Template: Presence

Skill Notes: Tag (*focus*)

1: Presence 2: Adrenalin
 3: Willpower

Special Abilities: miracles

Equipment: Holy Book and Symbol

Weapons 2 General 3
Incidental 3

Starting Money: \$0

Description: Your days serving the so-called "Vicar of Christ" ended when Malraux came to this world and began the worship of cyberware. You wouldn't serve the "Cyberpope," and were branded a heretic. So you've chosen to fight him by joining the resistance located in Paris and preaching the true faith.

Note: You must take at least one add in a Core Earth religion.

French Street Philosopher

Attribute Template: Presence

Skill Notes: Tag (*charm*)

1: Presence 2: Willpower
 3: Adrenalin

Special Abilities: n/a

Equipment: Notebook and pen, bedroll

Weapons 1 General 2
Incidental 4

Starting Money: \$0

Description: While you might never had unraveled the mysteries of life, the invasion of the Possibility Raiders has certainly put off the progress you were making. Maybe they've come for some divine reason, but that's not your concern anymore. Right now, you'll try to think of a way to get rid of them.

Hardened Mercenary

Attribute Template: Adrenalin

Skill Notes: Tag (*fire combat*)

1: Adrenalin 2: Willpower
 3: Presence

Special Abilities: n/a

Equipment: AK 47 assault rifle, Weapons 3 General 5

Incidental 4

Starting Money: \$2000

Description: After a few years of military service, your career as a hired mercenary was beginning to pay handsomely. You went from one war to the other, fighting other people's battles for pay. But then, the war came to you. Suddenly, these "High Lords" made it personal. You still fight for profit, but only against the invaders.

Asia (Orrorsh Region)

Modernized Victorian (T: Orrorsh-Core Earth)

Attribute Template: Presence

Skill Notes: Tag (*taunt*)

1: Presence 2: Willpower
 3: Adrenalin

Special Abilities: n/a

Equipment: .357 Desert Eagle, Hunting Coat (Victorian style)

Weapons 2 General 4
Incidental 4

Starting Money: \$500

Description: You'd always greeted the natives and savages tales of "monsters" and "horrors of the night" with a sneer and a cynical laugh. But now that you've come to this new land, you see the natives aren't all backward and superstitious. There are real monsters here and there are weapons to fight them with.

Muslim Holy Man

Attribute Template: Presence

Skill Notes: Tag (*faith*)

1: Presence 2: Adrenalin
 3: Willpower

Special Abilities: miracles

Equipment: Muslim Holy Scrolls

Weapons 1 General 3
Incidental 5



Starting Money: \$100

Description: Just as peace had begun to become a possibility, these "Possibility Raiders" came, snatching all chances of peace from your people's grasp. These "High Lords" are not gods to be worshipped, but heretics to be destroyed. Surely Allah will help you in fighting these infidels who threaten his followers.

Asia (Nippon Tech Region)

Core Earth Martial Artist

Attribute Template: Adrenalin

Skill Notes: Tag (*martial arts (akido)*)

1: Adrenalin 2: Willpower

3: Presence

Special Abilities: Akido martial arts style

Equipment: staff

Weapons 3 General 4

Incidental 3

Starting Money: \$500

Description: Your skills have been passed down through the generations of your clan and taught in the family dojos. Now others who bear similar skills have arrived, bearing allegiance to no clan you have ever heard of. You found out where they have come from, but not where they have learned your ancient art.

Note: You have only 11 skill adds to distribute among your remaining skills.

Sumo Wrestler

Attribute Template: Adrenalin

Skill Notes: Tag (*unarmed combat*)

1: Adrenalin 2: Presence

3: Willpower

Special Abilities: n/a

Equipment: spiked belt, brass knuckles

Weapons 1 General 2

Incidental 3

Starting Money: \$1000

Description: Wrestling has been a tradition among your family for years. Throughout Japan your family's name is synonymous with the sport. But now, you find that your skills would be of more value outside of the wres-

ting circle, fighting against those who would invade your country. You've armed yourself appropriately, and you're ready to enter the arena.

Airline Pilot

Attribute Template: Willpower

Skill Notes: Tag (*air vehicles*)

1: Willpower 2: Adrenalin

3: Presence

Special Abilities: n/a

Equipment: Twin Engine Plane*

Weapons 2 General 3

Incidental 3

Starting Money: \$1000

Description: You've flown the route from Seoul to Tokyo a hundred times before, but never have you been through a storm like that one. And then after you landed, things just didn't feel the same as they once were. Your airline still flies from Seoul to Tokyo, but now you do your flying for more personal reasons. To help those who fight the High Lords.

Africa (Nile Empire Region)

Archaeologist

Attribute Template: Willpower

Skill Notes: Tag (*scholar (archaeology)*)

1: Willpower 2: Adrenalin

3: Presence

Special Abilities: n/a

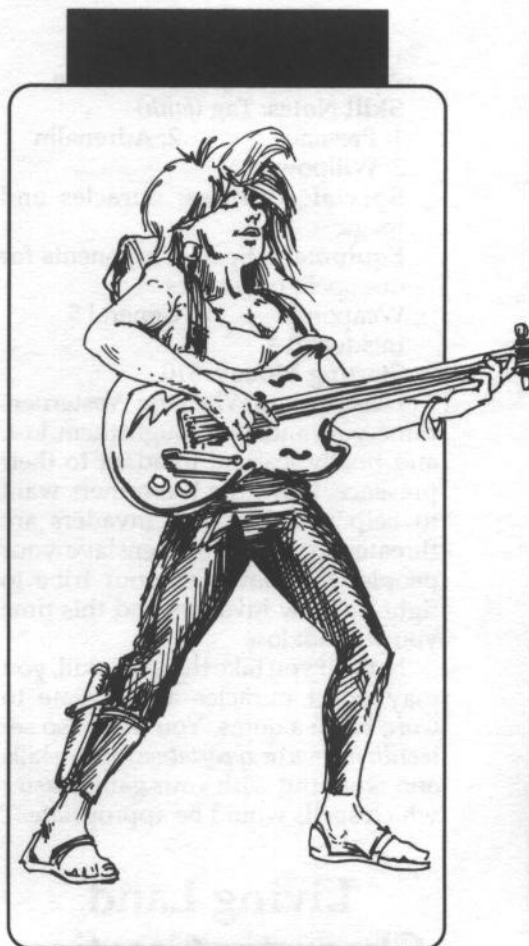
Equipment: Archaeological Textbook, small digging tools

Weapons 2 General 5

Incidental 3

Starting Money: \$200

Description: It was as though history had run in reverse. The crypt you had discovered suddenly changed. Its weathered appearance renewed, as if it had just been built. But *how* you wondered? Your answer came when you learned of Mobius and the other High Lords, who transformed parts your world into likenesses of their own. With thousands of years of history ruined by their invasion, you've decided to fight the High Lords, to reclaim your world and its histories.

**Red Cross Nurse**

Attribute Template: Willpower

Skill Notes: Tag (*first aid*)

1: Willpower 2: Presence

3: Adrenalin

Special Abilities: n/a

Equipment: First Aid Kit

Weapons 1 General 4

Incidental 4

Starting Money: \$75

Description: Your years with the relief effort in Ethiopia never seemed to make a difference. Now your services are needed elsewhere, where they may be of great help. There's a war being fought, a war that threatens Earth's very existence. Of course you'll help.



Tribal Shaman

Attribute Template: Presence

Skill Notes: Tag (*faith*)

1: Presence 2: Adrenalin

3: Willpower

Special Abilities: miracles and magic

Equipment: Spell components for one spell, holy relics

Weapons 1 General 5

Incidental 4

Starting Money: \$10

Description: When the Westerners came, your ancestors fought them, lost, and finally learned to adapt to their presence. Now, the Westerners want to help you, but new invaders are threatening to kill and enslave your people. You have left your tribe to fight the new invaders and this time you will not lose.

Note: If you take the *focus* skill, you may select miracles appropriate to Core Earth axioms. You may also select *divination* or *apportation* magic skills and work out with your gamemaster which spells would be appropriate.

Living Land Character Creation

Storm Knights from the Living Land are of two types. Edeinos and stalengers who have rejected Baruk Kaah's ways and have decided to oppose him, or humans who have been transformed and fight the High Lord because of his blatant sacrilege. Character Profiles of both types are described below. Note that all Living Land characters must have the *faith* (*Lanala*) skill with at least one add.

Living Land Character Profiles

Edeinos Storyteller

Attribute Template: Presence

Skill Notes: Tag (*unarmed combat*)

1: Presence 2: Adrenalin

3: Willpower

Special Abilities: claws (damage value STR +3/17), teeth (damage value STR +2/16), tail (damage

value STR/14), miracles

Equipment: hrockt shoot

Weapons 1 General n/a

Incidental n/a

Starting Money: \$0

Description: Once a warrior fighting for Baruk Kaah, you've seen the blasphemy in his ways. Now, you are speaking out against him, travelling through the Living Land and beyond, carrying stories of the true message of Lanala and the way Takta Ker used to be.

Converted Human Optant (T: Core Earth-Living Land)

Attribute Template: Willpower

Skill Notes: Tag (*faith* (*Lanala*))

1: Willpower 2: Adrenalin

3: Presence

Special Abilities: miracles

Equipment: *focus* item (blessed plant) *focus* +2/21

Weapons 1 (hrockt shoot only)

General n/a Incidental n/a

Starting Money: \$0

Description: How the world has changed for you. When the invaders came, they destroyed your world, but they gave you something new and wonderful at the same time. Baruk Kaah did his job of recruiting you — too well. Now that you see the evil in his perversion of Lanala's will, you act to counter it and destroy him.

Note: You must take at least one add in the *focus* skill and you may take any of the Takta Ker miracles.

Angry Gotak

Attribute Template: Adrenalin

Skill Notes: Tag (*melee weapons*)

1: Adrenalin 2: Presence

3: Willpower

Special Abilities: claws (damage value STR+3/17), teeth (damage value STR+2/16), tail (damage value STR/14)

Equipment: Sacrificial Stone Dagger

Weapons 1 (hrockt shoot only)

General n/a Incidental n/a

Starting Money: \$0

Description: You are really, really mad. Your "Saar," the thrice-cursed Baruk Kaah lied to you and told you that you were special; you could use dead things because Lanala wanted

you to. But then, you felt yourself becoming unclean and sacrilegious. Now, you live only to take the stone dagger the High Lord gave you and bury it in his heart.

Nile Empire Character Creation

Storm Knights from the Nile Empire are of many different sorts. Some are costumed heroes who have come to Earth in order to bring the villain Mobius to justice after so many years. Some are citizens of the Empire, outraged by the atrocities of the Pharaoh, who have sworn to die fighting against him and his minions. Still others are practitioners of the realm's arts of *weird science* and Egyptian magic, who have chosen to use their fantastic abilities for the good the people, against the will of the realm's High Lord.

Note: All characters from the Nile Empire are of either *good* or *evil* Inclination. Storm Knights from the Nile Empire are considered to be of good Inclination. For more information regarding Inclinations, see page 44 of the *Torg World Book*, or pages 60-62 of *The Nile Empire* sourcebook.

Nile Empire Character Profiles

Kid Sidekick

Attribute Template: Willpower

Skill Notes: Tag (*charm*)

1: Willpower 2: Presence

3: Adrenalin

Special Abilities: Gizmo* (choose 1 power which has an adventure cost of 3 or less)

Equipment: High-powered Sling Shot (damage STR +3/17)

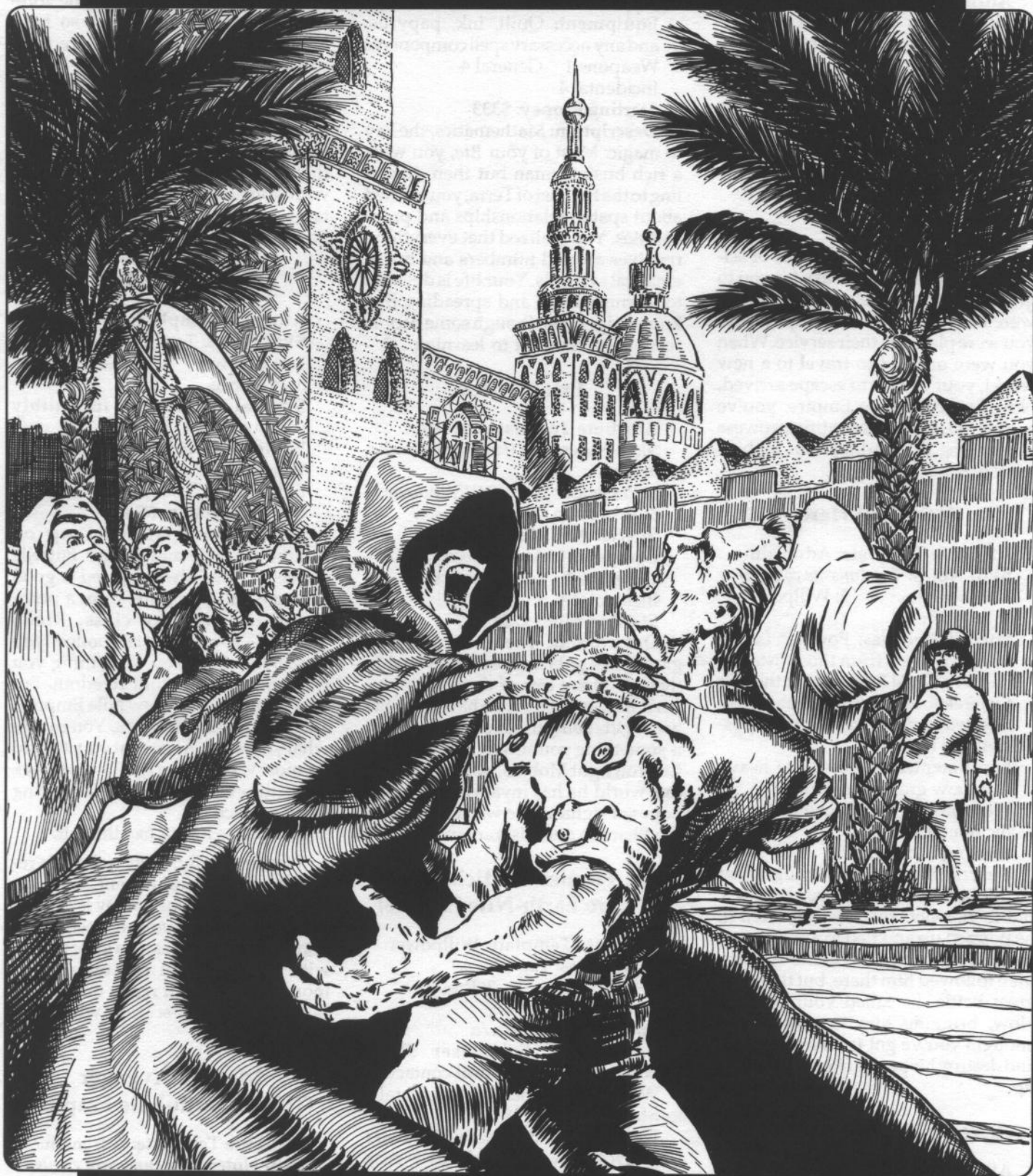
Weapons 1 General 3

Incidental 4

Starting Money: \$20

Description: The Mystery Men have been your heroes since before you can recall. When you got hold of your gizmo, you decided to help them out. Now all you need to do is find a hero to team up with.





Weird Science Prodigy

Attribute Template: Willpower

Skill Notes: Tag (*weird science*)

1: Willpower 2: Presence

3: Adrenalin

Special Abilities: Gizmo* (choose 2 powers which have adventure costs of 3 or less)

Equipment: Possibility capacitor, scientific tools, portable battery

Weapons 1 General 5

Incidental 3

Starting Money: \$500

Description: The principles of science have always been easy for you to grasp. Unfortunately, your talents were discovered by the Empire, and you were placed in their service. When you were ordered to travel to a new world, your chance to escape arrived. Now hunted by the Empire, you've sworn to use your scientific prowess in bringing the madman Dr. Mobius to justice.

Vengeful Hero

Attribute Template: Adrenalin

Skill Notes: Tag (*missile combat*)

1: Adrenalin 2: Willpower

3: Presence

Special Abilities: Powers* (select up to 3 powers from those listed in the *Torg World Book* and/or the *Nile Empire* sourcebook. For each power selected, reduce your starting possibilities by 1)

Equipment: Flashy costume, heavy crossbow grappling hook

Weapons 1 General 4

Incidental 3

Starting Money: \$500

Description: You had thought that Dr. Mobius had disappeared long ago. But then, when you least expected it, he popped up and fled to another "reality." You and the rest of the Mystery Men followed him there, but then, in a great battle, he killed your partner. Now, bringing him to justice isn't enough; you've got to humiliate him and destroy his power from the ground up.

Eccentric Mathematician

Attribute Template: Willpower

Skill Notes: Tag (*mathematics*)

1: Willpower 2: Presence

3: Adrenalin

Special Abilities: Nile math "spells"

Equipment: Quill, ink, papyrus, and any necessary spell components

Weapons 1 General 4

Incidental 4

Starting Money: \$333

Description: Mathematics, the key to magic. Most of your life, you were a rich businessman but then, traveling to the Far East of Terra, you learned about spatial relationships and probabilities. You realized that everything revolves around numbers and mathematical symbols. Your life is devoted to learning more and spreading that knowledge (even though some people seem very resistant to learning ...)

Priest of Ra

Attribute Template: Presence

Skill Notes: Tag (*faith(Egyptian Religion)*)

1: Presence

2: Willpower

3: Adrenalin

Special Abilities: miracles

Equipment: Ankh* (*focus* +2/20), Weapons 1 General 3

Incidental 4

Starting Money: \$50

Description: The gods of Egypt grant great gifts to those who worship them. You are one of those worshippers. But, as of late, you have seen the gods' gifts being used for evil, and that is something you simply cannot stand for. You fight Mobius, not so much for this world he has invaded, but in the hopes of righting the wrongs done by the Pharaoh and his minions.

Former Politician (T: Core Earth-Nile Empire)

Attribute Template: Willpower

Skill Notes: Tag (*charm*)

1: Willpower 2: Presence

3: Adrenalin

Special Abilities: n/a

Equipment: Schmeiser SMG, rolodex of several political contacts

Weapons 1, General 4, Incidental 4

Starting Money: \$1000

Description: Before the invaders came, you saw the world as a very complicated place: checks and balances crossed your desk every day, and you

fought to protect your people's interests while at the same time keeping your country's interests in the forefront of your mind. It was so hard telling right from wrong; there were so many shades of gray.

But now, that's all changed. "Pharaoh" Mobius and those that work for him are evil; everyone else is good. Some of your superiors couldn't see that, so you resigned. Now, armed with your experience and your contacts, you are going to go to the front lines with the Storm Knights.

Dilettante Detective

Attribute Template: Willpower

Skill Notes: Tag (*find*)

1: Willpower 2: Adrenalin

3: Presence

Special Abilities: incredibly wealthy *

Equipment: .455 Webbley Revolver Weapons 2 General 5

Incidental 4

Starting Money: \$5000

Description: Growing up on Agatha Christie and Jaques Futrelle novels, you've always loved a good mystery. But you came from a privileged and wealthy class. *Really* wealthy. Your parents spoiled you rotten and gave you everything you wanted — except your freedom. But now you're in the "New Nile Empire" and they're back on Terra. You can do what you want. And what you want to do most is be a detective — and track down the evil "Dr. Mobius" and bring him to justice.

As long as it isn't *too* difficult.

*You are really, *really* rich. This requires a background event. Unfortunately, most of your money is tied up in businesses and, you suspect, intentional red tape. You carry a lot of money with you, and you can usually get more quickly, but it really makes you mad (and a little scared) when you can't.

Masked Avenger (T: Core Earth-Nile Empire)

Attribute Template: Adrenalin

Skill Notes: Tag (*unarmed combat*)

1: Adrenalin 2: Presence

3: Willpower





Special Abilities: Power* (select one power with any adventure cost and reduce your starting possibilities by one))

Equipment: Subdued Costume, .45 Automatic
Weapons 3 General 3
Incidental 3

Starting Money: \$200

Description: The Shadow and Doc Savage were your childhood heroes. Men who fought the forces of evil, and brought its perpetrators to justice. If you could only be like them. Well, now you've been given the chance, and you've never felt better in your life.

Note: All Nile Heroes have a moral objection to killing — to some extent or another—but you remember something of your former life. Sometimes, sometimes, deadly force is necessary — harsh, but true.

Aysle Character Creation

Storm Knights from Aysle often resemble characters from popular fantasy fiction. Vikings, mages, and priests all exist there, as do giants, elves, and dwarves — and, of course, monsters.

One unique element of Aysle, however, is the predominance of magic in its society. All Ayslish natives have at least one magic skill and one arcane knowledge (see the "Magic By Birth" chart in the *Aysle* sourcebook).

Ayslish characters can also gain *honor* and *corruption*, depending upon their actions. In beginning character generation, each character can start with a maximum of one add in *honor* or *corruption*.

Magical Skills and Arcane Knowledges

All Ayslish characters are born with inherent magical ability. Each has one

of the four magic skills and one arcane knowledge, each at one add. All characters who have Aysle as their original cosm are entitled to these skills at no cost. If the character is a magic user, the magic add he receives does not count toward the limit of three starting adds in a skill.

For example, an Elven Mage who has *apportation magic* as his birth magical skill could have up to four adds in *apportation magic* — if she is willing to spend the additional adds. When creating Ayslish characters, roll on the the "Determining Magic by Birth Chart" on page 23 of the *Aysle* sourcebook to determine the magic skill and arcane knowledge she receives.

When a character selects more than one magical skill, or one magical skill as her tag skill, she gets twelve arcane knowledge adds. She may then use these adds to pick additional arcane knowledges and/or spells. Each spell must be one she is able to cast (unless the background description says dif-



ferently). If a character wishes to select additional spells after all arcane knowledges points have been spent, she may do so at the cost of one of her starting possibilities per spell.

Honor and Corruption

Ayslish characters are able to gain the *honor* and/or *corruption* skills based upon their actions within the realm. This is described on pages 49-54 of the *Aysle* sourcebook. Characters from *Aysle* may begin with either the *honor* or *corruption* skill, but can only start at one skill add. Additional adds must be earned according to the guidelines in the *Aysle* sourcebook.

Aysle Character Profiles

Elven Dragon Rider

Attribute Template: Adrenalin

Skill Notes: Tag (*beast riding*)

1: Adrenalin 2: Willpower
3: Presence

Special Abilities: Enhancement Packages (Minimum 1/Maximum 2) — each Enhancement Package provides three extra attribute points that can be put into any attribute except *Toughness*. Each has either an Adventure Cost of 1, or a limited attribute of 7 (see the "Character Creation" Chapter in the *Aysle* sourcebook).

Equipment: magical spear (a plus to damage)*, chain armor

Weapons 3 General 4
Incidental 3

Starting Money: \$75

Description: You'd fought for the army of Pella Ardinay for years, never realizing that your Queen was possessed by the evil Uthorion. But then, you learned the truth — in the midst of a battle. Turning your faithful Draconis *Aysle* from the fray, you fled.

But this moment of conscience cost you dearly. When you landed, you learned from your dragon that she had been enslaved into service, not a volunteer. Cursing Uthorion for his evil, you released her, vowing to make amends. When she flew off, she prom-

ised that, when that day came, you might be reunited.

Giant Mage

Attribute Template: Willpower

Skill Notes: Tag (*alteration magic*)

1: Willpower 2: Adrenalin
3: Presence

Special Abilities: Enhancement packages (minimum 1/maximum 3) — each Enhancement Package provides 3 extra attribute points. Points can be put into STR and TOU only. Each has either an Adventure cost of 1, or a limited attribute. The first limited attribute is 7, each additional is 6; magical spells.

Equipment: Magical staff (may store one **impressed** spell of one arcane knowledge type until cast; the character must select the spell from those she knows and can cast)*, spell components

Weapons 2 General 4
Incidental 4

Starting Money: \$75

Description: Your travels from Lower *Aysle* to Upper taught you that not all dwarves and humans are your enemies. Some may even deserve your respect. Look how they often misjudge you. You are large, and you appear slow, but that is only because you are usually deep in thought. Learning magic wasn't easy, but now you hunger for more — and the defeat of the evil High Lord.

Dwarven Priestess

Attribute Template: Presence

Skill Notes: Tag (*faith (an Ayslish deity aligned with honor)*)

1: Presence 2: Adrenalin
3: Willpower

Special Abilities: miracles

Equipment: Holy symbol, leather armor, medical kit

Weapons 2 General 4
Incidental 4

Starting Money: \$150

Description: Deep underground, your race forge tools and armor for the wars — on both sides. You came to the surface to find out what was going on. Seeing the forces of the Light nearly overwhelmed by those of the Dark, you pledged yourself to the healing

and protection of those wounded by evil. You fight, but only to defend those who cannot help themselves.

Impatient Mage (T: Core Earth-Aysle)

Attribute Template: Willpower

Skill Notes: Tag (*divination magic*)

1: Willpower 2: Adrenalin
3: Presence

Special Abilities: spells

Equipment: Spell Components for all but one spell chosen (your choice), grimoire, the formula for one spell that you cannot cast (yet)*. This spell does not cost you a possibility or arcane knowledge until you want to learn it.

Weapons 1 General 3
Incidental 4

Starting Money: \$0

Description: Magic fascinated you all your life, but you were trapped in a time and a place where it was "impossible." Frustrated, you travelled the Earth looking for answers.

Then, one day, you were caught in the invasion and your dreams came true. Magic was real, and you were able to use it. But it took so long to learn. So, armed with your knowledge so far, you set out on a quest to find more.

Viking Sailor (T: Core Earth-Aysle)

Attribute Template: Adrenalin

Skill Notes: Tag (*melee weapons*)

1: Adrenalin 2: Willpower
3: Presence

Special Abilities: n/a

Equipment: magical battle axe (damage value +6/20), hide and fur armor

Weapons 3 General 5
Incidental 3

Starting Money: \$750

Description: Your ancestors had been builders of Viking Longboats, and you knew their history well. But when you were caught in the invasion and pressed into service as a real Viking, you saw the terror and pain they caused. One night, in the fog, you stole your captor's weapon and a skiff full of furs and plunder and headed for





England. Selling the goods and the boat, you have made enough money to start on your quest to repel the invaders of your former reality.

Note: You must take at least one add in *water vehicles*.

Cyberpapacy Character Creation

Storm Knights from the Cyberpapacy range from cyberdeckers, to Jaz fighters, to ex-Cyberpapal agents, to witches and warlocks hunted for heresy. Most have cyberware of some kind, as the Maelstrom Bridges and the Darkness Device automatically implant neural jacks in all cosm characters who cross them.

Characters have considerable amounts of cyberware, taking advantage of the enhanced abilities that only cyberware can provide. Heavily cyberred characters must beware of

Cyberpsychosis, a neurosis brought on by the dehumanization of the body due to excessive amount of cyberware. For more information about Cyberpsychosis, see page 92 of *The Cyberpapacy* sourcebook.

Beginning With Cyberware

In the Character Creation section of *The Cyberpapacy* sourcebook, it says that gamemasters should not allow beginning characters to have a Cyber Value ten points higher than their *Spirit*. This is because cyberware, if given out too freely, can unbalance a campaign and, if Cyberpsychosis checks are made by the rules, the character will have too short a playing time anyway.

To reflect this, all Cyberware specifications have been given in the following manner: each character with cyberware is allowed a Cyber Value that exceeds her *Spirit* by a number (or is smaller by a number). When the

player and the gamemaster decide on cyberware for a beginning character, the Cyber Value of the total equipment cannot exceed this number. If you and your gamemaster think this is too restrictive (or not restrictive enough) for your campaign, then modify it accordingly.

Cyberpapacy Character Profiles

Cybertech Engineer (T: Core Earth-Cyberpapacy)

Attribute Template: Willpower

Skill Notes: Tag (*cybertechnology*)

1: Willpower 2: Presence

3: Adrenalin

Special Abilities: Cyberware: J-Jack (2), Cyber Value: up to SPI +6

Equipment: Cybertech Med Kit, cybertech tools

Weapons 2

General 3



Incidental 4

Starting Money: \$400

Description: You've always had a way with your hands. You entered medical school right after college, and were close to finishing your studies when the collapse occurred. But then, with the tech surge, your knowledge seemed to grow incredibly. You understood the basics of cyberware as though you'd studied it all your life. Now you choose to use your skills to aid the resistance, against the Anti-Pope Malraux.

GodNet Jumper

Attribute Template: Willpower
Skill Notes: Tag (*cyberdeck operations*)

1: Willpower 2: Adrenalin
3: Presence

Special Abilities: Cyberware: J-Jack (2), Cyber Value: up to SPI -2

Equipment: Cyberglide cyberdeck, six points in programs, one of which may be worth three points

Weapons 2 General 4
Incidental 3

Starting Money: \$800

Description: On your home cosm of Magna Verita, you always enjoyed exploring. You would spend days travelling alone within the vast stretches of forest which lay near your home village. Things have changed now, and instead of exploring the great outdoors, you now explore the great indoors of the GodNet. Where many fight the Anti-Pope Malraux on the streets of Avignon, you fight him within the world of the GodNet.

Hunted Cyberpriest

Attribute Template: Presence

Skill Notes: Tag (*focus*)

1: Presence 2: Willpower
3: Adrenalin

Special Abilities: Cyberware: EphiphaNeur (no homers or faith chips)(2), NeuraCal (5), Cyber Value: up to SPI +5, miracles

Equipment: Holy Symbol and Book
Weapons 3 General 1
Incidental 1

Starting Money: \$0

Description: You are in trouble. When you started to question the validity of the Cyberpope's ways in your

mind, you were watched. When you tempered your judgement with mercy, they came after you. When you ran, they were always right behind.

Luckily, you convinced a cyberlegger that you were sincere, and he removed the homers from your cyberware — before they caught and killed him. Now, in his memory and in the memory of all the other Anti-Pope's victims, you fight in God's name.

Warlock Spirit

Attribute Template: Willpower
Skill Notes: Tag (*conjuration magic*)

1: Willpower 2: Presence

3: Adrenalin

Special Abilities: Cyberware: J-Jack (2), ChipHolder (1), Cyber Value: up to SPI +8

Equipment: Spell Components for all spells selected, Armor of God
Weapons 1 General 3
Incidental 4

Starting Money: \$100

Description: You are so lucky. Tried and convicted of heresy for your magical powers, you were stripped of your body and thrust into Purgatory. You don't know how long you were there, but you ended up inside a Spirit chip. You belonged to a Hospitaller whose mind was destroyed by Cyberpsychosis — so you moved in. Now, you fight against the Cyberpope, but you are deathly afraid of being pushed back into the Net.

Town Elder

Attribute Template: Willpower
Skill Notes: Tag (*scholar(Magna Verita)*)

1: Willpower 2: Adrenalin
3: Presence

Special Abilities: you have several contacts all through the Cyberpapacy and the Paris underground, Cyber value up to SPI-4.

Equipment: history books
Weapons 2 General 4
Incidental 3

Starting Money: \$1200

Description: Back on Magna Verita, the people of your village were worried. They thought that Malraux may not be following the True Way, especially since this "Cyberpope" business. So they sent you to check.

They were right. When you came across the bridge, you were transformed, and you saw the infamy of the Cyberpope. You realize now that the only way back is over his corpse.

Legionnaire

(T: Core Earth-Cyberpapacy)

Attribute Template: Adrenalin

Skill Notes: Tag (*energy weapons*)

1: Adrenalin 2: Presence

3: Willpower

Special Abilities: Cyberware: J-Jack (2), Cyber Value: up to SPI +8

Equipment: GWI HalloMesh, NeuraCal (5), Trigon Springer Legs (4)

Weapons 3 General 2
Incidental 2

Starting Money: \$200

Description: Your career allowed you to see foreign lands far from your homeland. But now, what has become your home has changed into a strange and dangerous place. When you returned with your company, you were attacked by "HOGs," and you nearly died. When you woke up in a cyberlegger den, you were being equipped with new legs and other "cyberware." You will never forget the pain.

Or forgive the Cyberpope.

Nippon Tech Character Creation

Storm Knights from Nippon Tech include ninjas, ronin, computer hackers, and disgruntled corporates. Most have some connection to the corporate world of the realm, either by engaging in corporate battles, or by being employed by one corporation or another. Martial Artists are common within this realm, as are intrigue, suspicion, and betrayal. Storm Knights should be very careful when dealing with anyone from within Kanawa's realm of Nippon Tech.

Martial Arts

Characters who begin the game with martial arts must select one of the styles in the *Nippon Tech* sourcebook and perform training. Because of the



intensity and discipline of this training, it costs a beginning character three skill adds for the first add in martial arts. After that, each add has the normal cost.

Nippon Tech Character Profiles

Industrial Spy (T: Core Earth-Nippon Tech)

Attribute Template: Willpower

Skill Notes: Tag (*disguise*)

1: Willpower 2: Adrenalin

3: Presence

Special Abilities: n/a

Equipment: Disguise Kit

Weapons 2 General 4

Incidental 4

Starting Money: \$4000

Description: Your career in espionage began when you took a job working for a government agency. But after an embarrassing coverup, you quietly left and entered the corporate circles. You soon realized that the incidents that were shaking up the corporate world were not coincidence. They somehow were linked to the arrival of the High Lords, and you have pledged yourself to uncovering the truth.

Technician on the Run

Attribute Template: Willpower

Skill Notes: Tag (*science*)

1: Willpower 2: Presence

3: Adrenalin

Special Abilities: n/a

Equipment: Tech 24 Tool Kit and Spare parts

Weapons 1 General 4

Incidental 4

Starting Money: \$200

Description: Your work in design and research of robotics and artificial intelligence earned you fantastic promotions. But when you learned that your research was not going to be used for the peaceful reasons you developed it, you resigned. You then found out why no one you knew who resigned was ever heard from again. You now use your skills to fight the Kanawa Corporation, and aid the citizens of the Earth in their battles against 3327.

Reformed MarSec Agent

Attribute Template: Adrenalin

Skill Notes: Tag (*fire combat*)

1: Adrenalin 2: Willpower

3: Presence

Special Abilities: n/a

Equipment: Kyoto Police RKD (armor)

Weapons 3

General 3

Incidental 3

Starting Money: \$100

Description: Marketplace Security had been your employer for years. It was a great honor to enforce the laws which made Marketplace the world it was. But then you began to notice a shift in power that seemed to unbalance the Triad. Investigating, you found that the head of the "Kanawa Corporation," 3327 was involved — and so was his "Maelstrom Markets" or whatever it was called. You want to know more, but you'll have to avoid your former comrades to find out.

Burakumin

(T: Core Earth-Nippon Tech)

Attribute Template: Willpower

Skill Notes: Tag (*survival*)

1: Willpower 2: Adrenalin

3: Presence

Special Abilities: extensive contacts and knowledge of Tokyo

Equipment: knife

Weapons 1, General 2, Incidental 2

Starting Money: \$0

Description: Your life wasn't going anywhere. As one of hundreds condemned to life on the streets you had nearly resigned yourself to a life of poverty. But then you learned of the reasons for your predicament. The corps had the money to aid you, but

they chose to let you starve instead.

Now it's your turn to get even. Able-bodied, you strike out in terrorist-style against the corporations and your less-fit friends on the street help hide you.

Young Disciple of Palan (T: Core Earth-Nippon Tech)

Attribute Template: Presence

Skill Notes: Tag (*faith (Palan)*)

1: Presence

2: Willpower

3: Adrenalin

Special Abilities: miracles

Equipment: Holy Book of Knowledge, nunchaka

Weapons 1

General 1

Incidental 3

Starting Money: \$0

Description: Your home of Japan seemed largely untouched by the events of the Possibility Wars. You considered yourself lucky, until you met that aged man who warned you of



Profile On: Kenneth Markham

Tim has already decided that Ken is from the Nippon Tech realm, so after looking over the Character Profiles available from that realm, he decides that the *Industrial Spy* Profile is one that looks interesting.



an invader who had taken control of your homeland. The man told you of the teachings of Palan, and how he had fought the invader in the name of Palan. It was when the man was shot dead in front of your eyes that you realized he was not crazy. Escaping the man's killers, you took his book of knowledge and swore to continue his fight. But, since you are not as good as him in using "miracles," you often use less divine methods.

Industrial Saboteur

Attribute Template: Willpower
Skill Notes: Tag (*science (demolitions)*)

1: Adrenalin 2: Willpower
3: Presence

Special Abilities: n/a

Equipment: Electronics Tool Kit, a small amount of explosive

Weapons 2 General 4
Incidental 3

Starting Money: \$400

Description: Every corporation needed jobs performed that were of a discreet nature, and you were the one they called to perform them. But then, they double-crossed you and left you for dead. You tracked down your betrayers, only to learn they had gone to a new world called Earth. Since they work for 3327, he is now your enemy and you will not rest until he is destroyed.

Edeinos Opportunist (T: Living Land-Nippon Tech)

Attribute Template: Presence

Skill Notes: Tag (*persuasion*)

1: Presence 2: Adrenalin
3: Willpower

Special Abilities: n/a

Natural Tools: claws (damage STR +3/16), teeth (damage value STR +2/15), tail (damage value STR/14)

Equipment: Briefcase with office supplies

Weapons 2 General 3
Incidental 4

Starting Money: \$1500

Description: You came to this world seeking new experiences that you could provide Lanala, your goddess.

But when you saw the beings of this world as people instead of "dead ones" and Baruk Kaah as an evil destroyer, you vowed to fight against him.

After the "softskins" defeated your former Lord in Sacramento, you found that you understood them better than before. As a native of the Living Land, you found you could go in and get things the softskins needed — animals for food, and raw materials for production. Now, you fight the war and turn a profit at the same time.

Orrorsh Character Creation

Most of the Orrorshan characters have strange abilities and characteristics — whether they will it or not. The Power of Corruption is strong in Orrorsh and, unlike in Aysle, it is nearly unbeatable. Certain abilities, such as shape-shifting and the *occult* skill, skirt the line of corruption and can damn a character before she realizes it. It is recommended that players and Gamemasters alike consult the *Orrorsh* sourcebook while creating characters from this realm.

Orrorsh Character Profiles

Indonesian Occultist (T: Core Earth-Orrorsh)

Attribute Template: Willpower

Skill Notes: Tag (*research*)

1: Willpower 2: Presence
3: Adrenalin

Special Abilities: you may choose *true sight* or the *occult* as skills

Equipment: Occult books, historical texts

Weapons 2 General 2
Incidental 3

Starting Money: \$150

Description: Your studies of the were little more than a hobby in the old days. But then, the past became the present and your nightmares became a reality.

Now, it seems your knowledge of the Occult is all that will aid you in your fight to reclaim your world. But

you must be careful not to let the horror claim your soul.

Muslim Occultist (T: Core Earth-Orrorsh)

Attribute Template: Willpower

Skill Notes: Tag (*occult*)

1: Willpower 2: Adrenalin
3: Presence

Special Abilities: the

Equipment: Ceremonial Knife, Occult Kit

Weapons 2 General 2
Incidental 3

Starting Money: \$150

Description: The occurrences you heard of were surely a sign from Allah that the world was going to pay for its sacrilege. But then you realized the truth. Invaders had come, and brought terrors with them that would rival even the bloodthirst of Kali. This evil crosses cultural and racial boundaries. You must all work together or the world will be lost.

You must even work with those foolish "Victorians."

Reformed Servant

Attribute Template: Adrenalin

Skill Notes: Tag (*scholar (high society)*)

1: Willpower 2: Adrenalin
3: Presence

Special Abilities: n/a

Equipment: Latest clothes, toiletries

Weapons 2 General 3
Incidental 4

Starting Money: \$150

Description: Your father was a gentleman's gentleman, and his father was a gentleman's gentleman, so you became one yourself. You were employed by a prominent Victorian colonel for many years on Gaea and, while he fought the horrors that threatened your world, you made sure he always had tea and the evening paper waiting for him.

You taught him the finer things; you clothed him, you paid his lesser servants and, when he was finally overcome by the Gaunt Man's Power of Corruption, you killed him. Anything for the master.

Now, you seek to destroy those who destroyed your life. These "Storm





Knights" may be uncouth ruffians, but you can live with that. If only they stopped for tea ...

Victorian Shopkeeper

Attribute Template: Presence

Skill Notes: Tag (*persuasion*)

1: Presence 2: Willpower

3: Adrenalin

Special Abilities: n/a

Equipment: Standard Cross Revolver, leather apron, six silver bullets

Weapons 1 General 2

Incidental 3

Starting Money: \$500

Description: The merchant's life had been yours for as long as you can remember. You came to this world and set up your shop at the request of Her Majesty's army. Now here, you can see how the terrors of your world are preying on this one, and have joined those who fight the horrors of this realm.

Shape-Shifter

Attribute Template: Presence

Skill Notes: Tag (*shapeshifting*)

1: Presence

2: Adrenalin

3: Willpower

Special Abilities: *shapeshifting** (see the *Orrorsh* sourcebook for details)

Equipment: Colt Peacemaker

Weapons 1

General 1

Incidental 3

Starting Money: \$0

Description: The curse of the shapeshifter was rumored to be in your family, but you never thought it could be true. Then, on the day you reached your 21st birthday, you learned your true nature. Tora! the Nightmare tried to seduce you to the side of Corruption, but you refused to allow yourself to be used. You now fight the Nightmares, and all servants of the Gaunt Man, either on Gaea or on this new world Earth.

If only you could get clothes that wouldn't rip when you changed.

Note: You must design two templates: one for your "normal" self, one for your shapeshifted animal form.

Hindi Spirit Medium (T: Core Earth-Orrorsh)

Attribute Template: Presence

Skill Notes: Tag (*spirit medium*)

1: Presence

2: Willpower

3: Adrenalin

Special Abilities: *spirit medium* powers

Equipment: Hindu Holy book, Gralish Holy book

Weapons 2

General 3

Incidental 3

Starting Money: \$300

Description: You always felt you were in touch with the supernatural. Now, with the supernatural horrors and monsters outside your front door, you must use your newfound abilities to drive them off. You deal in information, and that is the only weapon that can help your world now.



Bedevilled Romus

Attribute Template: Presence

Skill Notes: Tag (*taunt*)

1: Presence 2: Willpower

3: Adrenalin

Special Abilities: you may have the *true sight** or *spirit medium** skills

Equipment: two knives, backpack full of food

Weapons 2, General 2, Incidental 3

Starting Money: \$50

Description: Before you journeyed down the Maelstrom Bridge to this world, you were a powerful leader of a gypsy tribe. But then, disaster struck. Somehow, you found out that the daughter of one of your tribesman was using the unholy occult. You tried to save her soul, just like you tried to convince her parents of her corruption. Too late, they learned you were right. You couldn't stop the corrupt child from destroying your tribe, but you put a stop to her.

For the moment.

You know you did not use her true death, and you fear her coming for you. You travel to escape and to search for a way to put her to rest forever.

Victorian Detective

Attribute Template: Willpower

Skill Notes: Tag (*evidence analysis*)

1: Willpower 2: Presence

3: Adrenalin

Special Abilities: n/a

Equipment: Magnifying Glass, fingerprint kit

Weapons 2 General 3

Incidental 4

Starting Money: \$150

Description: You are constantly active in your quest for justice — and the solving of new mysteries. Sometimes you wonder which is more important. You scorn the "supernatu-

ral," knowing that a strong, human mind can overcome any obstacle. Occasionally, you consult the "mystics," but, even then, you realize they are just theatricizing the true detective process.

Creating Your Own Character Profiles

If you want to create a character type other than those presented in this book, here are some guidelines for how to create your own profiles. If you are a gamemaster creating these for your players to use, you are the sole judge of what is and is not acceptable. If you are a player creating a new profile for yourself, make sure to show your creation to the gamemaster, for she is the one who decides whether or not you can use it in her campaign (remember "Step Zero: Talk with the Gamemaster").

1. Name: This is just that, a name which describes the type of character the profile will refer to.

2. Attribute Template: What type of character do you want to create? Is he physically strong? Is he a genius? Or is he spiritual and charismatic? Take a look at the attribute templates on page 27 and choose which one suits the character type you're trying to create.

3. Skill Notes: What is the character's *tag skill*? A tag skill is essentially the character's best skill, or the skill which is based on his profession. A character's tag skill will often be a skill from the same group as the character's attribute template. After you've chosen the tag skill, decide what are the profile's skill categories are. Remember that a character can have

no more than five skills in his secondary skill category, and no more than three skills in his tertiary category. Think about the skills characters based on your attribute template would normally have, and base your choices upon that.

4. Special Abilities: Would characters based on this profile have special abilities, such as natural tools, or cyberware, or Nile powers? Only characters from certain cosms/realms can have special abilities.

5. Equipment: List one or two pieces of equipment that characters based on this profile would have. Soldiers would have weapons, mages have spell components, a cyberdecker would have a cyberdeck, etc. Next, decide how many pieces of each type of equipment (Weapons, General, and Incidental) the character might have. Only those characters who do little but fight should get more than two weapons.

General Equipment should be based on how much stuff the character would likely carry with him. Incidentals should be based on the imagined personality of the character. If he is the kind of person who never throws anything away, give him four or five incidentals.

6. Starting Money: For each realm, there are 4 "wealth levels" that determine how much starting money a character will get. Chapter Five lists the wealth levels for each of the realms. Modify this according to your character conception.

7. Description: Write a few paragraphs on where the character type is from, and why a character like him might have become involved in the Possibility Wars.



Chapter Three

Attributes and Skills



This chapter deals with the selection of attributes and skills of a Storm Knight character. Specific guidelines are provided which outline the hows and whys of determining the attributes and skills of a Storm Knight.

STEP THREE: Assign Attribute points and Skill Adds

Once a Character Profile has been chosen, the next step is to assign values to his attributes, choose the character's skills, and assign skill adds to them. Let's begin with assigning attribute points.

Attribute Templates

An attribute template is a list of the minimum and maximum values of each of the seven *Torg* attributes. There are three different attribute templates, *Adrenalin*, *Willpower*, and *Presence*, each corresponding to a group of attributes. These groups are the same as the ones used on the *Adrenalin*, *Willpower*, and *Presence* drama deck cards.

Adrenalin refers to *Dexterity*, *Strength*, and *Toughness*; *Willpower* refers to *Perception* and *Mind*; and *Presence* refers to *Charisma* and *Spirit*. The *Adrenalin* template is used for characters who are physically strong and tough. Examples from the *Torg* boxed set would include the *Tough Hero* and the *Contract Ninja*. The *Willpower* template is used for characters who have high intelligence and strong men-

tal resolve. Some examples would include *Curious Mage* and the *Adventurous Scholar*. The *Presence* template is used for characters who are spiritually strong and/or charismatic or persuasive. Examples might include the *Doubting Cleric* or the *Covert Operative*. The attribute minimum/maximum limits for the three attribute templates are listed below.

Attribute	Adrenalin	Willpower	Presence
DEX	11/*	*/11	*/10
STR	11/*	*/11	*/10
TOU	11/*	*/11	*/10
PER	*/10	11/*	*/11
MIN	*/10	11/*	*/11
CHA	*/11	*/10	11/*
SPI	*/11	*/10	11/*

* The minimum/maximum value is that of the cosm or race of the character.

Why the Limits?

Okay, don't worry; we aren't changing the basic *Torg* system. As stated in the Introduction, this is a *supplement* to the existing rules. The whole point behind the Character Creation sections in the *Storm Knights' Guide* is to provide ways you can design "theme" characters. These rules help players design characters in ways they haven't before — either because they're "locked into" a set way of doing things, or because they hadn't thought of these ways before.

If, for example, you feel that a particular character profile should have an *Adrenal* template instead of a *Presence* one, or if you think these limits just aren't what you're looking for, then modify them. Give this way a try first, however; you might decide you like it.



Assigning Attribute Points

Each character can have up to 66 attribute points distributed among his attributes. (Note: There are some exceptions to this rule. The ninja, for example, receives 69 attribute points due to his *martial arts* style of ninjitsu. Character Profiles that allow for more than 66 attribute points are indicated in Chapter Two.) The Storm Knight's home cosm affects the manner in which his attribute points are distributed. Below, the attribute limits for each of the realms of the Possibility Wars are listed. As long as a Storm Knight's attributes stay within the cosm/realms limits, and the limits of the Attribute Template, the 66 attribute points may be distributed in any manner. Because a character's skill values are based on his attributes, the intended skills of the Storm Knight should be kept in mind during this process.

Cosm Limits Table

Core Earth	Living Land
DEX 13	DEX 13
STR 13	STR 14
TOU 13	TOU 14
PER 13	PER 13
MIN 13	MIN 13
CHA 13	CHA 12
SPI 13	SPI 14
Nile Empire*	Aysle
DEX 13	DEX 14
STR 13	STR 15
TOU 13	TOU 15
PER 13	PER 14
MIN 13	MIN 14
CHA 13	CHA 13
SPI 13	SPI 13
Cyberpacy	Nippon Tech
DEX 13	DEX 13
STR 13	STR 13
TOU 13	TOU 13
PER 13	PER 13
MIN 13	MIN 13
CHA 13	CHA 13
SPI 13	SPI 13

* Note: One Attribute may be as high as 14.

Orrorsh

DEX 13

STR 13

TOU 13

PER 13

MIN 13

CHA 13

SPI 13

Skills and Skill Categories

Each Character Profile includes the character's tag skill as well as the number of skills from each skill category that the character is allowed to start with. Skill categories are a way of grouping skills according to the attribute (or group of attributes) that the skills are based on. There are three skill categories, just as there were three attribute templates: Adrenalin, Willpower, and Presence. Each skill category contains all the skills that are based on the attributes of that template group. Of course, since there are no *Toughness* skills, the Adrenalin category only covers *Strength* and *Dexterity* skills.

The number of skills of each category available to each Character Profile is found under the "Skill Notes" heading of the profile. Each Character Profile has *primary*, *secondary*, and *tertiary* skill categories (indicated "1:," "2:," and "3:"). The *primary* skill category of a Character Profile will almost always be the same as the attribute template of the profile. The *secondary* and *tertiary* skill categories are listed as such with each profile.

Characters may choose **any number** of skills from their primary skill category. A character may choose up to **five** skills from his secondary skill category, and up to **three** skills from his tertiary skill category. The character's tag skill and the *reality* skill **do not** count towards these limits. For example, a character whose profile lists Presence as the tertiary skill category can choose three *Charisma* or *Spirit* skills in **addition** to the *reality* skill (in which he has to have at least 1 add).

The Master Skill List

On page 29 is a listing of all the skills available to characters from all of the cosms of the Possibility Wars. To determine if a skill is available to a character, find the skill along the left-hand column, and read across to the cosm of the character. If there is a "Y" listed, that skill is available. Otherwise, the character cannot normally learn that skill at the beginning of her career.

Selecting Skills and Assigning Skill Adds

After assigning your Storm Knight's attribute points, it's time to choose her skills and assign skill adds. Each character has up to 16 skill adds to distribute among his chosen skills. Three of these adds must be put into the character's tag skill (listed on the Char-

Profile On: Kenneth Markham

Now it's time for Tim to assign the values for Ken's attributes. The Attribute Template listed for the Industrial Spy Profile is Willpower. But the Adrenalin attributes are also going to be important to Ken, so Tim needs to split up the 66 attribute points so that Ken is not short-suited in either his Adrenalin or Willpower attributes. After some debating with himself, Tim chooses to assign Ken's attributes in the following manner:

DEXTERITY 10
STRENGTH 9
TOUGHNESS 9
PERCEPTION 11
MIND 11
CHARISMA 8
SPIRIT 8

These attributes provide Ken a fairly even distribution, allowing him to be good at many different types of skills.



Master Skill List

Skill	Available in Cosm?						
	CE	LL	NE	AY	CP	NT	OR
ADRENALIN SKILLS							
<i>(Dexterity)</i>							
Acrobatics	Y	Y	Y	Y	Y	Y	Y
Beast Riding	Y	Y	Y	Y	Y	Y	Y
Dodge	Y	Y	Y	Y	Y	Y	Y
Energy							
Weapons	N	N	Y	N	Y	Y	N
Fire Combat	Y	N	Y	Y	Y	Y	Y
Flight ¹	N	Y	Y	N	Y	Y	N
Heavy							
Weapons	Y	N	Y	N	Y	Y	Y
Lock Picking	Y	N	Y	Y	Y	Y	Y
Long							
Jumping	Y	Y	Y	Y	Y	Y	Y
Maneuver	Y	Y	Y	Y	Y	Y	Y
Martial Arts	Y ²	N	N	N	N	Y ²	N
Melee							
Weapons	Y	Y	Y	Y	Y	Y	Y
Missile							
Weapons	Y	Y	Y	Y	Y	Y	Y
Prestidigi- tation	Y	Y	Y	Y	Y	Y	Y
Running	Y	Y	Y	Y	Y	Y	Y
Stealth	Y	Y	Y	Y	Y	Y	Y
Swimming	Y	Y	Y	Y	Y	Y	Y
Unarmed Combat	Y	Y	Y	Y	Y	Y	Y
<i>(Strength)</i>							
Climbing	Y	Y	Y	Y	Y	Y	Y
Lifting	Y	Y	Y	Y	Y	Y	Y
WILLPOWER SKILLS							
<i>(Perception)</i>							
Air Vehicles	Y	N	Y	N	Y	Y	Y
Alteration							
Magic	Y	N	Y	Y	Y	N	Y
Cyberdeck Op.	N	N	N	N	Y	N	N
Camouflage	Y	Y	Y	Y	Y	Y	Y
Demolitions	Y	N	Y	Y	Y	Y	Y
Direction							
Sense	N	Y	N	N	N	N	N
Disguise	Y	N	Y	Y	Y	Y	Y
Divination							
Magic	Y	N	Y	Y	Y	Y	Y
Egyptian Religion	N	N	Y	N	N	N	N
Evidence							
Analysis	Y	Y	Y	Y	Y	Y	Y
Find	Y	Y	Y	Y	Y	Y	Y
First Aid	Y	Y	Y	Y	Y	Y	Y
Forgery	Y	N	Y	Y	Y	Y	Y
Land							
Vehicles	Y	N	Y	Y	Y	Y	Y
Language	Y	Y	Y	Y	Y	Y	Y
Mathematics	N	N	Y ²	N	N	N	N
Scholar	Y	Y	Y	Y	Y	Y	Y
Scholar (Computers)	Y	N	N	N	Y	Y	N

Skill	Available in Cosm?						
	CE	LL	NE	AY	CP	NT	OR
Space Vehicles	Y	N	Y	N	Y	Y	N
Tracking	Y	Y	Y	Y	Y	Y	Y
Trick	Y	Y	Y	Y	Y	Y	Y
Water Vehicles	Y	N	Y	Y	Y	Y	Y
<i>(Mind)</i>							
Apportation							
Magic	Y	N	Y	Y	Y	N	Y
Artist	Y	Y	Y	Y	Y	Y	Y
Business	Y	N	N	N	N	Y	N
Conjuration							
Magic	Y	N	Y	Y	Y	N	Y
Cybertech	N	N	N	N	Y	N	N
Engineering	N	N	Y ²	N	N	N	N
Hypnotism	Y	N	Y	N	Y	Y	Y
Medicine	Y	Y	Y	Y	Y	Y	Y
Meditation	Y	N	N	N	N	Y	Y
Occult	N	N	N	N	N	N	Y ²
Psychology	Y	N	Y	N	Y	Y	N
Science	Y	N	Y	Y	Y	Y	Y
Science (Computers)	Y	N	N	N	Y	Y	N
Streetwise	Y	N	Y	Y	Y	Y	Y
Survival	Y	Y	Y	Y	Y	Y	Y
Test of Wills	Y	Y	Y	Y	Y	Y	Y
True Sight	N	N	N	N	N	N	Y ²
Weird Science	N	N	Y ²	N	N	N	N
Willpower	Y	Y	Y	Y	Y	Y	Y

PRESENCE SKILLS

<i>(Charisma)</i>							
Charm	Y	Y	Y	Y	Y	Y	Y
Persuasion	Y	Y	Y	Y	Y	Y	Y
Taunt	Y	Y	Y	Y	Y	Y	Y
<i>(Spirit)</i>							
Corruption							
(Aysle)	N	N	N	Y ²	N	N	N
Faith	Y	Y	Y	Y	Y	Y	Y
Focus ³	Y	Y	Y	Y	Y	Y	Y
Honor	N	N	N	Y ²	N	N	N
Intimidation	Y	Y	Y	Y	Y	Y	Y
Reality	Y	Y	Y	Y	Y	Y	Y
Shapeshift	N	N	N	N	N	N	Y ²
Spirit							
Medium	N	N	N	N	N	N	Y ²
Swami	Y	N	N	N	N	N	Y

¹ The *flight* skill can only be used by characters capable of self-powered flight, or those with equipment which provides them with personnel *flight* capabilities. Stalengers in the Living Land, and characters with either the flight power or a gizmo with the flight power. Because of its nature, the Core Earth rocketpack is an *air vehicle*.

² This skill is only available to characters from the specific cosm indicated. Characters who begin in that cosm but do not belong to the reality may not have this skill to start the game.

³ The *focus* skill can only be taken by characters who have it listed as their tag skill, or who have Presence listed as their primary skill category. A character with *focus* must have at least one add in *faith* as well.



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acter Profile). At least one add must be placed into the *reality* skill. Aside from those two requirements, the remaining 12 skill adds may be assigned to any of the skills which are available to characters from the Storm Knight's home cosm.

As explained in the *Torg Rulebook*, no more than three adds may be assigned to any one skill. Eventually, as a Storm Knight gains experience, he will be able to increase the number of adds in his skills, but when first creating a character, the maximum number of skills adds allowed is three.

Note: In Aysle, magician characters may have four adds in their tag magical skill if it is also their birth magic.

Transformed Characters

A character who has been transformed as a result of the Possibility Wars can select skills from both his original cosm and his present cosm. A transformed character may select up to one-half of his skills from his original cosm.

Multiple Adds

Some skills require multiple adds be spent in order to acquire the first add of that skill. *Martial arts* is an example of this. If such a skill is chosen, the specific requirements of that skill must be adhered to, as usual. The total number of adds spent are subtracted from the Character Profile's allotment for that category. If the character cannot pay all the points necessary, then he must get rid of something else or wait until after an adventure. See individual skill descriptions for details.



Profile On: Kenneth Markham

Ken, our ongoing character, is now able to decide on some skills. According to the Character Profile, the Industrial Spy's Tag skill is *disguise*, which means that the *disguise* skill must be assigned 3 skill adds. Tim, the player, can choose from any of the skills available from either Core Earth OR Nippon Tech (remember that Ken was transformed from Core Earth to Nippon) to fill out the rest of the character.

Looking at the Master Skill List, Tim decides to start with the skills Ken would absolutely need in his profession, and if he has any skill adds left, then Tim can add some extra skills.

Aside from *disguise*, Ken has to have at least 1 add in the *reality* skill. Tim assigns 2 adds to it, leaving him with 11 adds for the rest of Ken's skills. As an Industrial Spy, Ken has access to all the Willpower skills, so he'll start there. He picks up one add each in *find* and *evidence analysis*, and two adds in *science (computers)*. This leaves him with seven adds.

Remembering all the trouble spies get into in the movies, Tim

decides he'd better give Ken some Adrenalin skills. Since that's his secondary skill category, he can assign up to five adds from it if he wants. He picks up *dodge*, *melee*, and *fire combat* all at one add and puts two in *stealth*. Now he's at two adds.

Tim always like the idea of a martial artist, but since he's only got two adds left (and it takes three to buy one add), he decides that he'll do without it. Instead, he uses his final two adds on charm and persuasion — if he can't fight all the time, maybe he'll talk his way out of trouble.

Let's see what Ken's skills, when matched up with his attributes, look like.

DEXTERITY 10

Dodge 11, fire combat 11, melee 11, stealth 12

STRENGTH 9

TOUGHNESS 9

PERCEPTION 11

Disguise 14, find 12, forgery 12

MIND 11

Science (computers) 13

CHARISMA 8

Charm 9, persuasion 9

SPIRIT 8

Reality 10

Looking back at the skills selected for Ken, Tim notices that he didn't pick up *lockpicking* or *energy weapons*, two skills he thinks he'll use. Weighing all the options, he decides to risk a reality storm and reduces his *reality* skill to nine and adds *lockpicking* at one add.

DEXTERITY 10

Dodge 11, fire combat 11, lockpicking 11, melee 11, stealth 12

STRENGTH 9

TOUGHNESS 9

PERCEPTION 11

Disguise 14, find 12, forgery 12

MIND 11

Science (computers) 13

CHARISMA 8

Charm 9, persuasion 9

SPIRIT 8

Reality 9

Because Ken is from Nippon, the World Laws of the realm make the use of many of his skills (*disguise*, *stealth*, and *persuasion*) easier, so he feels pretty comfortable with his abilities now. He'd like more, but that'll have to wait...





Chapter Four

Special Abilities



his chapter outlines the various special abilities available to Storm Knights who come from the different realms of the Possibility Wars.

STEP FOUR: Special Abilities

Some Character Profiles provide characters with special abilities not adequately described by attributes or skills. These include racial benefits, Nile Empire powers and gizmos, cyberware, spells, and miracles. Sometimes, they even include certain "background" advantages. Characters who begin with any of these special abilities probably need to create a Background Event that explains how the character came to possess the particular ability or advantage. Character Profiles that provide these abilities also describe the game specifics (if any) that accompany them, but, even so, some clarifications are in order.

Species Benefits

Characters from certain cosms can be of species other than human. Elves and giants from Aysle, and edeinos and stalengers from the Living Land are examples of non-human character races with special abilities. In the case of edeinos and stalengers, the Natural Tools of the race are noted.

In the case of elves and giants of Aysle, the minimum and maximum number of enhancement packages allowed are listed. These will appear as follows:

- *Enhancement Packages:* Min 1/Max 2 (for elves)
- *Each Enhancement Package provides*

three extra attribute points. Points can be put into any attribute except TOU. Each has either an adventure cost of 1, or a limited attribute of 7; or

- *Enhancement Packages:* Min 2/Max 3 (for giants)
- *Each Enhancement Package provides three extra attribute points. Points can be put into either STR or TOU. Each has either an adventure cost of 1, or a limited attribute of 7 for the first, and six for each additional.*

Nile Empire Powers

Some characters from the Nile Empire have strange pulp powers that allow them to perform incredible feats. When a character profile includes powers, the number of available powers is listed. Selecting a Character Profile with powers means accepting the adventure cost. For more information on pulp powers, see pages 45-46 of the *Torg World Book*, or Chapter Eight of the *Nile Empire* sourcebook.

Nile Empire Gizmos

Some character profiles from the Nile Empire list *weird science* gizmos among their special abilities. In these cases, the power(s) of the gizmos and their maximum action values are listed. See *The Nile Empire* sourcebook for more information regarding *weird science* gizmos.

Before beginning a campaign with a character possessing a weird science gizmo, the gamemaster and the character should actually construct the gizmo. While this means extra work, it makes sure that both of you know the exact characteristics and specifications of the gizmo.



Cyberware

Many characters from the Cyberpapacy have cyberware available to them. When a profile includes cyberware, it is expressed as a maximum Cyber value. This value is in terms of either a "+" or a "-" to the character's SPI. For example, the Character Profile for a Cyberdeck might include the following:

*Cyberware: Max. Cyber
Value= SPI -2*

In some cases, specific pieces of cyberware are listed as well as the maximum Cyber value. The maximum Cyber value listed includes the Cyber value of any listed items. For example, if a profile allows a total Cyber Value of SPI +3, a character with a SPI of 9 could have up to a Cyber Value of 12. If the profile also listed "NeuraCal (5), J-Jack (2)" the maximum amount of additional cyberware the character could have would have to result in a Cyber Value total of 5 or less:

$$12(\text{max}) - 7(\text{listed cyberware}) = 5$$

If, when the player assigns attribute values, she gives a character too low a Spirit to support the items listed as required for the Profile, she must go back and assign a higher Spirit.

Aside from the Cyber value limitation, the character may have any amount and type of cyberware available in the Cyberpapacy — as long as she and the Gamemaster can come to an agreement as to why she has that cyberware.

Example: Jaime selects the Character Profile of the Town Elder — which has no cyberware listed, but a Cyber Value of up to SPI-4.

The Town Elder is assigned a Spirit of 10, giving him a maximum Cyber Value of 6. Since this is pretty low, Jaime wants something good for her character. She picks the Trigon Magnafique at a Cyber Rating of +6.

The Gamemaster could choose to allow this or, if she felt that the Town Elder should have smaller, less powerful pieces of equipment, she could overrule Jaime's choice on the grounds that it doesn't fit the character.

Of course, now Jaime has to prove it does, and the two can go round and round. Hopefully, they will work out



a compromise — probably, Jaime will come up with a significant background event for the emplacement of the equipment, or she will have to settle for smaller pieces of cyberware.

Magicians

Characters who have one of the four magic skills listed as their tag skill are given twelve additional points with which they may purchase spells and arcane knowledges (see the Torg

Rulebook page 141). Other characters with magic skill are given these additional points ONLY if they have at least one add in each of any two of the four magic skills available.

Example: The Dwarven Priestess Character Profile is from Aysle. This means that she automatically starts the game with one magic skill and one arcane knowledge. While the Profile does not indicate that she can have magic as well as miracles, it does not preclude it either. If she selects



another magic skill in addition to her birth magic, she can get the twelve arcane knowledges as well.

Normally, selecting "extra" abilities like this must be cleared with the gamemaster, and also requires a Background Event.

Miracles

Storm Knights who have the *faith* and *focus* skills are able to use Miracles of Faith. These are listed as special abilities, because they usually require background events.

When a character is created with the *faith* and *focus* skills, it must be determined which miracles of her particular *faith* are available to her. As a guideline (to be approved by your gamemaster), Storm Knight miracle users choose a number of miracles equal to the total number of skills they have in their *faith* and *focus* skills combined.

Example: The Dwarven Priestess (above), decides to be a follower of Dunad. She has three adds in *faith* and two in *focus*. She can select, with her gamemaster's approval, up to five Miracles of Dunad at the beginning of the campaign.

As the Storm Knight adventures, he learns to use more miracles as his *faith* and *focus* skill adds are increased and he sees them performed. The gamemaster may require the player to pay a cost of one possibility each for new miracles, but this is not necessar-

ily required — as long as he has purchased more *faith* or *focus* adds.

Note: Characters native to the Living Land, or any other reality where *focus* is not always needed to perform miracles, may have access to miracles if they purchase only the *faith* skill. Normally, they must buy at least two adds in the skill to get any miracles, but a Background Event may be an appropriate compensation. Check with your gamemaster.

Background Advantages

A few of the Character Profiles have special abilities that do not actually have concrete game effects. Some examples are personal wealth, or a network of contacts and friends.

While these options may be more difficult for a gamemaster to pin down with a rules definition, they can be the most fun to play. Basically, when a character chooses one of these Profiles, she and the gamemaster should consult on the possibilities surrounding the advantage and come up with a mutually satisfactory solution.

Example: Dan selects the Character Profile of the Burakumin, or Streetperson, of Nippon Tech. This profile has "extensive contacts and knowledge of Tokyo."

The Gamemaster, Ted, decides that he will generate several non-player characters within Tokyo that Dan can

contact at virtually any time during an adventure in the city — without having to play a Connection card. Unlike playing the Connection card, however, Dan has no guarantee that these people are going to be at all helpful — many may not even be friends.

Also, since Ted doesn't want to bother giving Dan's character a map of Tokyo, he decides that, when in the city, Dan can make a Mind roll of 5 or higher to know where any public location is and the best way to get there and, once per act, he can make a Mind roll of 15 or higher to find a structure or place that is not public knowledge (like a hiding place of the Shiki). Ted assures Dan in advance that he won't let him spoil an adventure with a die roll, however; if the object of an adventure is to find a hiding place of the Shiki, Dan can't just solve the puzzle by rolling high — but he may be able to find someone who can help his group of Storm Knights find the place.

Gamemaster Note: The above example requires some extra work and a lot of creativity, but can be very interesting for both gamemaster and player. Do not be afraid to "invent" rules mechanics — like Ted did — to make your life easier when constructing an advantage not governed by the rules. Make sure you are fair, however, and try to keep notes on your "rulings." Have fun with it. This is your game, after all.



Chapter Five

Equipment and Starting Money

In this chapter, an expanded method of equipping Storm Knights is presented. This method helps to link the character's abilities and background to the equipment she begins with.

STEP FIVE: Equipping the Character

The next step in creating a Storm Knight is to select his equipment. As most players know, good, reliable equipment often makes the difference in a crisis situation. and, as you gamemasters know, equipment that is too good, too powerful, or too reliable can seriously unbalance a campaign. In this section, a method for fairly distributing equipment to the Storm Knights is discussed.

Character Profile Equipment

Each of the Character Profiles lists some of the equipment that a character built from that profile automatically has. The equipment listed is determined by the tag skill of the Profile, and (when appropriate) the profession of the Profile.

For example, a Giant Mage might have spell components for all of the spells that were chosen when the character's magic points were allocated. A Red Cross Nurse might have a medical kit, and a Rock Star might have a guitar, and so on. Much of this equipment, while useful, is considered "standard;" it is not unusual that

such a character would have this stuff.

In some cases, however, the equipment listed requires a Background Event to explain how the character obtained it. For example, one piece of equipment listed for the Airline Pilot Profile is a small twin engine airplane. Just because the plane represents both the character's tag skill and his profession doesn't mean it is standard — the player and the gamemaster have to come up with a Background Event to explain why the pilot has one.

This example is a good one because, while it gives a Storm Knight a valuable piece of equipment at the beginning of the game, it doesn't necessarily unbalance the campaign. I mean, if the guy is lucky enough to have a plane, where does he keep it when he's on the ground? How much does it cost to maintain? Does he owe money on it (quite likely if he bought it) or did he steal it from "the bad guys?" These possibilities are covered more extensively in the Background chapters.

What if my tag skill doesn't require Equipment?

Some of the Character Profiles listed in Chapter Two have Interaction skills or the *reality* skill listed as the Profile's Tag skill. So what type of equipment would you get? Remember that the equipment listed on a Character Profile refers to equipment that is appropriate to the Profile's Tag skill OR Profession. For example, the Rock Star Profile lists *persuasion* as its Tag skill, but under equipment, it lists a guitar (or other musical instrument). The equipment listed in the Character Profiles is the type of equipment a character created from that Profile is likely to have, not necessarily equipment that is used with her Tag Skill.



If you are interested in creating your own profiles, or in modifying the existing ones, don't be too intent on making equipment "useful." Sure, everybody in your campaign who has the *energy weapons* skill might like to have a GWI Devastator, but do you really want *everybody* to have one right off? Storm Knights don't always get the best, or even the most logical stuff, but they should get equipment that is interesting and "in character."

Additional Equipment

Of course, Storm Knights generally have more equipment than just what is listed with the Character Profile. Additional equipment, for the purposes of this rules supplement, is broken down into three categories: *Weapons*, *General*, and *Incidentals*. *Weapons* are, well, guns and knives and things that make bad guys nervous. *General* equipment consists of items of some use that aren't usually used in a fight (though a monkey wrench can make a difference in melee combat). *Incidental* equipment is just plain miscellaneous stuff. Gum, pens and pencils, an extra pair of sneakers, whatever. Incidental

equipment may or may not be useful, but they shouldn't be really valuable to an adventurer — they are "tone" pieces.

Gamemaster Note: Remember, in some cases — such as the monkey wrench example — you will run across equipment that fits into either two, or even three, categories. Go with your instincts. If you think the player honestly thinks a knife is a General piece of equipment ("See, I'm from Aysle, and, at our Tech Level, we only eat with knives and everybody carries one around ..."), then feel free to allow it. But watch out. If you think that Edeinos Gone Native wants a monkey wrench for a different reason than fixing the plumbing, don't hesitate to let the player know.

How to Determine What You Have

So what types of additional equipment are available to a Storm Knight character? Look at his skills. Most pieces of equipment are tools that help characters perform tasks. Those tasks are usually performed by using a character's skills. A character's additional equipment is based on her selection of his skills. If the character has

allocated adds to a skill, he is probably entitled to equipment that will aid him in using that skill.

For example, if a character has the *first aid* skill, he is probably entitled to a first aid kit — under General Equipment. If he had the *fire combat* skill, he would be entitled to a pistol. A good guideline is: the more adds a character has in a skill, the better equipment he has. Use your judgement. If a National Guardsman has *fire combat* as his tag skill, he should probably get his choice of modern military personal weaponry — like an M16 or another assault rifle. However, the "Riverboat Gambler," no matter how many adds in *fire combat* he starts with, could be said to be "out of character" if he chooses an AK-47. Now a Derringer, on the other hand ...

Weapons and Skills

Does this mean that for each skill a character has, she gets a piece of equipment? No. There are some restrictions to how much equipment a character can begin with. The first restriction is that each character can select no more Weapons and pieces of General and Incidental Equipment than her Profile states. These numbers represent the maximum number of items allowed. Keep in mind, however, that the numbers listed refer to the number of items available to Storm Knight characters at the start of play. During the course of an adventure or campaign, Storm Knights can accumulate as much equipment as they can carry, or that the gamemaster allows them to have.

But before digging into the equipment lists and the *Kanawa Personal Weapons* catalog to start choosing equipment, there are some other factors that need to be kept in mind. These factors are weight (and volume), cost, and Tech Axiom Level.

How much can she carry?

In the world of *Torg*, most Storm Knights don't have a home where they can house their belongings — at least at the beginning of the game. As stated on page 142 of the *Torg Rulebook*, if a character can't carry an item, she prob-



ably does not have it. For example, the Chemistry Prodigy would probably not be able to have an electron microscope, even though her Tag skill and profession suggest that she might. A good rule of thumb to follow is that Storm Knight characters should generally have only what they can carry with them on their backs.

Costs of Equipment

The home cosm of a Storm Knight will determine the cost restrictions of the equipment she has. There is one cost limit for General Equipment and one for Weapons. The table below lists the cost limits for both types of equipment for each cosm. The numbers listed are Torg values. Use the "Torg Value Chart" and the "Currency Conversion Chart" on page 2 of the *Torg Adventure Book* to convert these numbers to actual units of currency. This table is a guideline to be modified to fit your individual campaign. The items listed with a character's starting equipment on the Profile are considered "free."

Cosm	General	Weapons & Armor
Core Earth	15	14
Living Land	n/a	n/a
Nile Empire	14	13
Aysle	15	14
Cyberpapacy	15	13
Nippon Tech	15	16
Orrorsh	15	10

Gamemaster Note: These limits reflect a good guideline for use in your campaign. If you find valid exceptions, no problem. Several pieces of equipment that a character might logically start with are prohibitively expensive. This guideline cannot take all variables into account. Just create background events for additional, really expensive, pieces of equipment.

Technological Axiom

The last limitation regarding the selection of equipment relates to the Tech Axiom of the equipment selected. Any equipment selected cannot have a Tech Axiom that is higher than that of the home cosm of the character without a Background Event. For example,

Profile On: Kenneth Markham

Under Equipment on the Industrial Spy Character Profile, it lists a *Disguise Kit*, 2 *Weapons*, 4 *General*, and 4 *Incidental* as Equipment. This means that Ken is given a disguise kit as part of his Profile (free), and that Tim may select up to 2 weapons, 4 items of General Equipment, and 4 Incidental items for him (he may select more than four Incidental items with the gamemaster's approval, but this is the recommended number).

For Ken's weapons, Tim gives him a 9mm Beretta pistol, and a small knife. Because he is a spy, the gamemaster would have let Tim select nastier stuff if he wanted (like poison or an Uzi), but Tim wants Ken to keep a low profile.

For General Equipment, Tim gives Ken a set of lock picking tools, a microcamera, and a grapple gun. These will help Ken sneak into places he's not supposed to be and record things he's not supposed to see. The

gamemaster states that he will let Ken have one free roll of film for the camera, so Tim says he'll take another as his fourth piece of equipment.

Tim's choice of Incidental Items are: polarized sunglasses (to look cool and too see in the bright sun), a roll of breath mints (for those close moments), a really nice suit (to help *get* those really close moments) and an old copy of an outdated Russian codebook (a souvenir from Ken's government days). Tim also wants Ken to have a pair of alligator shoes and, because the gamemaster doesn't see any harm, Tim is allowed to exceed the recommended limit for his Incidental Equipment.

If, say, Tim wanted Ken to have a portable VCR and tapes of all the James Bond movies, he probably would have needed a Background Event ("Why is this guy lugging this stuff all over the world ...")

if a Storm Knight is a Rancher from Core Earth, he cannot select any equipment that has a Tech Axiom higher than 23 (Core Earth's Tech Axiom). He can however, select items which have a lower Tech Axiom.

In some cases, however, there is a lower Tech Axiom limit too. As a general rule, any firearms selected must have a Tech Axiom no more than four Axiom levels lower than the Axiom level of the Storm Knight's home cosm. For example, the Rancher from the previous example could only select firearms that have a Tech Axiom between 23 and 19. If a firearm whose Tech axiom is not within these limits is desired by the Rancher, a Background Event is required.

For other equipment, use common sense. Is it likely that the character could go out to a local shop and buy it? If not, it requires a Background Event.

Remember, even if it may be commonly produced in the cosm of the character's choice, but it may not be available (for a good example of this, see the equipment charts in the Nile Empire sourcebook — lots of stuff is produced, but most of the really interesting equipment is illegal).

Some items are just inadvisable. Though the "Edeinos Gone Native" in *The Living Land* sourcebook has a 7.62 Minigun (a heavy weapon), almost no character should begin the game with a heavy weapon — unless he creates a suitable Background Event. The same rule goes for just about anything the Gamemaster feels is "too unusual" for the particular character. Just because your guy is a Nippon Tech astronaut with *space vehicles* 3 doesn't mean he can have a Space Shuttle ...



Equipment Allocation

Magical Weapons and Equipment

The above guidelines do not allow characters to select enchanted weapons — normally. If an enchanted weapon is not listed on a Character Profile, a Background Event is required to explain how the character gained (or earned) it. Some exceptions can probably apply. In Aysle, for example, so many simple tasks are performed by magic that it would be callous to outlaw *all* of them. If you and your gamemaster can come up with a good reason for a character to have a piece of equipment that is magical without the necessity of creating a Background Event, that's fine. In general, though, this is unusual.

Armor

If armor is not listed on your Character Profile, you may select one type of armor in the place of one weapon — normally. The Tech Axiom of the armor is restricted in a manner similar to that for weapons, except that the lower Tech limit is, in most cases, ignored. While it would be strange to have a Core Earth character running — or, more likely, falling — around in plate mail, she should easily buy the equivalent of leather armor if she found a decent craftsman. The cost limit for armor is given on the chart above and is the same as the weapon limit.

General Equipment

General Equipment is equipment that is used in (usually) non-combat situations. A list of General Equipment appears on page 134 of the *Torg Rulebook*. Each Character Profile lists a number of pieces of General equipment available to characters created from that Profile. The maximum number of General Equipment items available is listed on the Profile. If more is desired, a Background Event must be created which explains how the Storm

Knight came to possess the extra items. The cost limits for General Equipment are shown on the chart above. "Chapter Eight: New Stuff" includes an expanded general equipment list from which starting equipment may be selected.

Incidental Equipment

Incidental Equipment is composed of items that may have little to no bearing on an adventure, but which add detail to a character. Some examples include a diary, an old book (*Winnie the Pooh*), specific clothing (not disguise), opera glasses, chewing gum, etc. Each character can have as many items of Incidental Equipment as is desired — the recommended number, however, is on the Character Profile. If a character really, really wants those two thousand bookmarks, gamemasters are advised to make him come up with a Background Event. Like all aspects of character creation, all Incidental Equipment must be approved by the gamemaster.

Gamemaster Note: A good guideline to follow when deciding whether to allow a piece of Incidental Equipment is: Can this item be used on regular basis during the campaign to further the action? If it can, then it probably isn't "Incidental."

For example, a packet of chewing gum is not a typical piece of equipment, and could (probably) not be "used" on a regular basis to move the action along — therefore qualifying it as Incidental Equipment. Of course, in certain adventure situations, the gum could be used to ruin a car's engine (by putting it in the carburetor), or to temporarily seal a leaking hose. A character might even be able to trade it to a curious primitive for food. Whatever. Finding unusual uses for Incidental Equipment is something you should encourage in your players, not restrict — but don't let them abuse the rules.

Etc....

The above guidelines assume that all characters have clothing appropriate to their home realm/cosm, as well as other small personal items, i.e. wristwatch, jewelry (not of excessive value), toilet kit, etc. These "standard supplies" may count as incidental — if the gamemaster thinks they benefit the Storm Knight's character development, or they may just be "gimmies." It is certainly inappropriate to start "charging" Equipment Costs for everything a Knight has ("Okay, you've got two boots, one hat, one cloak, and a belt — gee, too bad you can't "buy"

Profile On: Kenneth Markham

The Industrial Spy Character Profile lists \$4000 as starting money for characters created from that Profile, which puts Ken well into the "Middle" Wealth Level. This not only gives Ken an unusually large amount of starting money (most Storm Knights begin with very little; they've lost nearly everything to the invaders), but it also tells something about the character.

Tim figures that Ken worked

for influential and highly placed people before he was double-crossed. Now, Ken is used to "high living" and having money on hand. Tim feels that Ken might respond unfavorably at times to performing missions for "free" — especially when the money is running out — and he will look for missions that not only help to defeat the High Lords but line his pockets as well.



pants and a shirt, but that's five pieces of Incidental Equipment ...")

Starting Money

Each Character Profile also lists the amount of starting money that characters created from that Profile have at the beginning of the game. This amount is determined by the wealth level of the Character Profile. Wealth levels are broad ranges of available money, based on the cosm/realm and profession of the Character Profile. Basically, they're pretty arbitrary and reflect theme more than accuracy. In "real life" a Red Cross Nurse may have much more, or much less than seventy-five dollars, and, even in a game setting, this is only a beginning. These guidelines should be tailored to fit the player's and the gamemaster's image of the character — using Background Events.

Wealth Level Guidelines

For the purpose of this supplement, each realm has been divided into four *wealth levels*. These levels provide a structure for how much starting money a character could have. The table below lists the wealth levels for each of the realms. All the figures below are given in Core Earth dollars and reflect "cash on hand" for the starting character.

Most Storm Knight Character Profiles begin with money that falls somewhere in between two of the Wealth Levels. These numbers are really a basis for comparison and a starting off point only. Modify them with Background Events and other considerations where applicable.



Wealth Level (in \$)

Realm	Poor	Low	Middle	High
Core Earth	0	500	1000	2000
Living Land	n/a	n/a	n/a	n/a
Nile Empire	0	100	400	1000
Aysle	0	75	150	500
Cyberpapacy	0	200	400	800
Nippon Tech	0	200	4000	10000
Orrorsh	0	150	300	900





Chapter Six

Character Generation One



his chapter explains how to create a Storm Knight's Description, Personality, and General Background and provides several ideas for gamemasters and players alike. The next chapter talks about background information specific to each of the realms of the Possibility Wars.

STEP SIX: Your Character's Description

After choosing a Character Profile and assigning attribute points and skill adds, it's time to create the Storm Knight's description. A character's description encompasses both her outward physical appearance and details on her personality. The description acts as a guide to how the Storm Knight interacts with other player characters and gamemaster characters, either friendly or unfriendly.

Physical Description

Usually, most players find it fairly easy to describe their character's physical characteristics. How tall is the character? How much does he weigh? What color are his eyes and hair? These are common questions that can be used as the basis for a character description.

In addition to the usual characteristics, however, Storm Knights should also have distinguishing features that make them unique. Maybe the character has distinguishing facial features, like an eye patch, or a scar — or even just a well-trimmed beard. Maybe he

walks with a limp. Perhaps the character has difficulty breathing, either because of asthma, or maybe he has a constant shortness of breath — but there really are no play disadvantages. Maybe he wears glasses, or a monocle — not everybody has 20-20 vision, not even heroes. Any of these would be considered an unusual characteristic, and would serve to further define the description of a Storm Knight's appearance.

As an example of an unusual characteristic, look at the sample character, "Ken Markham," in the sidebar. He has a scar along the left side of his face. The scar runs from his left temple down to just below his left cheekbone. Unusual characteristics are not absolutely necessary, but they can often provide springboards for Background Events, helping to create a character that seems more real than just a bundle of attributes and skills. The next section has more information regarding Background Events for Storm Knight characters.

Personality

Everybody has a personality. It's a part of life. Some people might not like all the aspects of their personality, but everybody has one, and has to live with it.

As stated above, a character's personality is a guide to how she interacts with other characters, both friendly and unfriendly. So how is something as intricate as a character's personality defined?

Easy — it isn't.

A character, like a real person, should have a very extensive personality, one that, for the purposes of this game, it would be too difficult to accurately define. Instead, you should try a





simpler method that we have developed to "highlight" your character's personality.

Hitting the Highlights

There are three basic kinds of qualities you can use to describe your Storm Knight's personality: *Traits*, *Behavior Tags*, and *Drawbacks*.

Traits

Traits are the general labels for certain personality features that can describe your Storm Knight. Such labels include honesty, laziness, courageousness, selfishness, sincerity, etc. Ask yourself questions about the Character Profile you have decided to play, and answer them by thinking about the way you want to play him or her. Some sample questions are: is the Storm Knight honest? Is she brave? How selfish is she?

Don't worry about pinning down every type of Personality Trait there is in the first go-around. Your Background Development will help you decide on some traits, and roleplaying in the campaign will certainly develop others.

Roleplaying Personality Traits

In the first example, most of the traits mentioned are positive traits, that is traits which imply a "good" person. Not all people have only positive traits — that would probably be dull. Most people have some negative traits, even though they may not be proud of them. People are lazy, or flippant, or whatever. The point is, since most real people have negative traits, so should Storm Knight characters. Characters which have a balance between positive and negative traits are more life-like, and therefore easier to roleplay. That's important in choos-

Profile On: Kenneth Markham

In describing Kenneth Markham, the character Tim has created, his physical characteristics might look like this:

Height: 5' 11"

Weight: 170 lbs.

Eyes: Blue

Hair: Black

Unusual Characteristics: Ken has scar along the left side of his face. The scar runs from his left temple to under his left cheekbone. He appears to be of mixed East Asian and European ancestry.



ing a character's personality traits, because, when roleplaying, the traits of a Storm Knight's personality are what will determine how he will act in various situations that arise in a *Torg* adventure.

For example, let's suppose that a Storm Knight is in the city of Houston (in Core Earth Texas) and finds a wallet lying on the street. He picks the wallet up, and discovers that, in addition to the owner's driver's license and credit cards, there is also \$500 cash. Does the character attempt to return the wallet to its owner, or does he keep the cash, and discard the rest in a nearby trash can? If one of the Storm Knight's personality traits was Honesty, then he probably would return the wallet to its owner. If one of his traits was Dishonesty, he might keep the money. Also, a great deal may depend on the situation. Over in the alleyway, there may be a crippled beggar with no food and no place to stay. If the character was Sensitive or Generous or a Humanitarian, she might feel that giving the money to the beggar was just, while still returning the rest of the wallet.

Remember, real life is complicated: everything about your Knight cannot be easily defined. She or he is a Storm Knight because she has chosen to fight for the overall "good" against "evil," this doesn't mean she's a nice person.

The point is to roleplay the character according to the traits which were chosen for him. That's what good roleplaying is all about; playing a character in a manner consistent with the personality established for the character when it was created — with some amount of change reflecting natural growth. Good gamemasters often reward players who roleplay their characters according to the personality they've developed for that character. Likewise, a good gamemaster will penalize players who blatantly ignore their "established" personality, and roleplay in a manner that best satisfies their immediate needs.

In the above example, if one of the Storm Knight's traits was Honesty, but the character decided to keep the money in the wallet because he didn't want to spend his own money on food or equipment, the gamemaster in the game might penalize the player when

it comes time to award possibilities at the end of either the Act or Adventure — or within the game situation. On the other hand, if the same character was destitute and desperately needed bus fare to the next state, but still insisted on returning the money, the gamemaster might reward the player similarly — or even in the game. The possibilities are endless.

A clever gamemaster might even use a character's traits as a method of aiding players when gathering information relating to the current adventure. Take the example of the found wallet again. Suppose a group of Storm Knights are investigating the kidnapping of a local politician and, while on the streets of Houston, one of them finds the previously described wallet. Because the player chose Honesty as one of his Storm Knight's traits, he insists on returning the wallet to its owner. When he arrives at the address, the character learns that the wallet's owner is a newspaper reporter who is also investigating the kidnapping. Since the character returned the reporter's wallet to him, he decides to share whatever information he has gathered concerning the kidnapping with the Honest Storm Knight.

If he had kept the money, and discarded the wallet, not only would the character have acted against one of his traits, but he also would have lost out on some potentially valuable information concerning his investigation.

But to continue ...

Perhaps more than anything else, a Storm Knight's personality is the facet of the character displayed most prominently when roleplaying. Below is a list of several personality traits to choose from for Storm Knight characters. The list is by no means exhaustive, so feel free to choose traits which aren't listed. There is no "right" number of traits to choose, but try to choose at least three for each character — but make sure you want to play them. Of the traits listed below, some are positive, some are negative, and some are neutral. Try to avoid choosing all positive or all negative traits. Most people have some of all three types, so why shouldn't a Storm Knight?

Personality Traits

Aggressive	Immoral
Altruistic	Introverted
Amoral	Kind
Brash	Leader
Cheerful	Logical
Courageous	Materialistic
Courteous	Moral
Cowardly	Morose
Cruel	Optimistic
Curious	Peacemaker
Dependant	Pessimistic
Dishonest	Pious
Egotistic	Punctual
Extroverted	Respectful
Follower	Rude
Friendly	Selfish
Generous	Silent
Greedy	Sincere
Grim	Trusting
Helpful	Trustworthy
Honest	Untrustworthy
Humorous	Virtuous
Illogical	Violent

Note: If you have a problem selecting Personality Traits, or if you find all your characters act in basically the same way, try coming up with a randomizing agent. Take several of the Traits you like, and either pick several you know you never play or have your gamemaster pick several, and generate them randomly. While this really isn't ideal, it can be a lot of fun. And it may give you some ideas.

One final note regarding personality traits. Just because a trait was chosen for a Storm Knight does NOT mean that the character should always act strictly according to that trait. Traits represent the tendencies in a character's behavior, not how he acts 100% of the time. For example, if Honesty were chosen, it might mean that the character was Honest most of the time, acting differently when necessary. When choosing a character's traits, think about how strongly that trait will show itself in her actions. Be sure to discuss it with your gamemaster, so that you and she have similar conceptions about your character.

Behavior Tags

Behavior Tags are unusual actions a character performs, mainly out of



habit, that are uniquely her own. *Trademark specialization* (see page 58 of the *Torg Rulebook*) is an example of a Behavior Tag. So are the mark of Zorro ("Z") or the line "Bond... James Bond" from their respective movies. Tags are simply little actions or behaviors which further define a Storm Knight's personality. Basically, they're just plain fun to play.

Below is a list of some possible Behavior Tags:

Drinks only certain beverages;
Chews gum all the time;
Is obsessed with one of his personality traits;
Has an ever-present possession that she fiddles with;
Shuffles cards when thinking;
Whistles when nothing is going on;
Repeats a certain gesture or statement when appropriate;
Etc.

The great thing about Behavior Tags is that you, the player, can often do most of them *right there at the table!* Of course, if you select something particularly annoying to do, your gamemaster and the other players may veto your live-action roleplaying attempts.

"Exotic" Behavior Tags

Some other, more exotic Behavior Tags that a character might possess are given below. These include psychoses and other mental afflictions. While such things are certainly no joking matter, they can prove an interesting aspect of your Storm Knight's personality. In order for "exotic" traits to work, however, they must be played maturely and carefully. Here are a few sample psychological traits with brief, playable explanations. If these definitions do not exactly fit your conception, feel free to modify them.

Paranoia: Paranoia is a feeling of persecution, as though everyone encountered were a part of a conspiracy against the character. It is very difficult to win this person's trust.

Manic-Depression: A character who suffers from manic-depression experiences radical mood shifts. He goes from being excited to being de-

Profile On: Kenneth Markham

Personality Traits

Looking at the list of traits, Tim has decided that Ken must have both positive and negative traits — and maybe even a few "neutrals." After all, Ken was a mercenary and spy for several years before he decided to be a hero, so he's no angel. Here's what Tim picked:

First off, Ken is very *Trustworthy*. He seldom gives his word, but when he does, he never goes back on it. When he was working as a spy, he never took a bribe and, no matter what his personal feelings, when he agreed to do a job, he did it.

Ken is also *Courageous*, having risked his life on many occasions. Ken also tends to assume the role of *Leader* whenever he is

among a group of people, whether it be among friends, agents or Storm Knights. Unfortunately, he is also quite *Stubborn*, as he feels he knows the best way to do things most of the time. Ken also tends to be a bit more *Violent* than necessary. Also, when dealing with others, he can be a tad *Rude* and *Brash*. The list of Ken's personality traits looks like this:

Trustworthy
Courageous
Leader
Stubborn
Violent
Rude
Brash

Now it's up to Tim to play them.

pressed for no apparent reason whatsoever — though there may be a "triggering" mechanism.

Hypochondriac: A hypochondriac is someone who is overly concerned about his health and safety. He often overemphasizes the severity of illness or wounds and insist on prompt medical treatment when they are injured — often at the expense of others. Hypochondriacs often suffer from psychosomatic illness — that is, they often cause themselves to be ill, even though they may be perfectly physically fit.

Control Personality: This person needs to be in control — but not necessarily "in charge" — of every situation. There must be definite plans of action that are followed to the letter for this person to be comfortable.

Etc.: There are, again, many more Exotic Traits than we can list here. A good way to make one up is to take a normal behavior tag or personality trait and expand it — someone who constantly feels the need to tell the truth, the whole truth, and nothing but the truth is not just Honest, she's obsessive.

Drawbacks

The last aspect of a character's personality we'll discussed is her *Drawbacks*. Drawbacks are personality-based disadvantages that hinder characters' actions and reactions to situations during the course of his adventures in the Possibility Wars. None of the drawbacks presented here have actual game effects — that isn't the point. They are simply presented to allow the creation of a character who has problems, just like real people do.

Many players don't want to play a character with drawbacks. It's a decision each player needs to make for herself. Characters with a drawback or two are generally more interesting to play. When selecting drawbacks for a Storm Knight, sit down with the gamemaster and discuss which drawbacks the character will have. In the next (and final) step of creating a Storm Knight, explanations of the hows and whys of character's personality and drawbacks are discussed.

Gamemaster Note: Drawbacks can be used by you (with your player's cooperation) to balance very powerful or uninteresting characters and non-



player characters. Don't force your players to accept drawbacks for their characters, but provide some sort of incentive for roleplaying them successfully.

Allergic Reaction

A character with an allergic reaction to something suffers from swollen, watery eyes, sneezing, coughing or congestion when in contact with or in the presence of a particular substance — or she may have a much more severe or unusual reaction. You decide. Some common examples of allergens are:

Dogs or Cats
Pollen (Hay Fever)
Dairy Products
Tobacco
Dust

And, of course, because this is *Torg*, some less common examples:

Magic
Dinosaurs
Garlic (makes 'em think you're a vampire)
Fresh air (if you're from Marketplace, this stuff could kill you)

"Weirdness Magnet"

A character with the "Weirdness Magnet" drawback has an unnatural tendency for attracting unusual events. Strange occurrences often happen either near or to a character with the weirdness magnet drawback. The character is plagued by strange or unusual people, exotic animals follow him home, etc.

Note: This drawback is commonly found in characters from the Nile Empire/Terra realm/cosm. It is usually best played if the character acts as a "straight man" for the magnet: she herself is not "weird," but these weird things just keep happening around and to her.

Phobias

A phobia is an irrational fear of some object, animal or condition. Claustrophobia is fear of enclosed spaces. Arachnophobia is a fear of spiders. Ophidophobia is a fear of snakes. There are hundreds of different phobias. If a player decides to choose a

phobia for his Storm Knight, he should try to choose one that the character will have an opportunity to encounter. While he might be able to explain why the Storm Knight is afraid of women who have purple hair, the chances of the character meeting one aren't very high (except perhaps in the Cyberpapacy, but even there, it's not likely). As with all drawbacks, the gamemaster decides if the phobia you've chosen is acceptable. Here are a few more common phobias. For a more complete list, look in either a dictionary, an encyclopedia, or a psychology textbook.

Monophobia: fear of being alone

Acrophobia: fear of heights

Achluophobia: fear of darkness

Agoraphobia: fear of open places

Xenophobia: fear of strangers (from different cosms)

Hydrophobia: fear of water

Phobias, while similar to Personality Traits, are much more severe (in most cases) and less under the character's control. Often, it is a good idea to work out some game effects for different phobias.

Subplot Drawbacks

Subplots are essentially smaller stories that take place within the context of a larger story. Subplot Drawbacks are drawbacks that recur within the course of the campaign.

In *Torg*, the subplot cards in the Drama Deck can initiate subplots that last the length of the current adventure. When a player chooses to have a subplot, he is rewarded by being given an extra possibility at the end of each act. These are called *adventure subplots*. Adventure subplots can become a permanent part of the campaign if the Campaign Card is played on an adventure subplot. Subplots chosen as a drawback work in a slightly different way.

When choosing a subplot drawback, any one of the types of subplots from those found in the drama deck are acceptable. These are *Romance*, *Nemesis*, *Personal Stake*, *Mistaken Identity*, *True Identity*, *Martyr*, and *Suspicion*. Note the type of subplot on the character sheet. The character's subplot drawback does not become active until the subplot card that is the same as the

Profile On: Kenneth Markham

As far as Ken goes, he does not have too many Behavior Tags. There are two, however that he does indeed exhibit. They are:

1. Ken loves breath mints, especially wintergreen flavor. He always has a roll of them with him, and is constantly sucking on one. When it's time to "get serious," Ken loudly *cracks* the breath mint between his teeth, often grabbing attention or startling his friends.

2. Ken has a thing about 9mm ammunition. His Beretta, a 9mm, is his favored weapon but, when rifles or submachineguns are appropriate, he will always try to select one that takes 9mm ammo — even throwing away much more powerful weapons in favor of those that take 9mm ammo.

subplot you chose is played.

For example, Kenneth Markham, our sidebar example character, has a *Nemesis* subplot. His *Nemesis* is an old adversary named Lopal who once worked for a rival espionage organization. Lopal has a tendency to appear at the most inconvenient times in Ken's life. This subplot won't become active until Tim, Ken's player, draws and accepts the *Nemesis* subplot card, at which point the gamemaster could introduce Lopal into the campaign as the *Nemesis* subplot drawback. He could, of course, introduce a new or unconnected *Nemesis* if it fit better into the adventure.

Once a subplot card has been played on a subplot drawback, the subplot becomes a permanent part of the campaign, as though the Campaign card had been played also. This subplot drawback then functions just as any other subplot, entitling the player to one extra possibility at the end of each act/adventure in which the subplot occurred.





This type of subplot is different in that it is created in advance by the player and gamemaster, to be used only after the appropriate card has been played. Once the subplot card has been played, the gamemaster is free to bring the subplot into any adventure she sees fit. This means that, unlike adventure subplots, a player never knows for sure whether or not his subplot is a part of the current adventure.

Example: Trina, an Ayslish mage, decides she'd like the Personal Stake subplot to be a permanent one for her character. In discussing things with the her gamemaster, Trina's player, Jill, decides that Trina once worked for Uthorion when he was in Pella Ardinay's body. Now, she gets recurring feelings of guilt when she is reminded of the evil she did in his service. When the Personal Stake card comes up, the gamemaster creates a situation that "makes Trina feel responsible" for the evil that is happening in the world. At this point, Trina

will do almost anything to redeem herself in the world's eyes, even if nobody else blames her.

Subplot drawbacks can be used in conjunction with adventure subplots as they are described in the *Torg Rulebook*, but one exception applies. A character with a subplot drawback active is allowed to also have an adventure subplot active. However, the Campaign card cannot be played on the adventure subplot when the Subplot Drawback is in effect.

Subplot Examples

Nemesis

The example character Ken Markham has a *Nemesis* subplot. His *Nemesis* is an espionage operative who goes by the name Lopal. Before offering his services to the corporate world, Ken Markham used to be a covert operative for the CIA. On more than

one occasion while working for them, he met a foreign agent named Richard Jameson, who used the handle Lopal. Markham and Lopal ran into each other many times during their years in the espionage community, and they developed a professional respect.

On one occasion, however, what was once more of a friendly rivalry turned into a bitter, hateful one—and all because of a mistake. One of Lopal's co-agents was killed in an exchange of gunfire with US operatives, among them Ken Markham. The operative who was killed was Lopal's sister. Lopal believes that Markham killed his sister, and has sworn vengeance against him. It's been many years, but whenever Markham and Lopal cross roads, Lopal will drop everything in favor of killing Markham.

As soon as the *Nemesis* card is played, Tim can expect that Lopal or his operatives may show up to avenge his sister's death. Of course, the gamemaster may throw in a few red herrings to keep Ken on his toes ...

True Identity

Chris creates a character, Father Simon Wells (a Doubting Cleric), and decides to take a *True Identity* Subplot as a Drawback. Chris decides that Simon Wells was not always his character's name. Simon Wells is, in reality, Edward Simms, a former US agent.

It seems that Eddie Simms was undercover, posing as a priest, when the Maelstrom Bridge from Magna Verita came down in France. At the time the bridge landed, Eddie was driving a car in the area of the Swiss Alps, and, because of the Tech collapse, he lost control of the car and crashed. Found by some locals, Eddie was nursed back to health, but, when he awoke, he forgot he was Eddie Simms, and thought that he was instead Father Simon Wells.

When Chris plays the *True Identity* subplot card, the gamemaster may introduce "hints" that unnerve the Doubting Cleric with revelations about his true identity. Or, he may decide to let "Father Wells" have flashbacks to a time where he had no *faith* or *focus* skills — but he did have a bunch of other abilities he has forgotten.

Martyr

Of all the subplots available in the game, the *Martyr* subplot is perhaps the hardest use as a continuous Drawback. Normally, a subplot drawback

is used by the gamemaster to add a little bit of extra "excitement" to a character's life. The *Martyr* subplot, however, can actually end that life.

If a player decides that his character has "a martyr complex" (that is, he accepts the *Martyr* subplot as a permanent Drawback), here's how it works:

The character is one of those people who, for whatever reason, believes that, eventually, he will have to die to defeat the Possibility Raiders and their servants. Whatever else he is like, he knows *this*. Because of this, the character may be extremely reckless, or he may be very careful (saving himself to the very last). In game terms, this means that *the character gets one additional possibility at the end of every adventure* — successful or not.

On the Drawback side, the player can never "turn down" the *Martyr* card. When he gets it, it is automatically accepted — the character *will* martyr himself sometime during the adventure. In addition, a player may martyr his character in any dramatic scene, regardless of whether he has a *Martyr* card out, providing he secures the approval of the gamemaster.

Gamemaster Note: If you or your players have a problem with dying characters, you may want to "ban" this option. It's cool, but there is a lot of "luck of the draw" involved.

An Optional Use of the *Martyr*: If the player changes his mind about this Drawback after he has played the character through a few adventures, you can let him drop it, but only with the following penalty: immediately after the Drawback is dropped, the character loses all his possibilities, including the adventure award, Drama and Hero cards, Glory card benefits, everything. He starts the next adventure with his *reality* skill adds intact but no possibilities (this penalty is accrued *before* he can select new skills).

Other Subplots

Hopefully, the above examples give you some idea as to how to construct Drawbacks for the remaining subplots. Subplot drawbacks and the background events which spawn them can add a great amount of depth to a campaign. And, by creating the events behind a characters' subplots, the

gamemaster is helping in the creation of his campaign.

Why Subplot Drawbacks?

Like all drawbacks, subplots are optional, but they add an extra dimension to the game — and make it easier on the gamemaster and the players. Too often in many campaigns, gamemasters are forced to "take the easy way out" when the Subplot cards are drawn — they don't want to take the time to create a subplot right there and then, so they just give the character a Possibility and a new card and discard what could be an interesting playing aid.

By having a few of these subplots "planned out" in advance, the gamemaster has some of the pressure taken off. Now, instead of trying to create a subplot in the middle of an adventure, she can simply figure a way to work an existing one in.

STEP SEVEN: Character History and Background Events

Okay, so now the Storm Knight's abilities are laid out, she has been given a description, and even a few personality traits. So where did the character come from anyway? Why is he afraid of snakes (or spiders or whatever)? How did he become involved in fighting in the Possibility Wars? The answers to these questions are found by creating a character's History and Background Events.

A character's history is a brief description of his life before he became a Storm Knight. It should also explain how and why he became a Storm Knight. Background events are those instances in the history of a character which have combined to make him the person that he is.

Think about the person you are for a moment. Your personality traits, your skills, your possessions, all of these can (probably) be attributed in some way to either your history or an event in your life.

Profile On: Kenneth Markham

Tim wants to add a drawback of some kind to Ken's character. Tim likes Subplots, so he'll choose a subplot drawback for Ken. Since he is an espionage type of character, Tim decides that a *Nemesis* Subplot would be ideal. For now, all Tim needs to do is to write down *Nemesis* subplot on his character sheet. Later, when he creates Ken's History and Background Events, Tim can add the details to Ken's *Nemesis* Subplot.



If you've ever told friends of yours about the things you did when you were young, or which schools you attended, or how old you were when you learned to drive a car, these are some examples of the events in your personal history. When creating a Storm Knight character, a history needs to be made up for that character. Where the character comes from, what his career is, where he was when the Possibility Raiders first arrived on Earth are all examples of things which should be put into a character's history. There should be several background events that explain why a character is the heroic Storm Knight that he is.

The task now is to create a history and background events for the Storm Knight character that will bring him to life!

Creating Histories

Unfortunately, most of us don't have lives that are as exciting or as dramatic as the ones lived by our Storm Knight characters, despite the fact that we might wish we did. In comparison to Tolwyn Tancred, Christopher Bryce, and Dr. Hachi Mara-Two, we all probably lead somewhat mundane lives.

Our characters, however, do not. The events that go into the background of Storm Knights are probably very exciting and interesting, so, when creating the background events of your character, remember that the events that make heroes are not ordinary events. Try to create background events for your character that help bring her to life.

Rule One

Keep your character's home cosm in mind when you are creating her background events. Certain situations are more likely in some cosms than in others. For instance, if your character is from the Nippon Tech realm, one of her events might be that she was once the owner of a successful business that was crushed by the corporate manipulations of the Kanawa Corporation. If your character is from Orrorsh, she might have seen her family killed by a werewolf.

Likewise, a character from the Living Land might be able to develop a fear of space travel over the course of the campaign, but it might be stretching it a bit to include this feature in initial character generation.

Rule Two

Try to make the events exciting and interesting, but be sure to tie them together — possibly using Traits or Drawbacks as the "string."

Example: If you decide that your character has a pathological fear of death (as a psychological drawback)

and an overwhelming feeling of responsibility for others, it might be that she once stood by and saw someone killed horribly, helpless (or afraid) to do anything about it.

The two traits in the above example are explained by one Background Event, and they make a certain amount of logical sense.

Rule Three

Don't become too tied up in creating a history for the Storm Knight that you know "everything" about his past. Leave some open ends that the



gamemaster may be able to work into his campaign — or you may be able to develop later.

Example: From the above example: the same player decides that the character also has a Nemesis subplot — the killer knows who the character is, and will return sometime to try to “silence” her.

Unfortunately, the character doesn't know who the killer is — “he's a big man, with no hair, and a scar encircling his throat” — is all she can remember.

This way, the player has set up an interesting mystery that the gamemaster can introduce later on — as a fun and exciting surprise for the player (and a terrible shock for the character).

Writing the History of a Storm Knight

The history of a Storm Knight explains where he comes from and how he became a Storm Knight. This information largely depends upon the cosm/realm that the character comes from. The history of an elven monk is certain to be different from that of a cyberlegger or an Orrorshan occultist.

Read the chapter of the *Torg World Book* which covers the home cosm of your character, and the sections of this book which describe the character's home cosm. Even better, read the cosm and realm sections in the sourcebook which details the Storm Knight's home cosm. This provides a lot of information regarding the place where the Storm Knight comes from. It may also inspire ideas for the character's history.

Once the home cosm/realm of the character is familiar, the next step is to ask questions about the character. For example, if creating a character from Core Earth, where on Core Earth is she from? Which country? How were her family or loved ones affected by the arrival of the Possibility Raiders? Were they killed by the minions of the High Lord, or have they been transformed into denizens of one of the invading cosms? Answering these types of questions will help in creating the character's history. Later in this chap-

ter, as well as in the next, a number of these types of questions are provided for each cosm, the answers to which may provide the beginnings of the Storm Knight's history.

The questions asked about a Storm Knight should be about important aspects of his life, including his personality traits, behavior tags, and drawbacks. In creating the character's personality, most likely a number of traits were chosen, maybe a few behavior tags, and perhaps even have a drawback or two. Now it's time to explain the “hows” and “whys” of the traits selected.

Background Events

As stated above, background events detail important points in the character's history. Let's talk a bit about background events and how to create them.

If you look at many of the heroes from fiction, you'll find that their histories are filled with events which explain why they are the memorable characters that they are. These are the character's Background Events. They might explain why a character has a long lost love, or why she is afraid of heights.

In essence, background events are the answers to the questions asked when creating the character's history. For instance, suppose a Storm Knight character is afraid of snakes. A typical question asked might be “Why is this character afraid of snakes?” That question could be answered by creating a background event which explain how he came to fear snakes. Or perhaps “Why does this character fight the High Lords?” This question could be answered by describing the character's Moment of Crisis. By answering the questions asked about the character, both the history and background events of the Storm Knight are created. The more fantastic the questions, the more creative the answers need to be, and the more interesting the character's background will be.

Some of the questions that need to be answered in creating a Storm Knight's Background Events center around the more unusual aspects of the character. Below are some specific

Profile On: Kenneth Markham

Before Tim begins creating Ken's Background Events, he wants to briefly outline his history. This includes where Ken is from, how he ended up in the corporate espionage business, and so on.

“Born in the city of Boston, Massachusetts, Kenneth Markham graduated from Harvard University with a Political Science degree and then went to work for the CIA in Central America. He was involved in several clandestine operations, not all of them legal.

“After a series of scandals, Ken left the CIA and entered the private sector, where he was employed by many different people for many different reasons — again, only some of them legal. His work led him to Japan, where he began to operate on retainer for a company called the Kanawa Corporation.

“During one of his assignments, Ken learned that the upper management of the Kanawa Corporation was not to be trusted, and he left their employ shortly after. He did not quit in the middle of a job, nor did he insult his superiors, but, for some reason, they decided not to “accept” his resignation. Mar-Sec agents came after Ken, and he barely escaped with his life.

“Now, knowing the truth about Kanawa and ‘Ryuchi,’ Ken has vowed to take revenge on the invaders of his home.”

functions that Background Events can serve. Aside from providing an interesting history of a character, background events can also provide an explanation for:

1. Special Abilities
2. Power Flaws
3. Drawbacks
4. Extra Equipment
5. A Character's Moment of Crisis



6. Character's Motivation

Let's look at each of these in turn.

1. Special Abilities

A number of the Character Profiles listed in Chapter Two have special abilities listed. If a Character Profile is selected that includes any special abilities, background events must be created that explain how or why the character possesses that particular ability.

For example, suppose a player chooses the Vengeful Hero profile for his character. The Vengeful Hero profile grants the character several Nile Empire powers of the player's choice. After looking over the powers available, the player chooses the *flight*, *electro-blast*, and *super attribute (TOU)* powers. When creating the background and history of the character, one of the background events must explain how he got those three nifty powers. The question you would ask yourself is "How did my character gain his powers?"

The answer might go something like this:

Example: A character was a weird science lab assistant, and, while observing an experiment, his lab was attacked by the Black Fist, a maniacal super villain who blasted the lab's weird science apparatus with his "Magneto-Ray Gun." The apparatus exploded, killing everyone present except for the soon-to-be Vengeful Hero, bathing the character in a fantastic array of unusual chemicals and radiation. Knocked unconscious by the explosion, he awoke to discover that he was endowed with the powers of flight, electro-blast, and a super-Toughness. Vowing vengeance on the Black Fist and other servants of Pharoah Mobius, he donned a colorful costume and called himself the Emerald Avenger.

2. Power Flaws

Some special abilities (especially Nile Empire powers) can also have Power Flaws. All powers are not perfect. Sometimes, under certain conditions or at certain times, a character's power might not function correctly, or at all. Power Flaws are explained on pages 74-75 of the Nile Empire



sourcebook. If a power flaw is selected to go with the power(s), the background event which explains the character's power(s) should also explain the power flaw. Suppose the character, the Emerald Avenger, has three power setback flaws, one on each of his powers:

After a few days of fighting the machinations of Mobius' henchmen, the Emerald Avenger comes up against ... the Black Fist, the very villain who caused him to gain his new powers — and killed his friends.

During the fight, the Black Fist fires his "Magneto-Ray Gun" at the Emerald Avenger, who suddenly feels drained of his powers. He quickly realizes that because the "Magneto-Ray Gun" was responsible for him acquiring his powers, whenever he is attacked by it (or any other massive dose of magnetic radiation), his powers are temporarily lost.

Gamemaster Note: While the Nile Empire is the only one that specifically provides rewards for "power flaws," gamemasters should feel free to come



up with smaller versions for other realms — but be careful. If you and a player work out that his Magician character cannot cast spells while he is touching cold iron — but he gets one possibility as a reward — you're probably in trouble. That Magician will probably touch cold iron at every opportunity that doesn't look like it will result in certain death. On the other hand, make sure that players select "flaws" that still make their characters fun and playable. Nothing is more frustrating for a player than having him go into a coma every time the situation comes up — and he'll blame you.

3. Drawbacks

A character's drawbacks are also explained through the creation of background events.

For instance, suppose the Emerald Avenger is allergic to sulfur. There is a good chance that he might not realize that he has an allergic reaction to sulfur, but the first time he gets in a battle that involved gunfire — up close and personal — he might suffer some of the symptoms of his allergy as he is exposed to the smoke caused by the gunfire. In this way, the event is not how he became allergic to sulfur, but how he learned that he was allergic to sulfur. Background events can often create a more interesting explanation for some of the more mundane drawbacks that your Storm Knight might have.

Subplots, on the other hand, work particularly well when explained by a background event. As a matter of fact, subplots almost always require a background event, since the subplot is, in itself, an event.

4. Extra Equipment

If an item is chosen that exceeds one of the restrictions listed in the equipment section while selecting a Storm Knight's gear, the gamemaster can ask that a Background Event be created to explain how the character came to possess that piece of equipment. Some of the equipment listed in the Character Profiles also requires a Background Event in order for the character to have it normally.

Unlike many Background Events, events which explain equipment will very often be fairly recent ones in the character's life. For example, if the character were to start the game with a "weird science" device called a Synapsitron, the Background Event which explains how he obtained the weapon might have taken place only days before the start of the campaign.

In a Torg campaign, it is very common that a character will simply cross paths with a group of Storm Knights and decide to join them. Perhaps his town or city was just ravaged by the forces of one of the High Lords. Maybe he was cut off from his home land by the sudden appearance of powerful reality storms. Since characters might join with other Storm Knights in such spontaneous manners, they often have only the equipment that they can carry on their backs, or that they had with them when they decided to go and prevent the High Lords from furthering their evil ends.

How did the Storm Knight acquire the equipment? Did he steal it? Did he pick it up after a fight with one of the High Lord's minions? The circumstances surrounding how a Storm Knight acquired his unique or extra equipment can not only provide interesting background material, but could also be tied to one of the character's subplots, or behavior tags.

Example: Let's look at a Storm Knight created from the Impatient Mage Character Profile. The player wants the character to have a magical sword, but no such sword is listed on the Profile, and the equipment section says that characters can't begin with a magical weapon. If the player wants the magic sword anyway, he has to get the gamemaster's approval to create a Background Event that explains how the character got it.

Getting permission, the player continues:

The character was taught by an old and somewhat crotchety mage named Luisar. Luisar believed that the character couldn't learn anything except by doing things himself, so the former Core Earther got very frustrated.

One night, the Impatient Mage snuck into Luisar's room and began to read his spellbook. He found that

Luisar was really allied with the Dark, and he was using the character to experiment with new (and dangerous) magics.

Unfortunately, a magical alarm went off. Luisar appeared, enraged, and tried to kill his apprentice. The Impatient Mage grabbed the nearest weapon, stabbed Luisar, and leaped out the window while the mage was bent over in pain.

The event described above explains both how the Storm Knight obtained his magical sword, and could even provide a good explanation for a *Nemesis* or *Personal Stake* Subplot. This is an example of using the same Background Event to explain multiple elements of a Storm Knight character.

When creating Background Events explaining a Storm Knight's equipment, you might try to tie the equipment in with some other aspect of the character, as in the example above. Obviously, the Impatient Mage was Impatient to learn new spells (a personality trait), and maybe even a little Dishonest or Curious. This doesn't have to be done, but it sure fills out the story.

5. A Character's Moment of Crisis

When creating the history of a Storm Knight, there is one critical question that needs to be answered: what are the events surrounding the character's Moment of Crisis?

A Moment of Crisis occurs when a character in one reality is faced with a threat from another reality. At the height of this threat, the character is often forced to make a strong moral choice, for good OR evil. As the differing realities collide, the Everlaw of One attempts to eliminate the weaker of the two, while the Everlaw of Two, threatened by the invading reality and influenced by a strong moral choice creates a surge of possibility energy, giving the character the *reality* skill, and causing him to become possibility-rated.

Many people have faced a Moment of Crisis, but because they did not take a strong moral stand in the face of it, they did not transcend and attain the *reality* skill. When a character faced with a Moment of Crisis takes that



moral stand, he may transcend transformation and become possibility-rated. This moral stand can be either for good OR evil. Those who take a stand for evil become a "stormer" and often go on to serve the High Lords, while those who take a strong moral stand for good become Storm Knights. Thus, a character's Moment of Crisis is the event which has caused him to become a Storm Knight.

A Storm Knight's Moment of Crisis is the most important aspect of his background, so take some time in deciding the circumstances which surround the Moment of Crisis of your Storm Knight. Chapter Seven will provide examples of Moments of Crisis for characters from each of the cosms, but here are some things to keep in mind:

1. A Moment of Crisis can only occur when a character is faced by a threat from a different reality, or is forced to make a strong moral choice

2. A character's Moment of Crisis should play a big part in determining his Motivation, or why he fights the High Lords. (See below for more information about Motivation.)

Often, the background event which describes a character's Moment of Crisis is also be the same one that answers the question "How did this character become involved in the Possibility Wars?" In fact, it is almost certain. For some brief "starting off points" for Moments of Crisis, see the Character Profile background Descriptions.

6. Motivation

The last part of creating a Storm Knight's general history is to explain his Motivation, or why he fights the High Lord(s). While it might be enough to say that the character fights the High Lords because he is "good" and the High Lords are "evil," that doesn't make for the best story. In all types of stories, the protagonists (or good guys) have a Motivation which drives them to do the deeds that they do. A character's Motivation should be more than just "because I'm a good guy," it should explain why he fights the High Lords in the face of such overwhelming opposition.

The Motivation Paradox

As you begin to think about your Storm Knight's Motivation, you may notice that there is an interesting paradox of sorts concerning why Storm Knights fight the High Lords. That paradox is, why would a Storm Knight from Aysle risk life and limb in fighting the Gaunt Man, or Dr. Mobius, or the Cyberpope? Does he really care about what happens in other cosms? Should he really care? Maybe, but then again, maybe not. It makes sense that an Ayslish Storm Knight would want to defeat Uthorion. But once Uthorion is defeated, wouldn't he simply want to go back to Aysle, and forget all about Earth and its problems?

The question is, then, why do Storm Knights fight the High Lords of other cosms? Why does a Vengeful Hero from the Nile Empire fight the horrors of

Orrorsh? Why does a Renegade Edeinos from the Living Land fight against 3327's samurai gospog?

One answer is: because they are heroes. While that answer is satisfactory, there should be more to it. When creating a Storm Knight, try to come up with a more elaborate motivation, one that is more personal and gives the character some depth. Maybe the character has witnessed the destructive power of a High Lord in action, and has sworn to never let it happen to anyone ever again. Perhaps, like Dr. Hachi Mara-Two, the Storm Knight is trying to prevent what happened to his world from happening to the Earth. Or maybe the Storm Knight fights to help others, hoping that when and if he needs help, he'll get it.

In deciding on the Motivation of a Storm Knight, you again need to consider his home cosm/realm. The reasons that a Viking Storm Knight fights against Uthorion are going to be different than the reasons that a Corporate Ninja fights against 3327, or why a Victorian Occultist fights the machinations of the Gaunt Man. In Chapter Seven, motivations common in each cosm/realm are described.

Background Questions

The easiest way for a player to construct his Knight's history, description and background events is to take every facet of the Knight and turn it into a question. While this may come up with a lot of irrelevant information, even the simplest features of the character can hint at new depth. Use your imagination.

Example: Some outstanding features of Ted's character Colonel Cairo are that he is a super-powered Nile Hero with Super-Strength, Toughness, and Dexterity. He has a setback flaw that goes into activation if he is responsible for causing a death, and he is very wealthy.

Some Questions Ted might ask to determine Background Events are:

How did his character get his powers?

Why does he lose them if he kills someone?

Where did Colonel Cairo get his name?

How did he get his money?

Cut To ...

The next chapter of *The Storm Knights' Guide to the Possibility Wars* discusses each of the realms in terms of information about creating Background Events for your Storm Knight's History.



Profile On: Kenneth Markham

"Shortly after 3327 had arrived in Japan, Ken was working for one of the Rauru Block members, investigating a suspected conspiracy between the Kanawa Corporation, the Japanese government and the Yakuza. Ken learned that this suspected conspiracy was in fact a reality, but, before he could report his findings to the Block, he was ambushed by several of 3327's Mar-Sec agents, who offered Ken two choices: Join them or die.

"Choosing to fight the agents, Ken managed to survive, and it was during his struggle with the agents that he transcended transformation and became a Storm Knight.

"Not long after becoming a Storm Knight, Ken again found himself in the employ of the Rauru Block, this time hired to infiltrate one of the Kanawa Corporation's warehouses suspected of illegal weapons distribution. The warehouse was in fact one of 3327's gospog factories, and Ken soon found himself

face to face with one of a number of stormers working for 3327. Realizing that the Kanawa conspiracy was far more threatening than he or the Block had ever thought, Ken attempted to escape, inform the Block, and return with reinforcements. The stormer, however, invoked his Nippon reality upon Ken, encompassing both of them within a small reality storm. Inexperienced in the use of his newly-gained *reality* skill, Ken was soon transformed. However, the storm destroyed most of the warehouse and Ken was able to escape.

"But pursuit was not far behind. Corporate ninja chased Ken through the alleyways of Tokyo, and Ken, despite his abilities, was unable to shake all of them. Finally, he was cornered in a back alley.

"Ken had lost his 9mm Beretta in the warehouse, but he was able to disarm one of the guards on the way out, taking a 13mm Chunyokai. He tried to shoot one

of the ninja with the weapon but, for no apparent reason, it exploded in his face. When he awoke, he found himself surrounded by dead ninja, live Shiki, and the parts of the 13mm. He bears a scar on his face to this day from the explosion. Later, he found that the "newly developed" ammunition for the gun had been faulty, causing the bullet to jam in the barrel.

"Now, Ken fights the High Lords because he hopes that his former reality can be saved from the threat they represent. He sees the evil that 3327 and the other High Lords do, and he has only to look in the mirror to see results of their handiwork."

In the above narration, the character Ken Markham's Moment of Crisis, his Transformation to Nippon Tech reality, and his Motivation are all explained with background events. Likewise, Ken's Personality Tag of using only 9mm ammunition is discussed, and his scar is explained.



Chapter Seven

Character Generation Two



As stated last chapter, the creation of a character's background involves asking and answering questions regarding his past.

In this chapter, some examples of these questions are presented along with some guidelines for answering them.

This chapter is divided into two basic sections: questions common to Storm Knights from all the cosms; and realm-specific questions, relating only to Storm Knights of that realm. Examples of events which answer the question presented are also included.

Background Questions

These are basic questions every player can ask about the background of his Storm Knight character. In the last chapter, you were introduced to the concept of "Q and A" background generation; here, it has been expanded.

Which cosm does my character come from?

This question asked about a character's background has already been answered. As mentioned in Chapter One, the choice of home cosm has a significant impact on the character creation process. The question is reiterated here to emphasize the importance of the character's home cosm as a background-generating tool.

Does the character come from a Cosm or Realm?

Also addressed in Chapter One, this question reflects the character's true background. While being connected to one reality is certainly important, it is equally important to know where the character was before the Possibility Wars began. The consequences of the answer to this question are explored for the six invading realms:

Living Land

Is the character from the Takta Ker cosm or the Living Land realm?

If your Storm Knight comes from the cosm of Takta Ker, he must either be an edeinos or stalenger, as no humans came across the Maelstrom Bridge with Baruk Kaah and those are the only two sapient races of that cosm. If your Storm Knight is from the realm of the Living Land, then he will most likely be human, though it is possible that, when he was transformed to the reality of the Living Land, he also physically transformed. If he is from the realm, what was he before? He, of course, remembers, but how does this affect his personality? What was he like before as opposed to now?

Sample Background (Takta Ker/Living Land): You came from Takta Ker, following the armies of Baruk Kaah as they marched to kill those who defile Lanala through their worship of "dead things." But, when you arrived and began your hunting, you came to learn of the nobility of these alien creatures. You also became aware



of the blasphemy of Baruk Kaah and now you fight to depose the false High Lord and restore Lanala to her former greatness.

Nile Empire

Is the character from the Terran cosm or the Nile Empire realm?

Characters from the Terran cosm have come to this world to fight against the arch villain Dr. Mobius, who mysteriously vanished years ago on Terra. Very few "pulp heroes" came over on the Maelstrom Bridge. Most travelled by means of a *weird science* gadget created by Dr. Frest that got them here but cannot bring them home. They knew it was a one way trip, but came anyway, as long as they could get their hands on the evil Dr. Mobius.

Storm Knights from the realm of the Nile Empire have found their lives radically changed by the events which have transformed the land. Their perspective has altered, usually towards a more dramatic view of the world.

Sample Background(Core Earth/Nile Empire): Your job in international trade kept you busy travelling across Europe and the Middle East, when

storms of enormous size and strength rose and sealed off the northern lands of Africa. Trapped inside the storms, you were witness to the transformation of the land around you. And with that transformation, so did your outlook change. Good and Evil became concrete realities, not just abstract ideals. Finding others to help you, fellow "Storm Knights," you fight to defeat the plans of the mad Pharaoh Mobius.

Aysle

Is the character from the Aysle cosm or the Aysle realm?

Storm Knights who come from the cosm of Aysle have come for one of two reasons. They crossed the Maelstrom bridge as a part of Uthorion/Arday's army, prepared to fight for the being they believed to be their queen, or they have crossed since Uthorion was exorcised from Arday and have come to fight for their true queen.

Characters from the realm of Aysle are those from a different cosm whose reality has been changed to that of Aysle. Characters who have been transformed to the reality of Aysle do not receive a magic skill and arcane knowledge, though they may have one add in either *honor* or *corruption*.

Cyberpapacy

Is the character from the Magna Verita cosm or the Cyberpapacy realm?

Characters from the cosm of Magna Verita have come to Earth for a number of reasons. The first is that they came in support of Malraux, as he spread the word of his faith. Many of these characters soon become disillusioned by the changes that have taken place in their reality and their spiritual leader. Some characters from Magna Verita have come to fight the High Lord on this new world. Some have even come in the hopes of escaping the Inquisitors of the College of Way.

All characters from the cosm of Magna Verita or the realm of the Cyberpapacy share one special ability, that being cyberware. The first time any character crosses the Maelstrom Bridge from Magna Verita to

Earth, or if they are transformed by the reality, they are prepared by the Darkness Device and given a neural jack — and/or other cyberware. For more information, see *The Cyberpapacy* sourcebook.

Characters from the realm of the Cyberpapacy are those who were unfortunate enough to be in France when the Maelstrom Bridge landed and the axioms of Magna Verita swept across the land. These characters first suffered from a severe collapse in the technological axiom, causing most Core Earth equipment to fail. This was a short lived condition because, soon after Malraux arrived, the tech axiom surged to new heights, creating the most technologically advanced realm of the Possibility Wars.

Characters within France saw their home radically changed, both socially and technologically, and they saw great carnage. Those who had not transcended their transformation during the first wave died when transformed a second time. Meanwhile, a reincarnation of the medieval Inquisition arrived to slay any who opposed the teachings and faith of the newly named Cyberpope.

Nippon Tech

Is the character from the Marketplace cosm or the Nippon Tech realm?

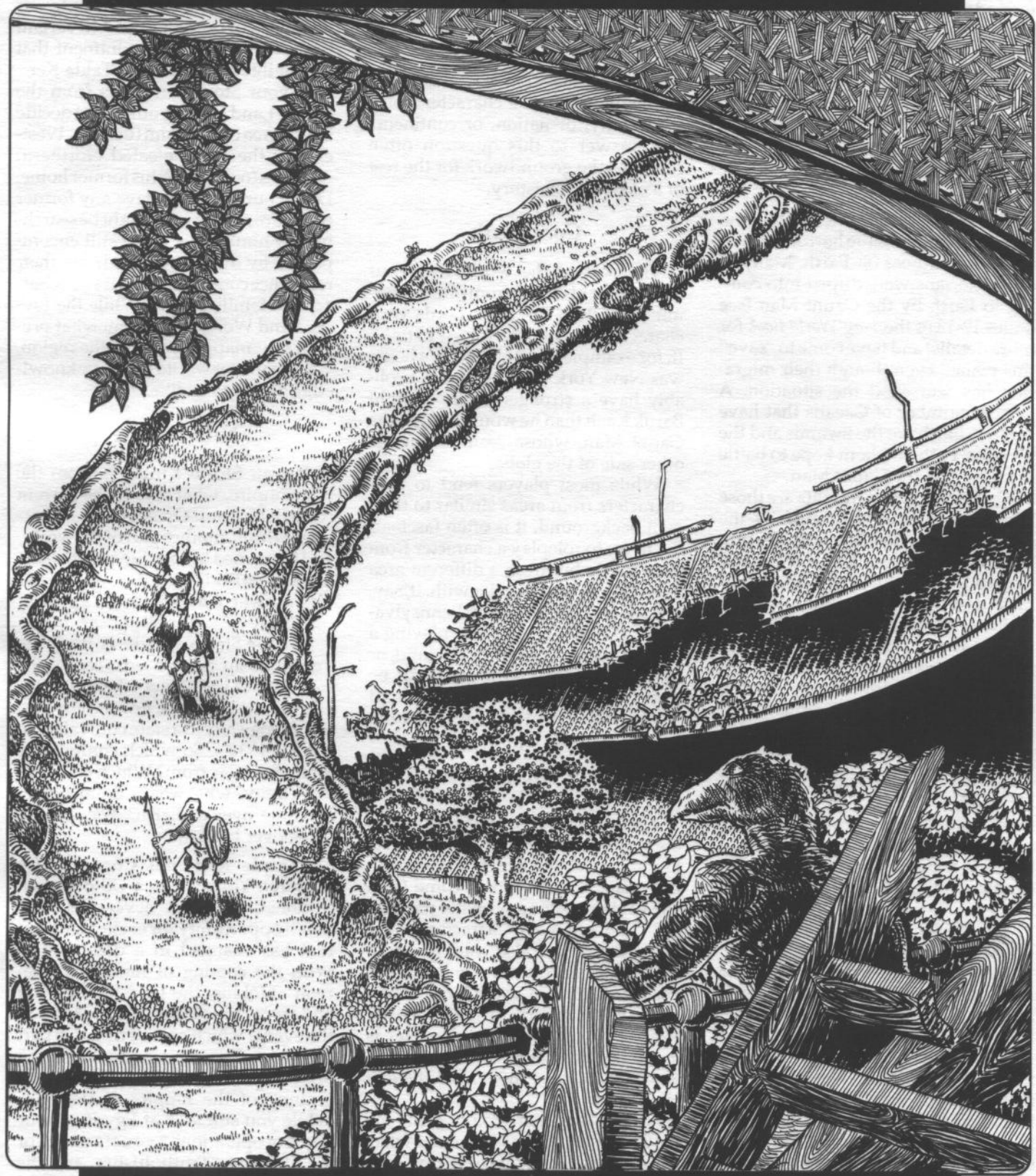
Storm Knights from the cosm of Marketplace came to Earth to fight 3327 here in his new domain, or to escape MarSec or just economic strangling. Members of the Shiki, Kashi, and followers of Palan have all come to Earth in order to fight the Nippon High Lord. Some people from the lower classes of Marketplace have come to escape the harsh life on the home cosm.

Storm Knights from the realm of Nippon Tech are those who were transformed by the arrival of the Nippon Maelstrom Bridge. Unlike the invasions of the other realms of the Possibility Wars, the Nippon invasion did not cause powerful reality storms to sweep the land. The High Lord 3327 arranged for the Darkness Device to limit the strength of the storms that accompanied his arrival on Earth. Be-

Cosm or Realm?

When filling out a character sheet and the Storm Knights' Guide Character Creation Worksheet, in the space marked Cosm, you should write the name of the cosm and realm that the Storm Knight comes from. In each of the realm/cosm entries in this chapter, the name of both the realm and the cosm are given to allow greater detail when describing the character. For example, if a character is from the Terran cosm, you would write "Terra" and "Nile Empire." This distinction helps remind you of where your character is from, which is an important part of a character's Motivation and Background.





cause of this phenomenon, many people were unknowingly transformed to Nipponaxioms. The changes were more subtle, and only after a time did any notice that they had been changed at all.

Orrorsh

Is the character from the Gaeen cosm or the Orrorsh realm?

Storm Knights from the cosm of Gaea are most often Victorians who have come to battle the horrors of their home world here on Earth. Many of the Victorians were duped into coming to Earth by the Gaunt Man (see pages 12-13 of the *Torg World Book* for more details) and have come to "save" this planet, even though their migration has worsened the situation. A smaller number of Gaeans that have come to Earth are the Swamis and the Gypsies, both of whom hope to battle the terrors of the Gaunt Man.

Orrorshan Storm Knights are those who have been transformed by the arrival of the Gaunt Man's reality into the areas of Indonesia, Malaysia, and Singapore. Though they remember their past lives, they now live in a reality of Victorian times, where technology and social customs have not progressed to that of Core Earth. For many of these people, the nightmares of their childhood have come to life, and now prey on the residents of this part of the world.

Sample Background (Core Earth/Orrorsh): Living in Singapore was difficult enough before the Possibility Wars began. Violence was suddenly becoming common, and you were becoming frightened of your once bright city.

The the Gaunt Man came and you learned the true meaning of fright.

Now, horrible creatures stalk the night, and you can't even trust the machines you used to use every day. Either they don't work or ...

But enough of that. With the evil, there came a strong, if strange, force for good. You have allied yourself with these Victorians, and you are starting to understand their ways. While their superiority act and their stuffy ways occasionally get on your nerves, they are a brave race that may be able to help repel the invaders of your world.

Where (specifically) did your character come from?

The next question asks where, on his home world, is a character from? Which city, or nation, or continent? The answer to this question often serves as the groundwork for the rest of a character's history.

Core Earth

The part of the world that your Storm Knight comes from often determine which of the High Lords your character is most determined to fight. If, for example, your character's home was New York City, he would probably have a stronger desire to fight Baruk Kaah than he would to fight the Gaunt Man, whose realm is on the other side of the globe.

While most players tend to play characters from areas similar to their own background, it is often fascinating to try to roleplay a character from Core Earth, but from a different area than the player is familiar with. If, say, you are an American from Pennsylvania, you might want to try playing a character from Hawaii, or England, or Japan. The character would still be from Core Earth, but his background would be very different from the player's own background.

Living Land

The Living Land sourcebook names the five continents on the cosm of Takta Ker. If your Storm Knight comes from the cosm, he could have come from any of these. Along with the name of the continent your character comes from, you would also want to give a name to the tribe he once belonged to. Perhaps a portion of his former tribe has travelled to earth to fight for Baruk Kaah. If so, maybe your character is hunted by them for desertion, or maybe he wishes to save them from the evil High Lord.

Also, if you interested in being inventive, you could ask yourself what the particular continent of Takta Ker is like. We at West End Games have defined the Living Land realm and Takta Ker as being overgrown with jungle

and enveloped in the Deep Mist, but that doesn't mean everything is exactly the same. Perhaps you and your gamemaster can come up with variant terrain types for your continent that still fit into the scheme of Takta Ker.

If your Storm Knight is from the Living Land realm, you should decide which area of the realm (Eastern, Western, or the now-defeated Northern) occupies (occupied?) his former home. Does your character have any former friends or family who might be searching for him? Is his home still encompassed by the Living Land? are their resistance communities that your character is familiar with? While the Living Land World Laws somewhat prevent the "mapping out" of the region, your character would still have knowledge of what it is like.

Nile Empire

If your Storm Knight is from the Nile Empire, what part of the current realm is he from? Or maybe your character is from another part of the world, and happened to be in Egypt when the Maelstrom Bridge fell. If so, you should also answer why he was in Egypt at that time.

If your Storm Knight is from the Terran cosm, where on Terra is he from? Terra is a planet which is virtually identical to ours, but socially and technologically in a state equivalent to Earth's 1930's. So which continent is your character from? Which country? Which city? what was he doing before he came over to Earth? *Why* did he come over to Earth?

Sample Regional Choice (Nile Empire): Your life as a US diplomat stationed in Egypt never provided much opportunity for excitement, but that has changed in a drastic way. With the coming of the new "Pharaoh" Mobius, the land around you and its people changed. Caught up in the events which are altering this part of the world, you joined others who opposed Mobius, fighting against the tyranny of the Empire of the Nile. While you still look at Egypt as your "base of operations," you stand up for the ideals of "Truth, Justice, and the American Way"; once they were abstract concepts, now they are suddenly quite concrete.



Aysle

If your Storm Knight is from the cosm, which continent is he from? The race of your Storm Knight is important when deciding where on the cosm he is from. If he is a giant, he probably comes from Lower Aysle, while humans and elves come from Upper Aysle. Dwarves, of course, come from the Land Between. Which kingdom does your character come from? What House does he belong to (if any)? The *Aysle* sourcebook has more information about the geography of this cosm.

If your Storm Knight is from the realm of Aysle, which area of the realm? Is that region controlled by the Dark or the Light? The forces of Uthorion are gathered more in the Northern areas of the realm, such as Sweden and Norway, while the Southern areas, near Britain and Wales, are dominated more by Ardinay's forces. How does your character react to the "return" of the legends to her homeland?

Sample Regional Background (Core Earth/Aysle Realm): You lived happily in Western Europe, confident that the changes occurring in the world governments was for the better. Sure, there would be some upheaval and struggle, but the world was finally changing for the better.

But you didn't really know what change was.

When the Maelstrom Bridge dropped, you were transformed into an "elf." In your previous life, you thought elves were the small folk of legend, but then, legends were real and this tall, dark-skinned body was a "real" elf, and that elf was you!

Now, your home has been invaded by monsters and creatures you had only heard tales of before. But you understand them now better than the things of your previous life — and you know how to fight them.

Cyberpapacy

Magna Verita is a flat disc-shaped world that lies in the center of its universe. Above it is the expanse of Heaven, and below lies the abyss known as Hell. Aside from its flat shape, Magna Verita resembles the Earth very closely. The continents are



the same, and the histories of the two worlds are very similar until the time of the Great Schism, when the Roman Catholic church found itself divided between two seats of power. The Avignon papacy wrested control from the Roman papacy, and assumed control of the church — and soon the world.

Though much time has passed since then, the cosm of Magna Verita has not progressed socially, and it remains a mirror image of the European medievalism. Characters can be from any

nation, region or continent on Magna Verita, but keep in mind that the social axiom of that cosm is somewhat lower than that of the Earth — oppression and theocracy are the norm. See *The Cyberpapacy* sourcebook for details on the world structure.

Characters from the realm of the Cyberpapacy can either be native to France, or close by areas, or could simply have been there (visiting, travelling through) when the axioms swept the land. Characters from France naturally have more animosity towards



the Cyberpope, because it is their land that he took over.

Note: A Storm Knight may also play a character from the *realm* of *Magna Verita* if she wishes. This is someone who was originally a Core Earther and was then transformed to *Magna Verita*'s reality, but then was unaffected by the tech surge. Storm Knights are rare, however, and this type is undoubtedly the rarest.

The World Laws for *Magna Verita* are exactly the same as for the Cyberpapacy — barring the inclusion of cyberware. The Tech axiom, however, is only fifteen and the reconnection numbers are different. Characters still native to *Magna Verita* have no cyberware and almost all think of it as an evil corruption.

Character is From: Magna Verita

And In:	Reconnection DN
Core Earth	8
Living Land	14
Nile Empire	3
Aysle	3
Orrorsh	3
Nippon	11
Cyberpapacy	3

Nippon Tech

The cosm of Marketplace is a world similar in shape to the Earth, but it is there that any resemblance ends. The five continents of Marketplace are vast megaplexes, mazes of skyscrapers and corporate offices. The Maelstrom Bridges that connect the Marketplace cosm and the Nippon Tech realm are located on the Donglin megaplex, where the corporate offices of Ursan Industries, 3327's corporation, have their home.

Marketplace is an ecological disaster. Legends state that the world was once a paradise, home to fantastic flora and fauna, some of whom died out on Earth long ago. Some never even existed on Earth. Unfortunately, greed and lust for technology brought about the extinction of both the flora and fauna, and now Marketplace is a polluted hellhole.

There is no "country" in Marketplace, only city. When choosing a location for the genesis of your character,

take a look at the *Nippon Tech* sourcebook and decide which corporation she worked for. That will probably help decide where she came from.

Storm Knights from the realm of Nippon Tech will most likely be from vicinity of Japan — either Japan itself, South Korea, or even China or Taiwan. Nippon Storm Knights could also have been in Japan when the Maelstrom Bridge landed and were transformed to Nippon axioms then.

Orrorsh

The cosms of Gaea and of Core Earth are very similar, being almost geographical twins of each other. In fact, the geography or Gaea looks like early mapping attempts of Earth. The most visible differences are in the social and technological development of the two worlds. In this world, the Victorians of the 19th century rule what is left of the world. All other races are their "protectorates" or "evil savages." While the Victorians do actually feel responsible for "lesser races," they often take this to a rude extreme (go watch *Gunga Din* a couple of times for a very charitable interpretation).

Orrorshan Storm Knights are probably from the areas now under the sway of the Gaunt Man's reality — either that, or they were visiting this area when the Maelstrom Bridge landed and the axioms of Orrorsh swept across the region. This is the reason that Indonesian and Muslim Character Profiles are among those listed above. Most Storm Knights of the realm are of East Asian and South Pacific race and background.

How did my character get involved in the Possibility Wars?

For answers to this question, examine the character's Moment of Crisis. Often, the character has been pointed out as an enemy of the High Lords rather obviously. Sometimes, however, a character might become involved in the Possibility Wars, and only after several weeks (days? months?) does he transcend transformation and become a Storm Knight.

Core Earth

Since it is their world which has been invaded, Core Earth Storm Knights often become involved in the Possibility Wars simply as a means of defending their homes and lives. Below are a few examples.

Motivation (Core Earth): You were one of the crowd at Shea Stadium when the Living Land Maelstrom Bridge landed. Though you couldn't save the team or most of the spectators, you were able to save that little girl. The fear in her eyes strengthened you and made you vow to defeat Baruk Kaah for ever.

Motivation (Core Earth): You were a research technician working for a Japanese firm that was bought out by the Kanawa Corporation. The company declared that any and all research was theirs to do with as they pleased. You resisted and found, to your horror, that there were new, powerful forces in charge in Japan. Forces that came from somewhere else. You escaped to the streets, a wanted "criminal."

Motivation (Nile Empire): During an archaeological dig near Memphis, the axiom wash of the Nile Empire essentially destroyed all the work you had done. You and your co-workers were trapped underground, where they slowly suffocated — but not you. You were somehow able to work your way out of the dig, vowing with every inch of progress that you would avenge their deaths, somehow. You learned of Pharaoh Mobius and his claim that he was here to restore Egypt to its former glory. You didn't believe a word of it, and are determined to avenge his wrongful invasion.

Living Land

The answer to this question will have a lot to do with where in either the realm or cosm that your Storm Knight comes from. If your character is from the cosm, he probably came down the Maelstrom Bridge on the side to fight for Baruk Kaah and became involved after questioning the High Lord's actions.

If he is from the realm, your character most likely was transformed to the reality, but she recognized the evil of Baruk Kaah and opposed the High Lord and his Jakatts.



Nile Empire

Your character might have opposed Mobius years ago on Terra, and decided to bring him to justice, no matter where he fled to. Maybe you just came over with the invaders, either serving Mobius initially, or posing as one of the "hangerson." Either way, you now know to fight the invaders.

If your character was from Core Earth, perhaps the invasion of the Nile Empire ruined his business or killed his family. Or maybe, being a good person, he suddenly became able to recognize evil for what it was — and he decided to do something about it.

Aysle

Ayslish characters become involved in the Possibility Wars in many differing ways. If your Storm Knight is from the realm, he might have been transformed during the initial storms that erupted when the Maelstrom Bridge first landed. He might have woken up one day to find his life had changed

without him realizing it until then.

If your Storm Knight is from the cosm of Aysle, maybe he came to fight for Uthorion (unwittingly) or came to fight for Pella Ardinay after Uthorion was exorcised from her. Your character might have come to Earth to learn about its people and ways. An elven follower of the Path of True Knowledge would definitely come to learn more of the world. Maybe your character was studying magic and grew bored of countless theorems and such, and yearned for new experiences. Any of these reasons would explain how your character became involved in the Possibility Wars.

Cyberpapacy

Magna Verita characters got involved in the Possibility Wars simply by crossing the Maelstrom Bridge to fight either for or against Malraux. The event which explains how your Storm Knight arrived in the realm of the Cyberpapacy most often also ex-

plains how he became involved in the Possibility Wars.

Storm Knights from the realm of the Cyberpapacy became involved when their world was changed by the arrival of the Maelstrom Bridge. Their world was being invaded, and the need for survival is what thrust them into the battle against the Cyberpapacy High Lord.

Nippon Tech

Most Storm Knights from both Marketplace and Nippon Tech have become involved in the Possibility Wars due to the corporate manipulations of 3327. Members of the Shiki and Kashi have come to battle him here, while Nippon Knights fight to prevent his takeover of the East. Many Knights within the realm are agents of the Rauru Block, a group of corporate businessmen who have joined to oppose "Kanawa" and eliminate the conspiracy among the Kanawa Co., the Japanese government, and the Yakuza.



Orrorsh

Most of the Storm Knights from Gaea were tricked into coming to this world by the Gaunt Man. Some have come willingly as a means of hopeful escape from the horrors of their cosm. They fight the monsters of the Gaunt Man in order to save this world from a menace they wrongfully believe that they were responsible for. Much of the Orrorsh realm has been settled by Victorians, by both those who fight the Gaunt Man, and by those who secretly support him.

When the axioms of Orrorsh washed across the area that is now the Orrorsh realm, the horrors of children's nightmares and Stephen King novels literally came to life. Combined with the monsters he sent down his Maelstrom Bridge, the realm was instantly covered with horrendous beasts of all kinds. Characters who were transformed by the reality storms quickly found that plain survival required fighting the beasts that roamed the land. Many Storm Knights from Orrorsh have become involved simply by trying to remain alive.

Sample Motivation (Gaea): A member of the Queen's Own 17th Lancers, you were sent through a gate across the dimensions to fight a horror unleashed upon a world by a member of your own Victorian society. But when you arrived, it seemed that not all was exactly as you expected. The horrific reality of your world seemed to grow around you, as more and more of your forces crossed the bridge. Only much later did you realize you had been the victims of treachery at the hands of Lord Byron Salisbury, known to a few as the Gaunt Man. Now it is your responsibility to repel the horrors and protect those less able than yourself.

What about my character's Moment of Crisis?

As mentioned in the last chapter, a character's Moment of Crisis is the most important event in his background. Give some extra thought to

Where Have I Heard This Before?

You might notice that the answers to many of these Background questions are beginning to sound similar. Is that done on purpose? Well, yes, it is. Many of the events which make up the background of your Storm Knight answer more than one question. Very often, the important questions (your character's Moment of Crisis, his Motivation, where he is from) are answered by the same event. If you create your character's background in this manner, he seems

more "whole," and well-rounded.

The creation of your Storm Knight, both his abilities, his drawbacks, and his background should be a holistic process. That is, when your character is complete, he should seem to be greater than the sum of all the parts (abilities, background, and drawbacks) that went into his creation. Creating a character like this is not an easy task at first, but it is much more rewarding than just writing out numbers.

the circumstances surrounding a character's Moment of Crisis.

By this time, it should be obvious that the characters Motivations and Background are indications of how her Moment of Crisis catapults her into the role of Storm Knight. Look at your character so far, and you can probably determine how these connected events made her a key fighter in the Possibility Wars.

Realm-Specific Questions and Answers

When you created your character, you obviously had to consider what realm she was from. This has come up several times in the course of our Background Generation, but here, in the Q&A section, you need to get down to fine details. Before, you dealt with sweeping statements about Events, Motivations, etc. Now, explore the smaller details of your character's background.

Here are some sample questions:

Living Land/Takta Ker

1. What tribe does the character come from?

Many of the species of the Living

Land live in tribal organizations. If a character is an edeinos, which tribe did he belong to? The *Living Land* sourcebook has more information about the different tribes that follow Baruk Kaah. If the character is from a tribe, where is it located? Did the character have a family in the tribe? Is there an applicable Subplot Drawback?

2. Does the character like the Living Land reality?

We, as players and gamemasters, seem to think that all the invading realms are infatuated with their reality. Not so. Like our characters, many of them are interested in new things. Does your stalenger character collect "dead things" to study? Does your human Jakatt insist on using a .44 Magnum, even though he knows it is a "dead thing" (hey, he's a Storm Knight; he's okay as long as he doesn't disconnect)?

3. What was the character's former position in the tribe?

If your character was an optant or a gotak, that's probably pretty obvious. However, even given the limited social structure of the Living Land, he may have had some other position. Was he "the one who watches out for the big lizard that stepped on Kiral Kekka?" Was he the one who cleaned the altar after sacrifices? What does this mean?



Nile Empire

1. Is my character affiliated with the Mystery Men?

The Mystery Men are a group of costumed adventurers who have come to Earth to bring Mobius to justice. They are headquartered in a secret base located somewhere within the city of Cairo — maybe. If a Storm Knight comes from Terra, there is a good chance that he would know, or be affiliated with the Mystery Men. If he is from Earth originally, he may have heard of them, but not necessarily. Talk to your gamemaster about this.

2. How does my character fight the High Lord?

While this question has almost definitely been answered before, it bears repeating. Not every Storm Knight in the Nile Empire has pulp powers or access to *weird science*, *mathematics*, miracles, or other supernatural abilities. Some are reporters, detectives, or even barkeepers whose bars were busted up by shocktroopers. All it takes in the Nile to be a hero is the *will*. Granted, most people are of Good Inclination, but that isn't always enough. Is your character good with a gun? Does he strike back at Mobius through the media? Is he a former diplomat who specializes in stirring up trouble?

Aysle

1. When and where did the character get her magical training?

Characters who have magical skills needed to have learned their skills somewhere — unless they are satisfied with their “birth magics.” Where is that? Did they study at the Academy of Four Towers, or at one of the many smaller magic schools in the cosm of Aysle? If the character is from the realm, how did he learn to use his magical skills, once he realized that he possessed them? Did he have to figure them out for himself?

2. Does the character have faith in a god of Honor, Balance, or Corruption?

There three types of gods in Aysle: Honor gods, Balance gods, and Corruption gods. Most Ayslish characters believe in one of these gods, even if

they don't have the *faith* skill. Which type of god, or which god in particular, does the Storm Knight believe in?

3. Does the character scorn magic and/or miracles?

Even in a realm so suffused with magic and miracles, there have to be a few. The Scots Barbarian who believes “might over magic” works every time, or those who think these powers are corruptions of nature. This could be a very interesting twist.

Cyberpapacy

1. How did the character gain his cyberware?

The transformation from the reality of Core Earth (or another reality) to that of the Cyberpapacy could be the cause for some of the character's cyberware, but probably not all. Maybe the character had prosthetics which were changed to cyberlimbs? Perhaps the promise of lightning fast, cyber-enhanced reflexes convinced the Storm Knight to have cyberware implants installed. Or maybe the character was badly hurt while fighting the Church Police, and was stitched back together with a few improvements?

When creating this event, think about possible drawbacks that could relate to the cyberware. Maybe the street doc who performed the operation is the object of a *Romance* subplot? Maybe the character developed a phobia due to an extreme occurrence of Cyberpsychosis soon after her cyberware was installed?

2. Does the character believe in/ have access to the GodNet?

The GodNet lies at the center of the religion of the Cyberpapacy. But not all characters believe in it. Further, not all who have faith in the GodNet support the Cyberpoppe. If the Storm Knight is one who runs in the GodNet, he more than likely believes in the religion of the GodNet, though he may not support Malraux.

3. Does the character support the resistance in Paris?

Within Paris there exists a resistance that fights the church, and the Cyberpoppe. But not all agree that the methods of the resistance are any better than the church itself. Does the character support the resistance, or does she fight the High Lord using her own methods. The resistance offers much in the way of supplies and aid,



but there are many other sources for aid within the underground of the Cyberpapacy.

Nippon Tech

1. Where did the character learn martial arts (if applicable)?

If a character has the *martial arts* skill, where did he receive his training? Perhaps he learned from the dreaded ninja masters of Marketplace, or from the Priests of Palan? Where a character learned her *martial arts* skill is important in choosing her fighting style, and it can also play a part in determining the Motivation of the Storm Knight.

2. Which corporation did (does) the character work for (if applicable)?

Did the character work for one of the megacorporation of Marketplace before coming to Earth? Maybe the character works for a member corporation of the Rauru Block. If so, which corporation?

A Storm Knight who was once employed by Ursan Industries might have slightly different reasons for fighting 3327 than one employed by Shori Petroleum, or Misaki Computers (the other two members of the Marketplace Triad). A Storm Knight employed by the Rauru Block could become involved in the Possibility Wars through simple investigation into the corporate actions of the Kanawa Corporation.

3. Does the character believe in the teachings of Palan?

The teachings of Palan are those of non-materialism and spiritual growth through faith alone. Very few in Nippon or Marketplace follow this doctrine, but if a Storm Knight believes in Palan, she is most likely not employed by a megacorporation, but fights to damage the corporate standing of 3327, both in Marketplace and Nippon Tech.

Errorsh

1. Does the character believe in the Sacellum?

The Sacellum is the faith of the Victorians. The god of the Sacellum is an angry god, similar in many ways to the god of the first testament of the Christian Bible. But the Sacellum is more than that. It is a creation of the Gaunt Man, that serves his purposes by leading those faithful to its teachings towards corruption. Many believers, however, are unaware that the Bishops and Priests of the Sacellum are witting or unwitting servants of corruption. Many still only see the good still present in their faith, while others seek to destroy the corruption.

2. How did the character learn of the Occult?

Some Errorshan Storm Knights have the *occult* skill, which allows them

to use powerful magic rituals in their fight against the Gaunt Man. Others aren't even truly aware it exists. Knowing about the occult is a two-edged sword: the art of the occult is embraced by corruption, and all those who employ it expose themselves each time they use their arcane skills. However, knowledge of it is sometimes the only way to destroy the evil of the Gaunt Man.

Perhaps a Storm Knight learned the of Occult from one who has since gone the way of corruption and now serves the Gaunt Man. Or maybe an instructor taught her with hopes of corrupting her as she learned. Either of the above examples would provide an interesting gamemaster character to interact with.

3. How did the character get the shapeshifting ability (if applicable)?

How did this happen to the Storm Knight? Why was he not destroyed? Why is he, out of so many others, not corrupted by his abilities? Was he born with the curse of the shapeshifters, or was he the victim of a were-creature?

If a character is a shapeshifter, she might have a *Suspicion* subplot or perhaps, he does yet know about his condition, and has a *True Identity* subplot.



Chapter Eight

New Stuff



In this chapter, we're going to provide a few new rules that don't really fit in any of the other chapters. Here we're going to look at how to resolve unskilled use of "Skilled-Only" skills and how to make clearer distinctions between skills and how they are used. This chapter also provides some new skills, spells, miracles, eternity shards, and group powers for Storm Knights to use in fighting the Possibility Wars. Finally, this chapter provides some new equipment for Storm Knights to use against the Possibility Raiders.

Skills

The skill list is at the heart of the *Torg* character creation system, and each realm has its share of skills which are exclusive to it. Below are some new rules and clarifications regarding skill use.

Unskilled Use of Skill-Only Skills

The skill system in *Torg* is a fairly straightforward one. Generate a total when using a skill, and if the total beats the difficulty number, the action has been successfully performed. There's a little more to it in some cases, but that just about sums it all up.

If a Storm Knight character doesn't have a skill, she can usually attempt to use it *unskilled*, which means that she isn't allowed an additional roll on a 20 when making the attempt. But there are some skills which cannot be used unskilled, according to the rules. We call these "Skill-Only" skills. These include the four magic skills, *space vehicles*, *medicine*, and *science*, to name just a few.

In this book, we're going to introduce the concept of the *unskilled pen-*

alty. The unskilled penalty allows "Skill-Only" skills to be attempted, but at a penalty to the skill total. Of course, there are some skills which can never be used unskilled, but most "Skill-Only" skills can be attempted.

This is an optional rule! If you or, more importantly, your gamemaster are comfortable with the existing *Torg* "unskilled" restriction, then feel free to ignore this section.

The table below lists all the skills that up to now have been "Skill-Only" skills. Next to each is the modifier that is applied to the difficulty of unskilled attempts of that skill. "N/A" means that the skill can never be used unskilled. Note that this table includes skills presented in the individual realm sourcebooks, available separately.

Specialized Skills

Some of the skills in *Torg* cover some very specialized areas of interest. Unskilled attempts of these types of skills also make use of the unskilled penalty concept. Below is a list of some of the specialized skills that receive the unskilled penalty when attempted. Again, this is an *optional* set of rules — if you don't feel it is necessary to integrate this section into your campaign, ignore it.

Language

The *language* skill is one that needs a bit of clarification. In the rules, it states that the *language* skill allows the user to "immediately understand a language or dialect that he does not speak and has never heard before." While this does serve to simplify gameplay, it does not provide a great deal of information on how languages can be used in the game.

If the *language* skill as written is sufficient for your campaign, that's



Unskilled Penalty Chart

Skill	Unskilled Penalty
Heavy Weapons	+5
Faith	+3*
Focus	N/A
Air Vehicles	+3
Alteration Magic	N/A
Divination Magic	N/A
Space Vehicles	+10**
Apportation Magic	N/A
Conjuration Magic	N/A
Medicine	+5
Science	+5
Astronomy — Egyptian religion	N/A
Hieroglyphics	+4
Mathematics — Spell use	N/A
Engineering — Spell use	N/A
Hypnotism	+3
Weird Science	N/A
Honor	N/A
Corruption	N/A
Cyberdeck Op.	N/A
Forgery	+4
Cybertech	N/A
Psychology	N/A
Streetwise	N/A
Martial Arts	N/A
Business	+7
Meditation	N/A
Research	+5
Occult	N/A
Spirit Medium	N/A
Swami	N/A
True Sight	N/A
Psionic Manip.	N/A***
Mindsense	+10***
Psionic Resistance	N/A***
Science (Biotech)	N/A***
Frenzy	N/A***

*In order to use *faith* unskilled, a character, in the gamemaster's judgement, must have at least a basic belief in the *faith* — otherwise this is N/A

** If other vehicle skill is known, otherwise N/A

*** See the *Space Gods* sourcebook

Keep in mind that the above skills can only be used by characters from cosms where the skill is available — an edeinos still connected to the Living Land could never attempt *space vehicles* without learning the skill, for example.

Unskilled Penalty Chart —
Specialized Skills

Skill	Unskilled Penalty
Direction Sense	+3
Disguise	+3
Streetwise	+3
Scholar	+4
Beast Riding	+3
Acrobatics	+3
Prestidigitation	+4
Tracking	+3
Evidence Analysis	+3
Language	+3
Survival	+3

The modifiers listed above should be added the the difficulty number of unskilled attempts to use the relevant skill. The modifiers can be customized to fit any particular situation, by using the Difficulty Number scale found on page 42 of the *Torg Rulebook*.

fine. But if you feel it could stand expansion, feel free to make use of the following optional rule.

There are two distinct *language* skills, *language (reading/writing)* and *language (speaking)*. When a character is created, skill adds must be allocated to both skills separately. The difficulty number for use of either skill found on the Language Chart on page 55 of the *Torg Rulebook*, except the character would now need to generate either a *reading/writing* total or a *speaking* total, depending upon the situation.

Science

The *science* skill can be used to represent an understanding of scientific principals, but can also be used to perform various related actions, ranging from computer use to chemistry to bypassing an electronic security system. Computers, chemistry, electronics, physics, and engineering are but a few of the specializations possible within the umbrella of the *science* skill.

When a character is created, her specific area of scientific study must be decided upon. The *science* skill can be taken more than once, indicating expertise in more than one area. Uses of the *science* skill in areas other than a character's specific area of study are



modified according to the unskilled penalty rules above.

Scholar

The *scholar* skill represents academic training or intensive study in a particular field. When the *scholar* skill is chosen, an area of expertise must also be chosen. This area of study should be roughly the same in scope as a Bachelor's degree — additional adds in the skill increase the knowledge. Some of the specific areas of study available under the *scholar* skill are history, sociology, psychology, archaeology, anthropology, arcane lore, magic theory, and religion, to name just a few.

Like the *science* skill, the *scholar* skill can be chosen more than once during character creation to indicate expertise in more than one field. Use of the *scholar* skill in areas outside a character's specific area of study are subject to the unskilled penalty rules above.

Scholar (Realm Lore)

The *scholar (realm lore)* skill indicates that the character has done intense study into the history of a particular cosm/realm (usually her own). This study focuses heavily on the myths and legends of the realm, often moreso than the actual history. When information relating to a unique element of a realm's history, myths or legends is required, the character should generate a *scholar (realm lore)* total versus a difficulty number of 8. The level of success determines how much information the character either knows or is able to discover. Use the table below as a guideline to how much information should be available for each level of success.

Example: Sir Winston Malory has scholar (Orrorsh). He is attacked by a creature of Orrorsh, and frantically searches his memory for some knowledge of the creature.

Making a scholar (Orrorsh) roll, the player whose character is Sir Malory gets lucky: he generates a Spectacular success. He realizes that the creature is an Amphid, that it is very tough, is quite possibly possibility-rated, it has several Occult pow-

Scholar (Realm Lore) Table

Level of Success	Information Obtained
Minimal	General information known to most scholars (recognizing natives of the realm, or tools of the realm)
Average	Information of a more specific nature, but not terribly obscure (knowledge of inhabitant's and creature's behavior and abilities, or the characteristics of prominent tools)
Good	Information regarding general topics is made more specific (prominent members of species and their characteristics are known, and other objects are reasonably familiar)
Superior	Detailed information, known only to experts in the field.
Spectacular	Specific information about a particular person or creature is probably known, including details about his/her/its abilities.

ers, it is probably vulnerable to some kind of Holy Symbol, and Sir Malory has even heard that it can be destroyed by doing something to its thin neck. Boy, wasn't Sir Malory lucky?

Notice that, in the example above, the gamemaster gave Sir Malory's player lots of information without divulging everything. It is important to be fair when revealing information to

cess shouldn't ruin an adventure. If, perhaps, the Amphid was not really the major creature in the adventure, then the gamemaster might have told Sir Malory its *Suggested Weakness* and *Suggested True Death* right out.

New Skills

Science (Demolitions)

Another offshoot of the *science* skill, *science (demolitions)* allows the character to determine how much explosive to use and where to place it to achieve a given effect. The base difficulty of a *science (demolitions)* attempt is 8, plus the *Toughness* value of the target structure as read on the Power Push Table.

When placing the explosive, the character states what effect he is seeking. A successful *science (demolitions)* roll allows a character to make the equivalent of a *vital blow* attack against a building. If he is successful, he gets the exact effect (as long as the explosives damage the structure with the effect of one result point or better).

For each level of success above *Minimum* achieved on the *science (demolitions)* total, the character has the option of receiving a +2 bonus to the damage done by the explosives. He does not have to accept this bonus (if, for instance, he wants to blow open a safe but not risk damaging the contents inside). Actually setting off the explosives requires a *heavy weapons* total.

Example: Tomaki wishes to disable, but not destroy, a luxury liner with a *Toughness* of 34. The difficulty number for the *science (demolitions)* roll is 20 (8+ the *Power Push* value of 34, which is 12). He generates a total of 22 for an Average success.

Tomaki announces that he wishes the liner to list to port after the explosion. Since he succeeded, that's what it will do — assuming the explosive penetrates the hull. He refuses the +2 bonus to the damage value of the bomb, as he does not wish the boat to sink too quickly. He must now generate a successful *heavy weapons* total to set off the explosives.



This skill does not allow characters to enhance the damage value of attacks made with thrown explosives of any kind.

Science (demolitions) cannot be used unskilled.

Camouflage

The *camouflage* skill allows characters to conceal large structures from distant observers. Land vehicles, landed air vehicles and even small buildings can be concealed using this skill.

When attempting to *camouflage* something, the character generates a total versus a difficulty number of 8. (Note that the difficulty of *camouflaging* something can vary depending on the surrounding terrain and the size of the object. Gamemasters should feel free to modify the difficulty number of a *camouflage* attempt accordingly. See the "Concealment" section of the Combat Modifiers Table for some suggested modifiers.)

A person trying to locate a concealed structure generates a *find* or *Perception* total versus a difficulty number of the *camouflage* total used to hide it. If the *find* total exceeds the difficulty number, the object or structure can be located.

Example: A group of Storm Knights are searching for an officer of the Nile's Battlegroup Red Hand who is traveling across the Land of the Dead. The officer takes to the jungle, first attempting to conceal his jeep using the camouflage skill. Since the jeep is already in what the gamemaster rules "partial cover," he gives the officer a +3 bonus modifier. The officer generates a successful total of 17, hiding the jeep under leaves and branches.

The Knights, following the tire tracks of the jeep, find they come to an end near the jungle, and suspect the officer may have abandoned his vehicle here. One Knight generates a find total of 18, and successfully penetrates the camouflage to reveal the officer's jeep.

Camouflage can be used unskilled.

New Spells

Confused

Skill: alteration/mathematics *

Difficulty: 15

Number of Planets: 3

Influence: Ptah, Anubis, Set

This spell can cause the target to become *confused* and make it more difficult for him to perform successful actions. The spell skill total is compared to the target's *willpower* or *Mind* value. If the skill total succeeds, the target is *confused* (no card play allowed) for the extent of the spell's duration of 7 (20 seconds). Non-player characters are treated as *unskilled* for the duration, and are unable to coordinate on actions.

*Normally, Nile Empire spells are not listed with the skills required. This is done in this and further cases to simplify the notation.

Crumble Structure

Axiom Level: 9 (17)

Skill: apportionment/earth 19

Backlash: 16

Difficulty: 15

Effect Value: 15

Bonus number to: effect

Range: 10 (100 meters)

Duration: 14 (10 minutes)

Cast Time: 18 (1 hour)

Manipulations: control, state

This is an **impressed** spell placed within a structure primarily constructed of stone, earth, or another mineral. The spell acts as a **ward**. Unless predetermined actions (specified by the caster) are taken when passing by this ward, the spell is triggered, resulting in the destruction of the structure. The effect is equal to the amount of damage taken by the crumbling building. Each *wound* taken by the building is major structural damage, and, after the fourth *wound*, the building collapses.

Flame Strike

Axiom Level: 10

Skill: alteration/fire 16

Backlash: 16

Difficulty: 17

Effect Value: 18

Bonus Number to: effect

Range: 8 (40 meters)

Duration: 5 (10 seconds)

Cast Time: 3 (4 seconds)

Manipulation: state, duration

This spell requires a pre-existing flame, such as a torch or open campfire in order to function. The mage positions the flame between himself and his intended target, and commands, "Flames that burn and light the dark, fly from here and strike your mark!"

If cast successfully, a bolt of flame shoots from the torch (or fire, etc.) towards the target. If the *alteration* magic total equals or exceeds the target's *dodge* or *Dexterity*, the target is struck by the *flame bolt*. The spell's effect value determines the amount of damage inflicted on the target.

Block NeuraCal

Axiom Level: 10

Skill: alteration/inanimate forces 16

Backlash: 18

Difficulty: 16

Effect Value: 15

Bonus Number to: effect

Range: touch

Duration: 8 (30 seconds)

Cast Time: 3 (four seconds)

Manipulation: cast time, state, duration

This spell blocks the neural impulses which travel down the target's NeuraCal synthetic nerve fibres to his cyberware, causing the equipment to cease to function. The effect value is compared against the target's *willpower* or *Mind* to determine success or failure of the rite.

Successful completion of this spell increases the difficulty number of voluntary cyberware use by +10 (i.e., interdermal plating, which does not require mental prompting to function, would still work; a cyberarm, which needs a command from the brain via NeuraCal to move, would be more difficult to operate).





New Miracles

Nile Empire

The Hawk of Horus

Number of Planets: 3, one of which must be Horus

Influence: Horus, Osiris, and Isis

Community Rating: 12

Difficulty: 15

Range: 26 (100 miles)

Duration: 25 (1 day)

Effect: creates a giant hawk, obedient to the cleric who invoked the miracle

This miracle creates a giant hawk which will obey the orders of the invoking cleric. The hawk can be sent to any point within the range of the miracle, and can only be controlled by the cleric.

This miracle is most often used by priests seeking vengeance on those who defile the Egyptian gods and land.

The hawk may be instructed to kill the offender, or lead the cleric to him. If the hawk should be killed while following the cleric's instructions, a second hawk will appear which will attempt to kill the invoking cleric (as punishment for sending a gift of Horus' to its death).

The Hawk of Horus

DEXTERITY 11

Flight 15, maneuver 13, unarmed combat 14

STRENGTH 13

Lifting 14

TOUGHNESS 15

PERCEPTION 10

Find 12, tracking 11, trick (15)

MIND 9

Test (16), willpower (14)

CHARISMA 8

Charm (20), taunt (15)

SPIRIT 7

Faith (Egyptian) 14, intimidation 13

Additional Skills: two at +1 adds

Possibility Potential: some (30)

Natural Tools: claws, damage value STR +3/16; beak, damage value STR +4/17; wings-speed value 13

Cyberpapacy

Exorcise Spirit Chip

Spiritual Rating: 14

Community Rating: 11

Difficulty: *faith* or *Spirit* of chip +8

Range: 5 (10 meters)

Duration: Permanent

Effect: disables *Spirit* chip by driving essence out of it

Exorcise Spirit chip is used to free a person from possession by a *Spirit* chip by driving out the soul contained within the chip. If successful, the essence leaves the chip, and the chip goes off-line and can be removed normally. The expelled spirit returns to Purgatory.



Orrorsh

Thrice Damned

Spiritual Rating: 12

Community Rating: 10

Difficulty: *faith* or *Spirit* of target

Range: 8 (40 meters)

Duration: 25 (one day)

Effect: causes victim to suffer three adverse conditions

When this Sacellum miracle is successfully invoked, the target character suffers three negative conditions over the course of the next 24 hours. Compare the effect value of the miracle to the target's *faith* or *Spirit* on the *Intimide/Test* column of the Interaction Results Table (using the One-On-Many table) to determine the nature of the adverse condition (*unskilled*, *stymied*, *setback*, etc.). Each of the three periods lasts for no more than one round, and can be levied at any point during the next 24 hours at the gamemaster's discretion.

Example: This miracle is cast on a character with a *faith* of 12. The priest invoking the miracle generates a *faith* total of 20. Since there are three effects coming out of the one miracle, the target's *faith* is 12 for the first result, 14 for the second result, and 15 for the third result. The result points are eight, six, and five.

Looking on the Interaction results Table under *Intimidation/Test*, this means that, sometime during the next 24 hours, the target will be *stymied* three times.

If all three of the totals do not exceed the target's *Spirit* or *faith*, then the target is unaffected.

New Eternity Shards

The locations of many of the eternity shards listed below remain a mystery. The quest to attain any one of them would entail great danger, as well as the risk of losing the prize to agents of a High Lord. Storm Knights should proceed carefully when seeking objects of such power.

Excalibur

Cosm: Core Earth

Possibilities: 100

Tapping Difficulty: 19

Purpose: To defend the people of Great Britain from their enemies

Powers: When wielded in combat, a possibility may be drawn from the shard once every six rounds without first generating a *reality* skill total

Group Power: Life Thread

Restrictions: Possibilities tapped from Excalibur can only be used in battle against those who would threaten Britain, or when trying to lead those loyal to Britain.

Description: Excalibur was the sword of the legendary Arthur Pendragon, who became king of England when it was given to him by a divine power. Shortly before his death, Arthur ordered that Excalibur be returned to the Lady of the Lake. The sword has not been seen since.

The Holy Grail

Cosm: Core Earth

Possibilities: 200

Tapping Difficulty: 25

Purpose: To inspire the souls of humankind

Powers: Those who drink from the Holy Grail are automatically healed of all wounds, shock and KO conditions (see restrictions below)

Group Power: Send

Restrictions: The Holy Grail can only be used by those possessing at least one add in *faith* (*Christianity*), and who are "pure of heart" (no adds in *corruption* or *Orrorshan* corruption points).

In addition, use of the Grail's healing properties is only possible on mortally wounded characters who meet the above conditions, and who successfully generate a *faith* total of 20.

Possibilities may be tapped by the bearer to use in *medicine* or *first aid* actions only, and they must meet the above requirements.

Description: In Christian lore, the Holy Grail is said to be the chalice from which Christ drank at the Last Supper. It is also the cup into which Jesus' blood flowed during the Crucifixion. Entrusted into the care of Joseph or Arimathea, the Grail has been

sought for centuries without success. Rumors have placed it in France, Britain and the Middle East.

The Swords of the Shogun

Cosm: Core Earth

Possibilities: 60

Tapping Difficulty: 18

Purpose: To unite the kingdoms of Japan against any and all invaders.

Powers: The user receives a +2 bonus to his *melee weapons* skill for two rounds for each level of success above Minimal achieved in a *reality* skill check against the tapping DN.

Group Power: Stelae Sense

Restrictions: Possibilities tapped from the shard can only be used when battling to reclaim territory wrongfully taken.

Description: The Swords of the Shogun are a matched pair of blades forged by the weaponsmith of the first of Japan's shoguns. The handles of both weapons are wrapped steel, covered with a fine blue/red embroidered cord. They are rumored to lie within the burial chambers of the shogun's clan, somewhere in Japan.

The Golden Ankh of Ozymandias

Cosm: Core Earth

Possibilities: 35

Tapping Difficulty: 19

Purpose: To remind people of their heritage and history.

Powers: Adds +3 to *scholar* (*realm lore*) value when researching the past

Group Power: Create Talisman

Restrictions: Possibilities tapped from the Ankh can only be used when either researching or relating history. This includes telling the tales of Glory deeds.

Description: An Egyptian symbol of life, once worn by the "king of kings" who ruled a Middle Eastern empire. Ozymandias' kingdom crumbled upon his death, and his burial site — which is said to contain the ankh — remains a mystery.

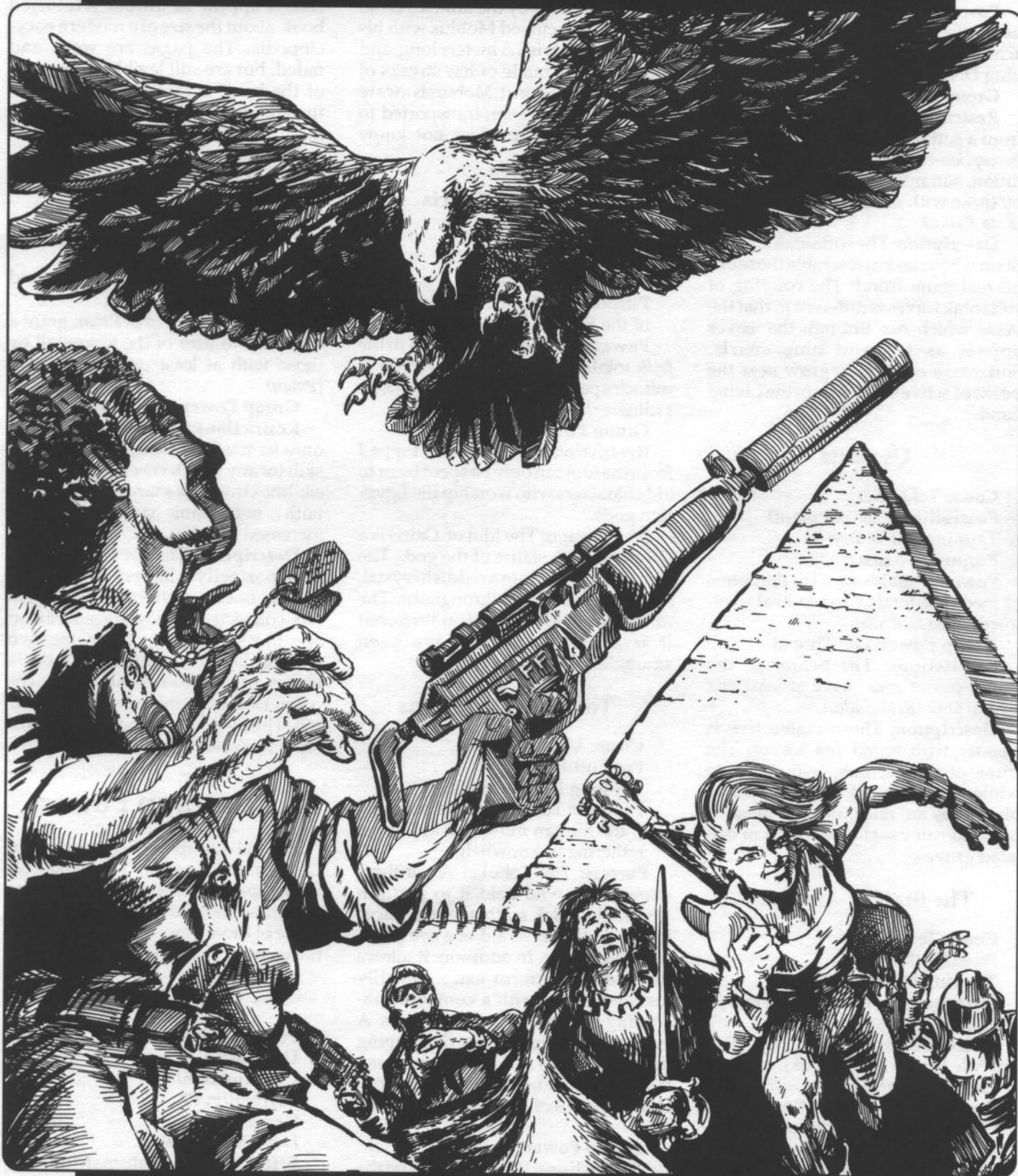
Suttantak

Cosm: Takta Ker

Possibilities: 15 (per plant)

Tapping Difficulty: 18





Purpose: To enhance the sensations of Lanala's children

Powers: Boosts the *Perception* of the user by +1 for each level of success achieved (*reality* skill total versus tapping DN).

Group Power: Mind Expansion

Restrictions: Possibilities tapped from a suddantak can only be used for *Perception*-based skill attempts. In addition, suddantaks can only be tapped by those with at least one add in *faith* (*Keta Kalles*).

Description: The suddantak is a rare plant whose leaves resemble those of a normal palm frond. The coloring of suddantak leaves is different in that the veins which run through the leaves appear as red and blue swirls. Suddantaks commonly grow near the peaks of active volcanoes in the Living Land.

Uscrantia

Cosm: Takta Ker

Possibilities: 25 (per plant)

Tapping Difficulty: 20

Purpose: To sustain life

Powers: Provides a +3 to the bonus of medicine totals used to heal a follower of Keta Kalles

Group Power: Life Thread

Restrictions: The bearer of the group power must have at least one add in *faith* (*Keta Kalles*).

Description: The uscranta tree is slender with broad flat leaves. The trunk of the uscranta is pure white while its leaves are colored red and blue. They are relatively few in number, and can usually be found in isolated groves.

The Staff of Amat-Ra

Cosm: Terra

Possibilities: 50

Tapping Difficulty: 19

Purpose: To aid the oppressed against tyranny

Powers: *Great Curse* (see page 99 of *The Nile Empire* sourcebook).

Group Power: Send

Restrictions: Possibilities tapped from the staff can only be used when fighting Mobius and his minions. The great curse imbued in this staff may only be used against those of Evil inclination, and the user must have at least

one add in *faith* (*Egyptian*).

Description: The Staff of Amat-Ra was once carried by the famed Terran pharaoh who cursed Mobius with his dying breath. It is 1.5 meters long, and the wood it is made of has streaks of red and blue within it. Mobius is aware that the staff has been transported to the Nile realm, but does not know where it may be.

The Idol of Osiris

Cosm: Terra

Possibilities: 25

Tapping Difficulty: 23

Purpose: To further the teachings of the Egyptian gods

Powers: Provides a +3 bonus to the *faith* totals of all beneficial Egyptian miracles performed within a five meter radius.

Group Power: Insight

Restrictions: Possibilities tapped from the idol can only be spent by or to aid characters who worship the Egyptian gods.

Description: The Idol of Osiris is a .75 meter high statue of the god. The statue is carved from a reddish crystal, and has blue swirls throughout. The idol is rumored to still be on Terra, but it is possible it may have been smuggled to the Nile realm.

Tobukai Algorithms

Cosm: Marketplace

Possibilities: 60

Tapping Difficulty: 17

Purpose: To reaffirm the potential of the human mind and aid in the gathering of knowledge

Powers: The Tobukai Algorithms allow those who hold it to perform extremely quick mathematical calculations without the aid of a computer or other device. In addition, it allows the user to perform extraordinarily fast operations with a computer, including data transfer and analysis. A successful *reality* total vs. the tapping difficulty gives the user the *science* (*mathematics*) and *science* (*computers*) skill at values of 20 for a period of one hour.

Group Power: Insight

Restrictions: Possibilities from the shard can only be used for the performance of *Perception*- or *Mind*-related

skills.

Description: The Tobukai Algorithms appear as an old weathered book, about the size of a modern encyclopedia. The pages are worn and faded, but are still legible. The cover of the book is black cloth with fine threads of red and blue scattered across it.

The Eyes of Palan

Cosm: Marketplace

Possibilities: 75

Tapping Difficulty: 21

Purpose: To help spread the word of Palan to the people.

Powers: The Eyes of Palan grant a +2 bonus to uses of the *focus* skill by those with at least one add in *faith* (*Palan*).

Group Power: Judgment

Restrictions: The Eyes of Palan can only be used by those with the *faith* skill (of any kind). When tapping possibilities from the shard, those whose *faith* is not Palanic have the difficulty increased by +3.

Description: The Eyes of Palan are two perfectly shaped spheres of marble, one deep blue the other bright red, connected by a white silk ribbon one foot in length. When the two spheres are brought within three inches of each other, each changes color, to a even mixture of blue and red. The Eyes have no powers when of separate colors.

New Group Powers

Several group powers appear in Chapter Nine of the *Torg Rulebook*. Below are some new group powers for gamemasters to use in their campaigns. Some of these powers can be found in the eternity shards described above.

Create Talisman

Purchase: 20

Use Cost: 4

Coordination: 9

Difficulty: 12

Range: touch

Duration: variable

Effect: create a talisman (mobile hardpoint) of the same cosm as the power bearer.



This power allows a group of Storm Knights to create a talisman (see page 99 of the *Torg Rulebook*). The axioms of the talisman are those of the power bearer. The object chosen to be the talisman must be from the cosm of the power bearer. Thus, if a Jaz Fighter was the bearer of the power, he could make a talisman of the Cyberpapacy from a GodLight Pistol, but could not do so from a hroctt shoot or a Victorian cross.

The duration of the talisman begins at a base of one day (value 25) and is increased by the number of result points achieved by the bearer's *reality* total.

Example: André, a Jaz fighter, creates a Cyberpapal talisman in the form of a cyberdeck. His total, after all bonuses achieved as a result of coordination are added, is 19, for a total of 7 result points. That makes the duration of the talisman 32, or one month (base value of 25+7).

Insight

Purchase: 13
Use Cost: 6
Coordination: 12
Difficulty: 12
Range: n/a
Duration: 5 (10 seconds)

Effect: allows the users to share their ideas regarding a situation and gain clues to a solution

This power allows the power participants to create a synergy of shared thoughts concerning their current situation. If used successfully, each participant may ask the gamemaster one unique, specific question relating to the current adventure: the solution to a puzzle, a clue they might have missed, etc. The gamemaster chooses which question she answers.

This power requires the participants to spend an hour focusing their thoughts on the problem at hand.

Judgment

Purchase: 15
Use Cost: 8
Coordination: 9
Difficulty: 15
Range: 5 meters
Duration: 5 (10 seconds)

Effect: allows user to determine the true nature of another

This power allows the Storm Knights to view the inner being of another. This can take the place of an *inclination* check in the Nile Empire, an attempt to determine levels of *corruption* in Aysle, or the *true sight* skill in Orrorsh.

Mind Expansion

Purchase: 7
Use Cost: 4
Coordination: 5
Difficulty: 8
Range: n/a
Duration: 9 (one minute)

Effect: adds a bonus to one of the mental attributes of the power bearer

This power grants the bearer a bonus to any *Perception*, *Mind*, *Charisma*, or *Spirit*-based skill. Only one skill may be specified per power use. The bonus is equal to the value of the number of participants who successfully supported the power.

New Equipment

This section provides you with some new adventuring gear with which to equip your Storm Knights. The prices here are given in US dollars. They reflect the average cost in the realms they are available in. Naturally, this is variable due to supply, demand, and availability.

Item	Tech	Price (Value)
Laptop Computer	23	2500 (17)
Demolitions Kit	23	500 (14)
Camcorder	23	1500 (16)
Currency Emulator	24	5000 (19)
Cassette Recorder	23	100 (10)
Electronics Kit	23	200 (12)
Cybertech Kit	26	1000 (15)
Cyber Med Kit	26	1500 (16)
Medical Kit	22	100 (10)
First Aid Kit	21	30 (8)
Mechanic's Kit	23	500 (14)
Camera	22	400 (13)
Mountaineering Gear	22	500 (14)
Parachute	21	200 (12)

Tech Axioms and Equipment

The Tech axiom of a Storm Knight often determines the technological level of the equipment he carries. For example, a Core Earth Soldier of Fortune who carries a flashlight is probably carrying a more modern version of a flashlight than a Detective from the Nile Empire. The Core Earther's flashlight would probably have a higher Tech axiom due to more modern manufacturing techniques and different materials employed in its construction.

When attempting to determine the *Tech* axiom of gear carried by a character, you might want to try this optional rule. For equipment that could be found

in more than one of the realms (that is, under more than one Tech axiom) and with the exception of weapons and other specific pieces of equipment, consider any equipment to be of the same cosm and Tech axiom as the character. This would mean that the Core Earth flashlight has a Tech axiom of 23, while the Nile Empire flashlight has a Tech axiom of 21. Thus a Nile Empire Storm Knight (or Ayslish, or Living Land, or Orrorsh Knight for that matter) could disconnect while using a flashlight. This allows for a more realistic portrayal of how using tools from a different reality can create contradictions.





Computer Tool Kit	23	1200 (16)
Disguise Kit	20	200 (12)
Chemical Analysis Kit	23	1000 (15)

Adventuring Gear

Laptop Computer: A portable computer, capable of performing all the tasks done by the average personal computer. A hacker often uses a laptop, as it affords him the luxury of keeping on the move and makes it harder for the authorities to track him down. Laptops run on batteries and/or power cords.

Demolitions Kit: A demolitions kit contains all the materials needed to set explosive charges, including detonators, fuses, blasting caps, and 10 kilos of C4 Plastique explosive. Demolition kits are also available with TNT and nitroglycerin, but most demolitions experts use plastique. Some more costly demo kits include such items as radio-controlled detonators and proximity fuses.

Portable Camcorder: Popularized in the '80s, a Camcorder is a small, handheld video camera, capable of recording up to 12 hours on one cassette tape.

Currency Emulator: The Allied Technologies Currency Emulator is a device which produces duplicates of any type of paper currency. One cartridge can produce up to 1000 units of currency.

Portable Cassette Recorder: A portable cassette recorder is capable of recording and playing back music, conversations, and any other sounds. The unit is small, and is easily concealed. Each cassette tape can record up to 2 hours of material.

Electronics Tool Kit: A set of tools for delicate electronics work. Included are wire clippers and strippers, alligator clips for tapping lines, and an assortment of jacks and plugs for virtually any type of outlet in existence.

Cybertech Tool Kit: Tools specifically designed for working on a cyberdeck. The kit includes a powerful magnifying device for close work

within the smaller areas of a cyberdeck. Repairing a cyberdeck requires the *cyberdeck operations* skill.

Cybertech Med Kit: A kit containing first aid and medical equipment specifically designed for the treatment of cybernetically-enhanced people.

Medical Kit: A small kit containing many types of generic drugs and pharmaceuticals. The *medicine* skill is needed to be able to use this kit.

First Aid Kit: A standard field first aid kit, containing bandages, dressings, disinfectant, and minor pain relievers.

Mechanic's Tool Kit: This kit contains all the tools necessary for normal preventive maintenance of cars, motorcycles, and other land vehicles. Aircraft mechanic's tools kits are also available.

Camera: This refers to a normal 35mm camera. It also includes a zoom lens, and, optionally, a tripod. The camera can be set with an auto-timer to take photos at a pre-designated time.

Mountaineering Gear: This includes nylon rope, pitons, carabiners, and slings used in modern mountain climbing.

Parachute: A modern (by Core Earth standards) parachute, that allows its user to steer left and right while descending.

Computer Tool Kit: This kit contains nearly the same items as the electronics tools kit, but has additional tools for tapping into a computer network. Also included in this kit is a 2400 baud modem, usable by most regular and laptop computers.

Disguise Kit: A make-up bag which contains various types of make-up, wigs, false teeth, false noses, etc. A disguise kit grants its user a +2 bonus to *disguise* totals.

Chemical Analysis Kit: This kit is a small tool box which contains flasks and tubes of many different chemicals used in forensics, and chemical analysis. Sample tubes are included as is a small microscope. When using the *science (chemistry)* skill, a chemical analysis kit grants its user a +2 bonus to his/her totals.



Chapter Nine

The Tools of the Trade



Groups of Storm Knights have many unusual "tools" available to them in their fight against the Possibility Raiders that are fairly unique in the field of roleplaying. These tools include the *reality* skill, Eternity Shards, Group Powers, and Glory deeds. In this chapter, each of these "Tools of the Trade" are discussed in terms of how Storm Knights may best use them to fight the High Lords.

The Reality Skill

Every Storm Knight character has the *reality* skill. It is this skill which sets Storm Knights apart from the crowd. The *reality* skill, as defined on page 58 of the *Torg Rulebook*, is "a unique ability which carries a character's reality with him into other cosms." A character's *reality* skill can be thought of as a measure of the strength of the link between a character and his home cosm. In addition to allowing characters from travelling to different cosms and realms, the *reality* skill has many other uses in fighting the Possibility Wars.

Many of the abilities provided by the *reality* skill are covered in the *Torg Rulebook*, but there are some other uses of the skill that haven't yet been discussed fully. In addition, this section provides some clarifications of the existing rules.

The following is a list of many of the uses of the *reality* skill:

1. Creating Contradictions
2. Reconnection
3. Creating Reality Bubbles
4. Using Eternity Shards
5. Using Group Powers

6. Surviving and Invoking Reality Storms

7. Removing Stelae

Most of the above uses of the *reality* skill are described in the *Torg Rulebook*, while some are new to this sourcebook. It should be noted that not all uses of the *reality* skill require that the player generate a *reality* total in order for the skill to function.

Creating Contradictions

As described in the *Torg Rulebook*, the *reality* skill is what allows characters to travel from one cosm to another with reasonable safety. It is also the skill which allows Storm Knights create contradictions, or, to use tools which have axiom levels higher than that of the cosm the Knight is currently in. "Ords," or ordinary people, can create these contradictions, but, if they "disconnect" from their reality — which they do anywhere from 5% to 20% of the time — they cannot reconnect. Storm Knights can.

For instance, Ken Markham is travelling in the Living Land. The Living Land's Tech axiom of 7 does not allow his .45 automatic pistol to work because its Tech axiom is 21. But, because Ken has the *reality* skill (i.e. is possibility-rated), he is able to create a contradiction and use tools that exceed the axiom limits of the cosm — including his pistol. Unlike Ords, if Ken disconnects, he can attempt to reconnect using his *reality* skill — which allows his gun to work again.

This ability is a very powerful one in fighting the Possibility Raiders, because it takes one of the invaders primary weapons away. When a High



Lord claims an area of Core Earth, because he has subjected the area to his own reality, he is actually fighting his war using his own rules. One of Baruk Kaah's most potent weapons is the fact that modern weapons will not function within his realm. Without modern weaponry, the armies of North America stand little chance against the High Lord's edeinos warriors.

But Storm Knights, who have the *reality* skill, are able to break the High Lord's rules by causing contradictions and only suffering minor setbacks when they disconnect. Powerful as they are, Baruk Kaah's edeinos warriors are no match for Storm Knights who are able to use weapons from any cosm and any axiom level.

Reconnection

But what is "reconnection"? This is explained in the *Torg Rulebook*, but, since it is an important Tool of the Storm Knights, here it is again.

Think of the Storm Knight's *reality* skill as a thread, connecting him to his reality and going through other realms and cosms. When a Storm Knight causes a contradiction, and the Everlaw of One interferes, he does what is called "disconnecting." Simply put, the thread is cut. He can no longer use things that are alien to the reality he is currently in.

However, unlike Ords, he can roll on his *reality* skill and attempt to "tie up the thread" and reconnect. If he does so, the connection between himself and his reality is fixed. Until then, however, he cannot cause a contradiction of any kind.

Specifics of Reconnection

Unfortunately for Storm Knights, reconnection is not always easy. For one thing, when a Knight disconnects, he must attempt to reconnect using the same tool — or tools — he disconnected with. If Ken disconnects by firing his pistol, he must try to reconnect using the same pistol. If, for some reason, he is prevented from doing this, he will have to return to his reality to reconnect (waiting an unspecified amount of time).

Reality Bubbles

In the course of their battles with the High Lords, Storm Knights encounter situations in which the only way to create contradictions is through the creation of Reality Bubbles. This situation occurs when characters journey into Pure Zones of an invader's realm.

When surrounded by a Reality Bubble, a character has used his *reality* skill to intensify the link between himself and his home cosm in such a way

that he is safe from disconnection. While within the Reality Bubble, he may use tools that exceed the axioms of the cosm he is in, so long as they don't exceed his own axioms.

For example, if Ken Markham is in a Pure Zone of the Aysle realm, he would need to create a Reality Bubble in order for his .45 auto to work. But if Ken had a magic sword with him, he would not be able to use it while in the Reality Bubble, because the sword's magic axiom is higher than his reality's magic axiom.

World Laws and the Reality Skill

Because the *reality* skill allows possibility-rated characters to bring their own reality along with them, characters also bring the World Laws of their cosms with them as well. When a character crosses over into a foreign cosm, he immediately becomes subjected to the World Laws of that cosm. But if he also carries his own World Laws with him, which World Laws apply? Well, both.

Whenever a character is in a Dominant Zone of a foreign cosm, he may attempt to use the World Laws of his own cosm, but doing so creates a one-case contradiction, meaning that on a roll of 1, the character disconnects. Keep in mind that though he is using his own World Laws, he is still subject to the World Laws of the cosm he is in. For example, a Mathematician from the Nile Empire is in the Cyberpapacy, and attempts to use the Law of Action when casting one of his spells (pgs. 44-45 of the World Book). He successfully creates the contradiction necessary and is therefore able to spend 2 possibilities in order to roll again, and even though he is in the Cyberpapacy, the Law of Heretical Magic still affects him, increasing the difficulty number of the spell (there is no backlash in Nile Empire magic)

unless he disconnects. Using a world law foreign to either the character or the realm he is in, is a contradiction. Characters can only use world laws of their realm or the realm they are in.

Because using a character's World Laws requires a contradiction, it is not possible to do so in a Pure Zone, unless the character is surrounded by a Reality Bubble. When a character creates a Reality Bubble around himself, not only is he able to use his own World Laws, but he is also immune to the World Laws of the cosm he is in. (**Note:** There are a few cases where this is not true. Orrorsh is one of those. See individual cosm sourcebooks for more information.)

There is one last important item to mention regarding World Laws and Reality Bubbles, and that is that a character in a Reality Bubble is automatically subject to ALL of the World Laws of his cosm, good or bad. For example, a Hunted Witch from the Cyberpapacy is in the Living Land, and creates a Reality Bubble to allow her cyberware to function. For the duration of the Reality Bubble (15 minutes), any time that she casts a magic spell, she is subject to the Law of Heretical Magic, increasing both the difficulty and backlash of her spells by 3 each.





Reality Bubbles cost one possibility to create and require no skill roll.

Using Eternity Shards

Once the cost of an Eternity Shard has been paid, the Storm Knights are then able to use the Shard. All abilities of shards are used by generating a *reality* total vs, the Tapping Difficulty Number of the shard. In some cases, a shard's powers function automatically, but only for a possibility-rated person. More information regarding the use of Eternity Shards is given later in this chapter.

Group Powers

One of the most potent abilities provided by Eternity Shards are Group Powers. As explained in Chapter Nine of the *Torg Rulebook*, Storm Knights are able to acquire Group Powers from Eternity Shards. When a group of Knights wish to use Group Powers, the power participants each generate a *reality* total. The lead character must beat the difficulty number of the power, while supporters needs to beat the coordination difficulty number. The value of the number of supporters is used as a bonus to the lead character's *reality* total. See "Chapter Eight: New Stuff" of this book for several new Group Powers.

Reality Storms

Another ability provided by the *reality* skill that is perhaps the most significant is ability to invoke and survive Reality Storms.

A Reality Storm can occur in two ways. The most common is when two (or more) differing realities come into close proximity with each other. This happens when two cosms meet (i.e. at the border of each of the realms of the Possibility Wars). Reality Storms are violent and dangerous, and they often warp the reality within them.

Crossing Existing Reality Storms

At the borders of nearly all the realms lie Reality Storms that are the result of two conflicting realities meeting. As Storm Knights travel from cosm to cosm they have to cross through the Reality Storms that surround the different realms.

Doing so can require another use of the *reality* skill. If the Storm attacks the characters' reality, then each character generates a *reality* total vs the strength of the Storm. If the total exceeds the strength of the storm, he passes through with no ill effects. If, however, he fails to beat the strength of the storm, the amount by which he failed is read on the Storm Results Table. Only the number of possibilities lost and Transform results are important. All other storm results are ignored. The character loses the number of possibilities shown, and, on a Transform result, is transformed into a denizen of one of the two conflicting realities, usually the reality of the cosm that the character was attempting to enter. If the character is from that cosm however, he is transformed into a denizen of the other reality. The struggle continues until the character is drained of possibilities and reality adds and transformed, until he is transformed by a Transform result, or until he beats the Storm's strength with a *reality* total and passes through. He cannot get possibilities from the Storm.

Example: A group of Storm Knights are entering the Cyberpapacy from Core Earth Germany. Two of the characters fail their rolls and get Transform results. One of the characters was a Gadget Hero from the Nile Empire, and soon finds himself with a neural jack in his temple and a GodLight pistol instead of his .38 revolver. The other character was a Cyberlegger, who emerges from the storm as a denizen of Core Earth.

Some Reality Storms have additional side effects on characters who are transformed. In the storms surrounding Cyberpapacy for example, all characters automatically gain a neural jack when transformed into the reality of the Cyberpoppe.

Note: A character will not have his reality attacked every time he crosses a realm border; that is actually fairly infrequent. Most of the time the Reality Storm creates wild, and often dangerous, unpredictable effects.

Invoked Reality Storms

The other type of reality storms that Storm Knights can expect to encounter are Invoked reality storms. That is, storms which are caused by a character from one cosm challenging the reality of a character from a different cosm. Every possibility-rated character carries within him the Everlaws of the Cosmverse. When characters from differing cosms confront one another, they are able to invoke the Everlaw of One, that is, reinforce the premise that "only one possibility from a set of two or more conflicting possibilities can become a reality at one time." When a character does this, an invoked reality storm results. These storms are generally smaller in scale than the storms that surround the realms, but are nonetheless fierce. An invoked reality storm lasts until one of the participants is stripped of his possibility energy and *reality* adds and transforms into a denizen of the opposing cosm.

When a character invokes the Everlaw of One in order to create a reality storm, he uses his *reality* skill. The difficulty number is the *reality* skill value of his opponent. Any result points are read on the Storm Results Table. These results can increase the size and strength of the storm, turn the storm into a Maelstrom (a perpetual storm that has the chance of lasting forever), or can instantly transform one of the characters to the opposing reality. For more details concerning invoked reality storms see pages 105-106 of the *Torg Rulebook*.

Both types of reality storms can also have other characteristics about them. Some storms simply create large thunderous clouds with rain and lightning, while some cause shifts in gravity, and still others produce even more fantastic effects.

Note: When a character is transformed by a reality storm, there is only a one-in-twenty chance that he actually physically transforms.



Removing Stelae

The last ability provided by the *reality* skill is one of the most important: the removal of stelae. Stelae are arcane artifacts that surround the realms of the Possibility Wars. Within the stelae boundaries, the reality of an invading cosm suppresses that of Core Earth, and transforms the reality of the bounded area into that of the invader. It is the stelae which mark the boundaries of each of the High Lords' realms. Therefore, in order to claim back the territory taken by the High Lords, the stelae must be removed. This can only be accomplished through use of the *reality* skill. See the *Torg Rulebook* for more information on removing stelae.

Eternity Shards

As stated above, and in Chapter Nine of the *Torg Rulebook*, Storm Knights fighting the Possibility Wars are very likely to encounter and acquire Eternity Shards. Shards repre-

sent a link between the living and unliving elements of a cosm. This link serves as the basis for the Everlaw of Three, which states that "in every cosm, a third element exists between the living and unliving. This part, created directly by Apeiros is rich in possibility energy and works to protect and empower the living and unliving on each world."

Due to the enormous amounts of possibility energy found in most Eternity Shards, they are sought by the High Lords. It is for this reason and others that Storm Knights should make efforts to acquire them as well. By preventing the shard from being used by a High Lord, the Knights will have hampered the High Lord's progress. Aside from this, Eternity Shards can bestow great abilities upon Storm Knights who wield them. Chapter Nine of the *Torg Rulebook* details many of the abilities of Eternity Shards. One of these abilities is Tapping Possibilities from the Eternity Shard.

On page 106 of the *Rulebook*, it states that possibilities tapped from an Eter-

nity Shard "may be used for any actions which are not prohibited by the design of the shard. They must be used at once, but *may* be used in excess of the normal rules for limitations on Possibilities, in the same manner as Hero and Drama cards."

The possibilities tapped from an Eternity Shard must be used in the character's next action, or they are absorbed by the surrounding reality. They do not "hang around," waiting to be used. A character can, if the need is urgent, perform a multi-action—he could use his *reality* skill to tap the Shard, and then another skill to use the possibilities on if he wished to incur the action penalties (as printed on the One-On-Many chart).

If, however, the character wishes to use the tapped possibilities to burn off damage that occurred at the same time as the tapping, or in between the tapping action and the character's next action, he could—as long as the Eternity Shard's restrictions are not violated.



Using Innate Powers of Eternity Shards

Aside from using a shard's possibilities, and acquiring the shard's Group Power, Eternity Shards have other uses, too. Most shards have powers inherent in them, powers which can also be used by the Storm Knights who wield them. For example, the Heart of Coyote acts like a Core Earth Hardpoint for those in contact with it.

Some of these powers require only that the user be touching the shard, while others require a *reality* total generated against the tapping difficulty of the shard. Any success means that the power will function. For example, the Crown of Natramatiti, a Nile Empire Eternity Shard (see *The Cassandra Files: "The Tomb of Natramatiti"*) provides the wielder with the *Teleportation* power (page 73 of the *Nile Empire* sourcebook). In order to use that power, the character attempting it must generate a *reality* total of at least 18 (the tapping difficulty of the shard).

Group Powers

Group Powers are abilities Storm Knight groups can acquire through the possession of Eternity Shards. Like the name implies, Group Powers can only be used by a group of two or more Storm Knights. Group Powers are purchased by the members of the group who wish to be able to use the power. Once purchased, the power can be used at any time by the group.

Durations of Group Powers

Some Group Powers have an instant affect, while some have a longer duration. Powers that have a duration of "Performance" must be maintained for as long as the characters wish to keep the power active. Keeping a Group Power active requires no additional *reality* totals, but the participants are allowed to take no other actions. If any of the power participants is rendered unable to maintain the power (i.e. becomes distracted, is knocked unconscious, etc.), the power's duration is terminated.

Several Group Powers appear in Chapter Nine of the *Torg Rulebook*.

"Chapter Eight: New Stuff" features some new Group Powers for game-masters to use in their campaigns. Some of these powers can be found in the Eternity Shards also described in Chapter Eight.

Creating Your Own Shards

If you want to create Eternity Shards for your campaign, there are only a few guidelines you need to follow. First, come up with an object of great legendary importance to the reality it represents. The Heart of Coyote, for example, is a legend to the Native Americans, and it has absorbed great amounts of possibility energy through the ages. The item could have been, like the sword Excalibur, a legend in truth, brought to "life" by the Invasion and the need and belief of the reality's inhabitants.

Next, determine how powerful it is. A general guideline: most of the Eternity Shards we have listed, either in this book or in others, are perhaps the most powerful ever. It is a good idea to keep the power of shards lower than most of these, or you may unbalance your campaign.

Finally, decide on an appropriate Group Power and other Powers — and, of course, the numbers and restrictions involved. Try to make these fit with the "personality" of the shard. Is the shard likely to let just *anybody* use it? Why? What *should* it be able to do?

Glory

The ability of the characters to inspire tales of Glory is vital if the Storm Knights plan to claim back any of the land taken by the High Lords. While they can go about ripping up stelae, only seeds of Glory can save the denizens of the realms from death. The purpose of Glory is to return stolen possibility energy to the people living within the realms of the High Lords.

Eventually, people living within the stelae boundaries of a High Lord's realm will be transformed into denizens of the High Lord's reality. This process strips the people of all their possibility energy. Unless they can regain that lost possibility energy, any

who live within the realm would die horrible deaths if the realm were to revert back to its original reality.

When a group of Storm Knights locates and removes a stela, Core Earth axioms sweeps across the area, transforming it back to its original reality. Without possibility energy, any transformed citizens within the area adjacent to that stela would be killed. Thus, if Storm Knights wish to remove stelae, and eventually reclaim Core Earth, they must find a way of returning possibility energy to the people. This is done with legends. Stories of heroes performing inspiring deeds of bravery and courage. Stories of the Storm Knights battles against the High Lords.

By telling stories of their heroic deeds in battling the High Lords, Storm Knights are able to return possibility energy to the people of transformed by the High Lords. The stories of heroic deeds act as a spark in reconnecting the people with their former cosms, allowing them, in time to slowly regain enough possibility energy to withstand another transformation.

Deeds worthy of being used to inspire the people are not that common, however. Only deeds of a certain magnitude can ignite the spark necessary to give possibility energy back to the people. Deeds such as these called Glory deeds, and are signified by the playing of a Glory card (see page 104 of the *Torg Rulebook*).

Glory Deeds

As stated in the *Torg Rulebook*, a Glory card can be played whenever a player rolls a 60 or more when attempting an action during a Dramatic scene. While this is true, the act of rolling 60 or more does *not* necessarily mean that the action is worthy of being a Glory deed. Glory deeds are those actions which play an important part in the successful resolution of the scene, and/or adventure. Glory deeds are the actions which provide the inspiration of the stories that the Storm Knights tell as they try to return possibility energy to the people.

Example: The search for an Eternity Shard called the Golden Ankh of Osiris has led a group of Storm Knights to a



temple of Osiris hidden beneath the streets of Memphis. Peter Vincent, the Vampire Hunter, has successfully avoided a series of pressure plate traps and stands before the resting place of the Golden Ankh. As he lifts the Ankh, the walls of the temple begin to shake and crumble. Peter needs to cross back over the pressure plates, but has only two rounds (twenty seconds) to do so before the temple completely collapses, trapping him and his fellow Storm Knights forever.

The gamemaster tells Chris, Peter's player, to generate a Mind total to try to remember the correct path through the pressure plates. Chris rolls the die, and with the help of a hero and a drama, card rolls a 64, allowing him to play the Glory card he had in his pool. He safely crosses the pressure plates and escapes from the temple just seconds before it collapses. The gamemaster states that this Glory card can be used as a Glory deed, because it played a significant part in the resolution to the adventure.

There are times when players will roll a 60 or more when performing tasks that are not of great significance to the adventure. Is the player allowed to play his Glory card in situations like this? Yes. In these situations, however, the action cannot be used as a Glory deed, though the group still receives the extra three possibilities at the end of the adventure.

Example: A group of Storm Knights is being chased through the streets of Khartoum after escaping from Overgovernor Ramses' prison. The scene is dramatic, and, during the chase, the Knights turn down a dark alley, hoping to elude Ramses shocktroops. One of the players whose character died earlier in the adventure has prepared another character and wants to rejoin the game.

The player's character is a Barbarian Warrior from the Aysle cosm. The gamemaster decides that the Barbarian has arrived in Khartoum and is sleeping in a dark alley; the same alley that the Storm Knights are using to escape from the shocktroops. While the Knights are running down the alley, the gamemaster asks for Perception totals to see if any of them notice the strangely clad Barbarian.

One of the characters, the Smoke Spectre, rolls a 63, and notices the Barbarian easily. The Smoke Spectre's player Larry has a Glory card in his pool and after rolling his 63 plays it. The award at the end of the adventure is increased by three, but the act of noticing the Barbarian could NOT be used as a Glory deed.

The Gamemaster's reasoning behind the above ruling is: no "glorious" effect was accomplished by noticing the Barbarian. Now, if the Barbarian had been hanging from a wall at the end of a blind alley dangling an almost invisible rope to the Storm Knights — their only chance of escape — then maybe it would have been a glorious deed. Since the players get the three Possibilities at the end of the adventure, they shouldn't be too upset.

Telling the Stories

One method that the Gamemaster can use to get the players into the act of telling the stories is to have the players actually tell the stories through roleplaying. Players love to talk about their characters' exploits, and this gives them a great opportunity to do so. This works especially well if a few game sessions have passed since the Glory deed was accomplished, allowing the players to relive one of their successes.

When the players roleplay the telling of the story, make them all take part in it. Have one player begin the story, leaving off at a point where the next player can pick up and continue the story. If each of the players takes part in the story, when the story teller generates his *persuasion* total, add a bonus to his total from the Many-on-One table. Only count the players who make an effort to tell the story in an exiting and inspirational way. Remember that the stories being told by the

Story Seeds and Story Telling

Once a group of Storm Knights have completed an adventure in which they accomplished a Glory deed (as described above), that adventure can be used as a Story Seed. The story must be told in the same stelae area in which the Glory deed was performed.

Mapping the Stelae

Since Story seeds need to be told within the stelae areas in which the Glory deeds of the story took place, the Storm Knights somehow have to learn the locations of the stelae of the realm they wish to reclaim. The Group Power Stelae Sense is one way in which the Knights might learn the locations of the stelae. Another might be for an

Storm Knights are supposed to inspire the people and act as a spark in re-establishing the link between them and their former cosms. The only stories that can do that are exiting inspirational ones. Encourage your players to really get into telling their stories, after all, roleplaying games are story-telling.

If your players do a *really* good job of telling the story, feel free to give them an extra bonus to the *persuasion* total for good roleplaying. Anywhere from +1 to +3 will do, but only if they really deserve it. An even greater reward can be your roleplaying of the non-player character listeners: act surprised, enthused, and captivated by their stories — whatever is appropriate. Remember, the people they are telling the stories to are probably desperate for aid in the war. If the Knights do a good job, they will be perceived as heroes, and they deserve to be treated like heroes.



ally of theirs to inform them of the location of a stela. The third, and most dangerous method, is for them to go out and actually physically find the stela.

Once they have learned the locations of one or more stela, then they can begin to plan where they will tell their stories so have the greatest effect. As they adventure further and learn where more stela are located, they may eventually be able to map those locations. This can be done in a number of ways. You could provide them with copies of the maps of the realms from the *Worldbook* — including any inaccuracies that they have accidentally included. As they learn the location of a stela, they can indicate it on their map.

Alternatively, you could maintain the maps for them, keeping track of which stela they have encountered. Another good method would be to provide them with a map of the area of the realm from a World Atlas, without the realm boundaries. As they discover the boundaries and stela of the realm, they can mark it on their map.

Removing the Stela

As stated above, before a stela can be removed safely, the population living within the area bounded by the stela must be given possibility energy by the Storm Knights telling the stories of their Glory deeds. Once it is safe to remove a stela, the Knights can then attempt to uproot it.

There are two methods of removing a stela: simply uprooting it, or invoking a reality storm against it. Before either of these methods can be employed, however, the stela must be manipulated in such a way that it can be removed. This is called exposing the stela. Each of the different cosms have differing stela, and therefore have different means by which the stela can be exposed. Most are buried, while others are hidden in structures of disguised as innocuous objects.

Removing Exposed Stela

After a stela has been exposed — or revealed for what it is — it can then be removed. As stated previously, there are two methods of removing stela, uprooting the stela, and invoking a reality storm.

Stela can be uprooted through use of the *reality* skill against a difficulty number equal to the *reality* skill of the stela (see sidebar for determining the *reality* skill of a stela). This method requires Steps A, B, and C of dramatic skill resolution. Steps A and B involve disconnecting the stela from the other stela it is linked to. Step C is the actual uprooting of the stela itself. These steps must be completed within 10 rounds. After the tenth round, the Darkness Device will have detected the attempt and will invoke a *reality* storm against one of the Knights attempting to uproot the stela.

This will, of course, isolate the stela and the Knight from the remaining Knights, preventing them from continuing to uproot the stela. Only characters from cosms different than that of the stela being removed may uproot the stela using either method. Because the basis of stela removal involves the *reality* skill, only characters from an opposing reality are able to affect a stela.

The other, and considerably more dangerous method of removing a stela is invoking a reality storm against the stela. When this method is used, the difficulty number is the *reality* skill value of the stela plus three (the home cosm advantage) plus six (from the One-on-Many table). In essence, the Storm Knight invoking the storm is performing all three Steps (A, B, and C) at the same time. The Stela has an equal number of possibilities as it does *reality* skill. A *maelstrom* result temporarily cuts the stela off from the Darkness Device, and a *transform* result is an instantaneous victory for the Knight.

The round after the storm is invoked, if the Knight did not get a *maelstrom* or *transform* result (or drain the stela entirely), the Darkness Device floods the stela with possibili-

The Reality Skill of the Stela

The *reality* skill of a stela is always at least 12. This skill can be as high as the skill value of the Darkness Device of the cosm. To determine the skill value of a stela, count the number of stela between the nearest Maelstrom Bridge of the realm and the stela in question. For each stela which lies between the Maelstrom Bridge and the stela, subtract 12 from the *reality* skill of the Darkness Device. If the result is twelve or greater, then that is the *reality* skill of the stela. If it is less, then it is twelve.

ties, making it virtually impossible for the Knight to succeed. Therefore, the Knight invoking the storm can only make one attempt at a destroying the stela. In that attempt, he must drain the stela of all of its possibilities. If the Knight fails in his attempt, he is transformed by the Darkness Device.

If an invoked reality storm is attempted and fails, the Darkness Device also calls its servants (often Ravagons) to come to the stela's aid. They arrive as soon as is possible, and are supported by the Darkness Device as soon as they are in range (see page 88 of the *Torg Rulebook* for the methods in which a Darkness Device supports its servants).

Also, the Darkness Device invokes a reality storm against any Storm Knights within five meters of the stela. The *reality* skill of the stela is used, but the Darkness Device supplies virtually unlimited possibilities to the stela. During the storm, if a *maelstrom* result occurs, the connection between the stela and the Darkness Device is NOT severed, as the stela is not using the Darkness Device, but is instead being used BY the Darkness Device. A *transform* result obtained by the Knight (unlikely, but possible) only affects the stela, however.



Chapter Ten

Gamemastering Torg Background Generation



his chapter of *The Storm Knights' Guide to the Possibility Wars* is devoted to the gamemaster. The gamemaster is the one who creates the stories which your Storm Knight will participate in. Many of the functions of the gamemaster are discussed in the *Torg Adventure Book* which comes inside the *Torg* basic game. This chapter provides gamemasters with information that relates specifically to Storm Knight character creation. This chapter covers how to help players create interesting backgrounds for their Storm Knight characters.

Creating Storm Knights

Through every step of character generation, the players are instructed to consult you, the gamemaster, if they have any questions regarding their character's abilities, drawbacks, Background Events, or whatever they may be unsure of. Here, you'll find many of the answers to the questions you'll be getting. We're going to follow the same steps as in Chapters One through Seven, but here we'll approach the issue from the gamemaster's perspective. We'll briefly talk about each step of the character creation process, and how you can help your players in that process. Make sure to read up on the character generation process and pay special attention to the "Gamemaster Note" sections interspersed throughout the text.

STEP ZERO: Talk with the Players

We call this "Step Zero" because before any decisions can be made by the players, you need to tell them as much about the game you're going to run as you can (without giving anything away). While many gamemasters, especially those who run long campaigns, don't have any restrictions or specific character concepts in mind, most players want to know at least where they are starting out the adventure.

For example, you could tell your players if your campaign focuses on one of the realms of the Possibility Wars, or moves from realm to realm. You don't have to, but, say, if you were going to run a Cyberpapacy-only campaign, it might be advisable to clue the players in (it's up to you).

Similarly, if there are any Character Profiles you don't want in your campaign, now's the time to tell your players about it. Or maybe you don't want any Storm Knights from one particular realm. If you have any restrictions concerning character creation, tell your players before they begin to create their Storm Knights so that you can avoid any unpleasant situations later.

Before you sit down with your players, you should create a basic plan for the early stages of your campaign. You may have some long term plans, but for now, it's probably best to worry about the beginning of the campaign. If you start your campaign the right way, the rest of it will be much easier. Besides, you may wish to use some of



the Storm Knights' Background Events in the beginning of the campaign in order to pull the players right into the action. When the first two or three adventures of a campaign involve the characters on a personal level, you might find that your players become more involved more quickly.

STEP ONE: The Knights' Home Cosm

The first step your players take when creating their Storm Knights is to choose a home cosm. As was stated above, if there are any cosms/realms that you don't want represented in your campaign, you must tell the players *now*. If you choose to allow all the realms (and we suggest that you do), you'll need to know as much as you can about all of them. The best source of information are the sourcebooks that describe the realms, but the

Worldbook provides adequate background for a beginning campaign.

A Helpful Hint: If you are new to *Torg*, and you aren't sure how well you know the rules, it might be a good idea to start the game by not using all six realms at once. Give yourself time to become accustomed to the basic rules before you immerse yourself totally in the Infiniverse. On the other hand, the mixing of the different realities and genre's is what make *Torg* unique, so don't wall yourself off from new ideas right away. Experiment and find a balance you and your players enjoy.

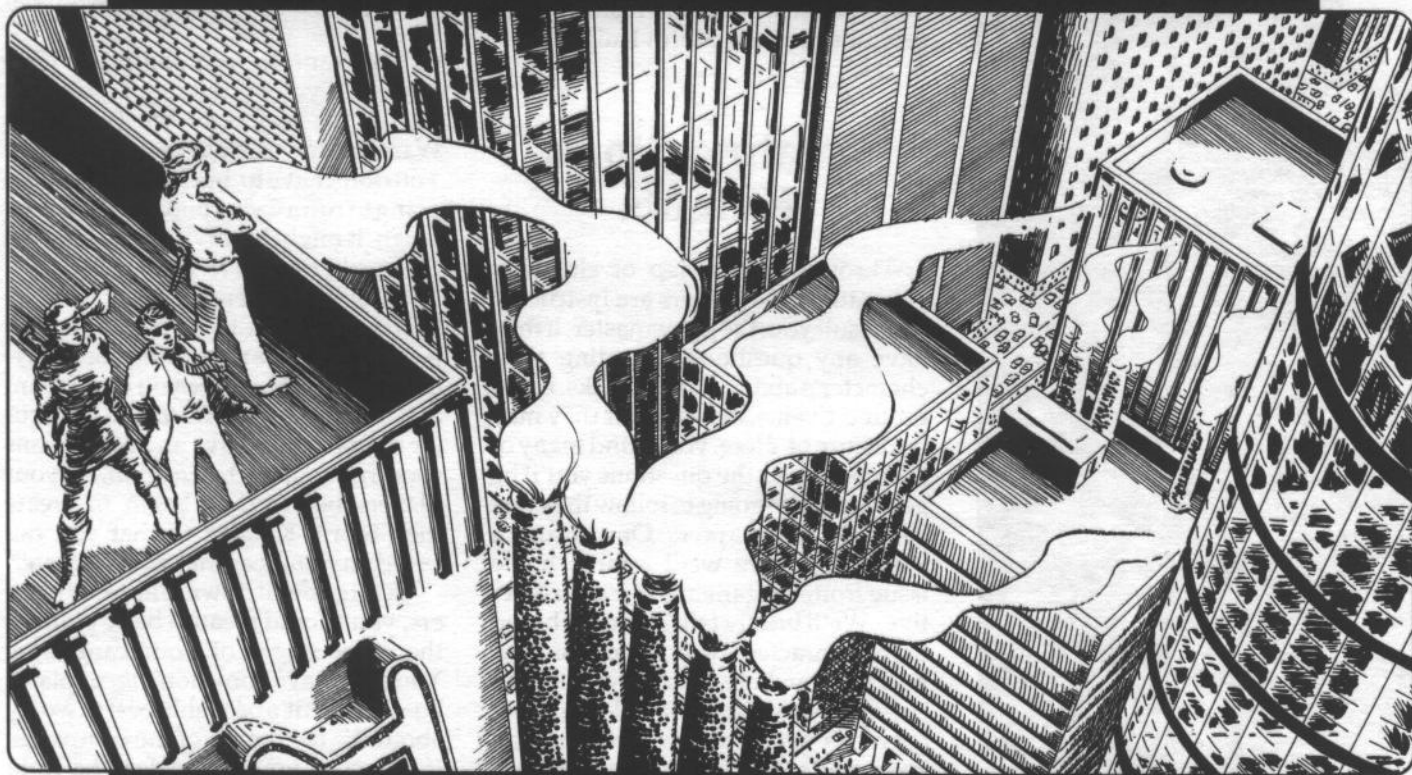
STEP TWO: Selecting Character Profiles

Character Profiles are simply an abbreviated form of the character template concept presented in the *Torg* basic game. Before you let your play-

ers browse the Character Profiles in Chapter Two, you should take a look at them first so you won't be too surprised when they tell you their choices. If there are not enough Character Profiles in Chapter Two, there are guidelines for creating your own new profiles at the end of the chapter.

STEP THREE: Attributes and Skills

At this step, there isn't a lot for you to think about, because all the guidelines for distributing attribute points and skill adds are given in Chapter Two. Just the same, you might want to see your players' character sheets to make sure that everyone understands the limitations of their attributes and skills. Explain how you interpret the rules (definitely!), and what skills you think are important for your campaign (optionally). There is nothing more frustrating for a player than when she spends valuable game time generat-



ing a character, only to find out that she and the gamemaster disagree on what that character is able to do.

STEP FOUR: Special Abilities

Many Storm Knights have special abilities that are not adequately described by attributes and skills. Special Abilities include species benefits such as natural tools and attribute enhancement packages, Nile Empire gizmos and powers, and Cyberware. They also include the availability of magic and miracles to characters, and other, more background derivative, advantages.

Species benefits are explained in the Special Abilities section of the Character Profile in as much detail as space allows. More information can be found in the sourcebook appropriate to the realm (*Living Land* for edeinos and stalengers, and *Aysle* for elves and giants). Remember, if you disagree with the existing rules, want to provide new limitations or advantages, or have ideas for new species with new advantages, be sure to discuss these options with your players! This avoids long-term disputes.

Nile Empire powers and gizmos can be selected using the information in the Character Profile, but remind the player that each power (or gizmo) has an associated adventure cost. A few powers are described in the World Book, but a more complete listing appears in *The Nile Empire* sourcebook. Also, be sure to help the character construct a gizmo if he has one: it is very important that both of you know the statistics, and limitations of each gizmo used in your campaign.

Cyberware is a tricky special ability for a gamemaster. While both *The Cyberpapacy* sourcebook and this book provide certain limitations as to how much cyberware beginning characters may have, the gamemaster will constantly be answering questions and making rulings about what cyberware a beginning character may have.

This is truly a judgement call. While no character may start with a Cyber Value higher than ten plus her *Spirit*, and this book provides additional guidelines, the selection of cyberware

is up to the gamemaster and the player. While you may be hesitant to allow each character to have really powerful cyberware, your players may disagree.

Come to a compromise. Use the Drawbacks and Background Events to make the "best" cyberware costly in ways other than Cyber Value. Use logic: if there is a character fighting against the Cyberpope who has the best equipment money can't usually buy, he had to get it from somewhere — and the Cyberpapacy probably wants it back.

Other Special Abilities, like spells and miracles, are described in the realm sourcebooks and the *World Book*. The only real restriction on these, beyond the regular rules, is character conception. If you have a player who wants to play a magician Viking Sailor, and he can come up with a creative rationale and Background, let him. Likewise, Background-derivative Special Abilities may at times seem unbalancing (fabulous wealth or a network of non-player character connections are two examples), they can usually be worked in fairly well with discussion and compromise.

STEP FIVE: Equipping the Character

Here is one of the more unusual systems in this book. Basically, the rule says that if a character has a skill, he is entitled to an item of equipment that is used with the skill. Chapter Two contains a list of skills and common equipment used with each. Is that all there is to it? Well, yes. If you make sure that the character's equipment doesn't exceed either the cost or Tech axiom limits, you shouldn't run into any problems, especially with Weapons and General equipment. They are limited mainly by numbers and availability.

The most nebulous area of equipment is the Incidental equipment. What constitutes "items which have little to no bearing on the adventure?" Like the example in the Equipment section shows, even chewing gum can have its practical uses. So how do you decide? Simple. As long as the item

isn't something that could be used to further an adventure on a regular basis, you should allow it as a piece of Incidental equipment. Remember — even if you make a mistake, things run out and break. After a few adventures, all your characters' "useful" Incidental equipment will have to be replaced anyway.

STEP SIX: Description and Personality

Now your players begin to create the elements of their characters more important to you and your campaign than simply their attributes and skills and equipment. It is here that they begin to develop who the character is

Playing in a Vacuum

Remember we said earlier that you should only plan the beginning of your campaign in any detail, and let the rest happen in time? Well, here's the reason you should wait. Often, when helping your players create the Background Events and Histories of their characters, some of those events can be used to create the background for your campaign. This helps to make the campaign unique, with its own special feeling to it. If you design a campaign without considering the histories of your players' characters, you're playing the game in a vacuum, where the characters aren't as important to the story as the story itself. At the core of every work of fiction are the characters who participate in the story. By using the characters' backgrounds in the background of your campaign, you are telling the players that the campaign is *theirs*, that without *their* characters, the campaign would not be. Involving the characters in the story lines of your campaign is one of the best methods of getting your players involved.

Besides, it is *really* fun.



Tolwyn and Kurst

Two of the more unusual characters in the Possibility Wars novel trilogy were Tolwyn Tancred and Kurst. One of the things that made these characters interesting was that both slowly learned of their history and background throughout the course of the three novels. Tolwyn slowly regained her memory over time, while Kurst slowly learned his true nature, and where exactly he came from.

In game terms, Tolwyn was reincarnated in the body of another person (Wendy Miller) after a group of Storm Knights had used the *Send* group power to save her from certain death. Kurst, on the other hand, had used a *True Identity* subplot card, and, eventually, discovered his true heritage. So how can one of your players create a Storm Knight like either of those two? Let's take a look.

To create a character who has no memory of his true history like Kurst, have the player select a Character Profile as usual. The player then assigns the attribute

points and skill adds normally, chooses his equipment, and describes the character's appearance and personality. Leave the background blank for now. At the start of the campaign, the character remembers his life as always being the person he is at the present. Along with any other drawbacks, give the player the *True Identity* Subplot drawback.

As soon as the player plays the *True Identity* card, you then begin to feed him bits and pieces of his past. Over the course of the next several adventures, slowly allow him to discover his past. The actual history of the character should probably have been determined by you beforehand — but you can improvise. Be careful if you attempt this. Players are not used to having the gamemaster create their character's history for them, so be fair and try to create an interesting background for the player.

The Tolwyn example is a bit more difficult to do, but is still worth it if you want to try. In

order that the "*Sent*" character arrive, a person must die. The person can be either a fallen Storm Knight, or a gamemaster character. In either case, as soon as the character appears to die, the character suddenly comes back to life. The new character often has slightly different facial features (eye color, hair color) that are readily noticeable. This new character should have been created using the method described in Chapter One, except that he has no "original" equipment, and his background is a blank. Also, the character's physical attributes are not those of the old character initially. Shortly after the character comes to life, he begins to regain his memories and his physical attributes as explained in the *Send* group power description on page 109 of the *Torg Rulebook*.

Both of these options, and other variants you can think of, are interesting ways to give your best roleplaying characters new challenges.

and where he comes from.

The first thing they need to do is to describe the appearance of their Storm Knights. As far as usual appearance, there isn't a lot you can say, but if the character should have an unusual physical characteristic, such as the scar on Ken Markham's face in Chapter One, then you can begin to think about how the character might have gotten the scar. Yes, it's up to the player, but you can make suggestions.

In the next step, we'll look at how you can work with your players in creating Background Events that both explain the character's history, and fit into the campaign that you are creating. For now, let's get back to the Storm Knights' Personalities.

When your players determine their characters' personality, you should take down notes about each character's

Traits, Behavior Tags, and Drawbacks. By learning all the aspects of the characters' personalities, you can use that information when roleplaying character interaction scenes later on during your campaign. This can create more vivid scenes, as the character's traits will play a part in resolving the scene. For example, the character created in Chapter One, Ken Markham, had a number of personality traits, among them Rude, Brash, and Violent (to name the more negative traits). If Ken's player (Tim) remembers those traits when interacting with gamemaster characters, his personality is more consistent. Of course, in Ken's case, his traits might get him into trouble, but at least the gamemaster knows how Ken should act in most situations. This allows him to play off

Ken's traits to create more interesting scenes than the type of "my character says ..." and "my character does ..." If for example, Ken decides to ask the police for information, his Rudeness and Brashness might hinder his ability to persuade the police to help him. When your players choose the personalities of their Storm Knights, take note of it, and use that information. It can make a huge difference in your game.

Gamemaster Note: In the Personality Generation section, we advocate rewarding players for good, consistent roleplaying and penalizing other methods. Remember this. Tell your players from the start that you will be doing this, and they will work harder to roleplay effectively, or they can't blame you if they incur penalties.



Drawbacks

When your players create drawbacks for their Storm Knights, you need to decide how the drawbacks work. Most of the drawbacks are more of a vehicle for roleplaying, rather than game balance, but you still need to decide how the drawback will affect the character. The effect should be something that hinders the character's behavior, but not necessarily his actions. For instance, if a character has an allergic reaction to smoke, he might experience the symptoms of his allergy during a fire-fight. But the symptoms should not significantly hinder his performance. You could assign a +1 to all his difficulty numbers to simulate the allergic reaction, but be to discuss this sort of thing with the player beforehand. Drawbacks are meant to add depth to the character, not give him weaknesses that hamper his abilities.

Subplots 1

When a player activates a Subplot drawback, he receives an additional possibility at the end of each act of an adventure that the subplot is active — whether he has the appropriate card or not. This reward has its penalty, and that penalty is governed by the type of subplot taken. The *Torg Rulebook* and Chapter One have guidelines for creating subplots that fit within the scope of the game.

Subplots can be a lot of fun but remember — too many subplots in one adventure diffuse the real plot. For examples of this, watch a few bad mysteries or a series of Soap Operas (sorry to all you Soap Opera fans). When the minor subplots become more interesting and time-consuming than the actual adventure, something is wrong. Of course, if you're having fun ... that's the whole point.

STEP SEVEN: Background Events and History

This is where you get to play a bigger role in the creation of the characters for your campaign. Any Background Events created by the players



need to be approved by you before they become part of the character's history. Many of these events simply describe where the Storm Knight comes from, how he became involved in the Possibility Wars, and why he fights the High Lords. You need to pay attention to these types of events, because they can help you in the creation of your campaign. See the "Playing in a Vacuum" sidebar for more about this.

Subplots 2

Subplot drawbacks require a little more work from you. When a player takes a subplot, he describes the subplot to you. If you can work it into your campaign, allow the player to keep it. But then you need to create

any of the gamemaster characters related to the subplot.

For example, for Ken Markham's *Nemesis* subplot (see Chapter Six) the gamemaster has to create statistics for Lopal (Ken's *Nemesis*), and has to decide how often Lopal and his pals show up in the campaign, and what they'll do, once the subplot is activated. A lot of this can actually be done during the campaign, but at least the foundation must be laid.

Balancing Characters

Aside from explaining the histories of your players' Storm Knights, drawbacks can also help you to balance your campaign. Some Character Profiles list either abilities or equipment that require a Background Event. This



means that the player has to describe how his character got his particular ability or piece of equipment.

Many times, an event is not be enough to balance the ability or item in question. When this occurs, the player and the gamemaster should create a drawback that relates to the event, one which was either caused by the event, or was the cause of the event. This drawback is in addition to any others the player may have chosen. This drawback is used to balance the character, so that his life is just a bit more difficult from time to time. Again, drawbacks should not necessarily have game-mechanic related effects, but should encourage better roleplaying and storytelling. The best type of drawback to use in these situations are subplots, particularly the *Nemesis* subplot. Also, if appropriate, Power Flaws (see *The Nile Empire* sourcebook) and similar difficulties are very useful.

Character Background and Campaign Background

By the time you're sitting down with your players to help them create their characters, you probably have some idea what your campaign is going to be like. Of course, the generation of Storm Knight Background Events, Drawbacks, Subplots, etc. will change the face of your campaign as they are created. This should be fun for you, as it allows you to be surprised by the story you are responsible for "telling."

But don't get too carried away! If Storm Knight Backgrounds, etc. look like they are going to ruin your idea for the campaign, and there doesn't

see, to be a way for you to work this out, don't just "go along" and create a disaster. Talk to your players. without giving away your surprises for the campaign, explain to them why their character creation will take the fun out of the adventure, and suggest alternatives. You don't want to bully your players into creating characters that fit only your needs, but you can't let minor aspects of their character creation ruin the fun for everybody.

If you explain things to your players, they'll listen. They want to have fun too.

And that's all ...

Well, now you can go continue with, or start your new, *Torg* campaign. Have fun, and don't forget to write.



... and that's all ...

Well, now you can go continue with, or start your new, *Torg* campaign. Have fun, and don't forget to write.

STEP SEVEN

Background Events and History

If you are to have a campaign, you need to have a background. This is the story of the world, the events that have shaped it, and the people who live in it. This is the history of the campaign, and it is the foundation upon which you build your story.

There are many ways to create a background. You can use a pre-existing setting, or you can create your own. You can use a historical setting, or you can create a new one. You can use a real-world setting, or you can create a new one. You can use a real-world setting, or you can create a new one.

The background is the foundation upon which you build your story. It is the story of the world, the events that have shaped it, and the people who live in it. This is the history of the campaign, and it is the foundation upon which you build your story.



The New Torg Character Record Sheet

Why a New Character Sheet?

During the past year and a half, West End Games has gotten a lot of feedback from its consumers about the game *Torg: Roleplaying the Possibility Wars*. Nearly all of this feedback has been complimentary, but almost all of it has had some constructive criticism in addition to the (very welcome) praise.

In this book, we've tried to respond to that criticism as best we could. Obviously, things had to be left out — not *everything* about your Storm Knight character can be easily quantified by a set of rules. At least we hope not. Character generation is an ongoing process that you and your gamemaster are doing as you are playing your campaign.

But one thing we were able to do to assist in this was to respond to requests for an expanded *Torg* Character Record Sheet. While the original was well-laid out and useful, many players were finding that, as their Storm Knights grew and developed, they *outgrew* their record sheets.

This was probably because, as gamemasters and players became more aware of all the realms in *Torg* — and more able to integrate each realm into their campaigns — they started experimenting with "cross-realm" characters. Some examples are the Cyberpapal Hunted Mage who also learns *martial arts* and has a *weird science* gizmo. Add this to her spells and cybergear, and where do you put everything?

This page is an introduction to the new sheet, explaining the differences and how to use them to the best effect. We hope this proves useful.

The Front Page

The left-hand side of this page should look pretty familiar. It's really just a modified version of the old character record sheet, rearranged to allow greater space for what most players find important. There are a few differences, however.

The right-hand side, however, is wholly new and requires some explanation. So, here we go.

The Left Side

This side contains what most of our players consider the most-used gameplay information. The top contains the familiar Character Name, Cosm, Possibilities, Wound Level, etc. charts, while the middle is somewhat changed:

Skills

While the skill column itself has not been changed much, you will notice that the reality skill is no longer printed at the top of the skill column. There are two reasons for this.

One: by now, we figure that everyone playing the *Torg* game should know that the reality skill is a prerequisite to being a Storm Knight.

Two: Most of our players who responded to the Character Template contest and who send in characters and comments to our monthly campaign game of *Infiniverse* list their skills in attribute order — much like we do when printing a character record sheet in the back of a sourcebook. Since *Spirit* is the last attribute listed, this meant the *reality* skill was out of order. While this wasn't a really big inconvenience to most people, we figured we might as well correct it.

For easy reference, the *reality* skill is

also listed under *intimidate* in the *Approved Actions* column. While use of the reality skill is never an approved action, it is a skill vital to a Storm Knight's success.

Equipment, Weapons, and Armor

Originally contained in one table, our players found that this provided insufficient space to record everything an experienced Storm Knight could have. So, we divided this one table into two.

The first table is for *Weapons & Armor* alone. There is space for several different entries, and for the value, axiom level, and the range (if applicable) of the item. All your combat-oriented gear can be listed here.

The *Equipment* table below is greatly expanded and separate from the *Weapons & Armor* table because it includes all the "other" (generally non-combat) items a Storm Knight has. The three divisions allow you to list the item, the axiom level, and a brief notation about the item. This way, you can keep track of all your other equipment easily, and not mix it up with your weapons and armor.

Movement Rate Table

After some debate, it was decided to remove the movement rate table from the character record sheet. While the use of the movement rates and limit values are still a part of the *Torg* game, we and our players found that they did not come into play often enough to include in the new TCRS. While most gamemasters use these limit values in their campaigns, they can be easily referenced in the *Torg* basic book when necessary.

If you find that you are constantly looking up these values, feel free to





Player Name: _____

[illegible][illegible]

	Style:	Style:	Name	D	R	E	Name	E	Ax
	Maneuver:	Maneuver:							

* D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range

*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



CHARACTER RECORD SHEET

BACKGROUND

Background section containing 20 horizontal lines for writing.

Large rectangular box for drawing or illustration.

Section containing 10 horizontal lines for writing.

NOTES

Large rectangular box for notes, containing a faint grid pattern.



CHARACTER RECORD SHEET

BACKGROUND

Born in Boston, MA. Graduated from Harvard with degree in Political Science.

Went to work for the CIA, but resigned after a scandal was revealed. He went to work for corporations and businesses as a spy.

When Ken was working for the government, he often ran across Lopal, another agent. They were courteous, until Ken's group of agents killed Lopal's sister. Lopal thinks Ken did it on purpose, and now wants him killed for revenge.

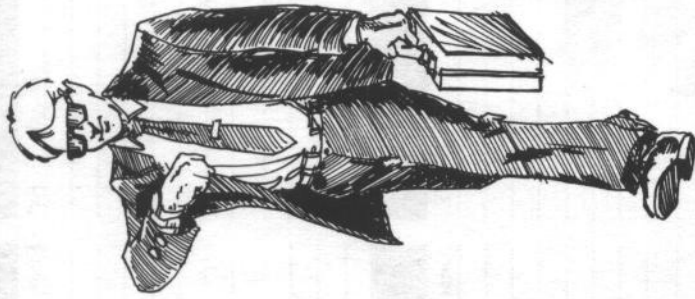
Ken had found out about Kanawa's involvement with the government. He was tracked down by MarSec agents and almost killed. He wants revenge against 3327, and to expel the invaders.

During the attack, Ken was using a Chunyokai 13mm that jammed and exploded in his face - therefore, he only trusts 9mm's.

Ken has a reputation for trustworthiness, even if others don't always like him.

NOTES

- Ken won't use a non-9mm weapon. If he does, add +1 to the DN because of his paranoia about such weapons.
- Nemesis subplot: Lopal, an ex-agent with extensive resources
- Somewhat vain about his appearance
- Ken has some contacts in the US government, but he doesn't trust the "Delphi Council"
- Ken has a degree in political science, but he has let that knowledge atrophy





Background Creation Worksheet

PLAYER NAME: _____

Original Cosm: _____

Present Cosm/Realm: _____

CHARACTER PROFILE: _____

A. Attribute Template: _____

B. Tag Skill: _____

C. Skill Categories (limit)

1. Primary (none): _____

Primary Skills:

3. Tertiary (3): _____

Tertiary Skills:

2. Secondary (5): _____

Secondary Skills:

Skill Notes:

D. Special Abilities: _____

E. Equipment:

1. Listed with Profile: _____

2. Weapons # _____

Description:

3. General # _____

Description:

4. Incidental # _____

Equipment Notes:

Description:

F. Physical Description:

Unusual Characteristics:

Species: _____

Height: _____

Weight: _____

Eyes: _____

Hair: _____

G. Personality:

1. Traits: _____

2. Behavior Tags: _____

3. Personality Drawbacks: _____

H. Other Drawbacks (Subplots, etc.): _____

CHARACTER HISTORY AND BACKGROUND EVENTS

1. Personal History Prior to Possibility Wars: _____

2. Description of "Moment of Crisis": _____

3. Character's Personal Motivation for Fighting the High Lords: _____

Miscellaneous Background Events

1. _____

2. _____

3. _____

Background Advantages

1. _____

2. _____

3. _____

Background Drawbacks

1. _____

2. _____

3. _____



Background Creation Worksheet

PLAYER NAME: Tim Crosby

Original Cosm: Core Earth

Present Cosm/Realm: Nippon Tech

CHARACTER PROFILE: Industrial Spy - Kenneth Markham

A. Attribute Template: Willpower

B. Tag Skill: Disguise

C. Skill Categories (limit)

1. Primary (none): Willpower

Primary Skills:

Reality

Disguise

Find

Forgery

Science (Computers)

2. Secondary (5): Adrenalin

Secondary Skills:

Dodge

Fire combat

Melee

Stealth

Lockpicking

3. Tertiary (3): Prescence

Tertiary Skills:

Charm

Persuasion

Skill Notes:

Ken gets bonuses on stealth,
disguise, persuasion and
trick because he's Nippon

D. Special Abilities: None

E. Equipment:

1. Listed with Profile: Disguise Kit

2. Weapons # 2

Description:

9mm Beretta

Small Knife

3. General # 4

Description:

lockpicking tools

microcamera, extra film

grapple gun

4. Incidental # 4

Description:

Sunglasses * alligator shoes
breath mints
nice suit
outdated Russian codebook

Equipment Notes:

* Ken has an extra piece
of incidental equipment

F. Physical Description:

Species: Human
Height: 5' 11"
Weight: 170 lbs.
Eyes: blue
Hair: black

Unusual Characteristics:

Eurasian; scar along
left side of face

G. Personality:

1. Traits: trustworthy, courageous, leader, stubborn, violent, rude, brash
2. Behavior Tags: "cracks" breath mints when serious; only uses a 9mm gun
3. Personality Drawbacks: none

H. Other Drawbacks (Subplots, etc.): Nemesis drawback - Lopal

CHARACTER HISTORY AND BACKGROUND EVENTS

1. Personal History Prior to Possibility Wars: Born in Boston, MA. Degree from Harvard. Went to work for the CIA, resigned after a scandal. Went to work for corporations and businesses as a spy.
2. Description of "Moment of Crisis": The scandal was Kanawa's involvement with the government-it went against his conscience. He resigned, but MarSec agents tracked him down and almost killed him.
3. Character's Personal Motivation for Fighting the High Lords: Revenge against 3327 and to expel the invaders. Invasion and mass slaughter go against his personal creed. He wants his home free.

Miscellaneous Background Events

1. Scar - during "moment of crisis" a gun exploded in his face
2. Lopal - his nemesis. Agents killed Lopal's sister; he blames Ken
3. Alligator shoes - Ken's a little vain. Always has workclothes and a nice suit

Background Advantages

1. Some contacts with US gov't
2. _____
3. _____

Background Drawbacks

1. May also have enemies from gov't days.
2. _____
3. _____

THE STORM KNIGHTS' GUIDE TO THE POSSIBILITY WARS

The Players' Guide to *Torg*

By Lou Prosperi

The Possibility Wars began when seven hostile realities attempted to invade Core Earth. Only six of the seven made it to Earth — the seventh was repelled by the Storm Knights ...

You are the Storm Knights, Earth's best and last line of defense against the Invaders. You strike back at those who would control all reality. But are you winning or losing?

The Storm Knights' Guide will help you find out.

This supplement for *Torg: Roleplaying the Possibility Wars* is a tool for your Storm Knight™. It contains:

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- A section containing a summary of the Storm Knights' "Tools of the Trade" — plus all new abilities for your Storm Knight characters;
- More Spells, Miracles, Equipment, Eternity Shards, and all those things that make your character a Storm Knight;
- And much, much more.



Roleplaying the Possibility Wars™

ISBN 0-87431-328-7



Fantasy/Games

The Storm Knights' Guide to the Possibility Wars is part of *Torg*, an epic game of adventure, alternative realities, and magic. This volume expands upon the "story-based" character generation system unique to *Torg*, and provides new supplementary material for players and gamemasters alike.

For ages 12 and up.



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