

# The Near Now ...

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

“We were receiving the strangest reports  
from all over the world ... we never put it all  
together—and now it's too late.”

“There are always possibilities, my sergeant  
told me. But he never had his possibilities  
torn away like wings from a fly.”

“... repeat. Is anyone receiving this message? We need help.  
The invaders are everywhere ... reality itself has gone crazy.  
My God, can anyone hear me? Can anyone help us...?”

“There isn't always a silver lining  
behind a dark cloud. Sometimes what's  
back there is much, much worse.”

“The storm has a name.”



**Roleplaying the Possibility Wars**  
*Revised and Expanded*

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# TORG - Revised and Expanded Rulebook, v. 1.5

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## The Revised and Expanded Rulebook, v. 1.5

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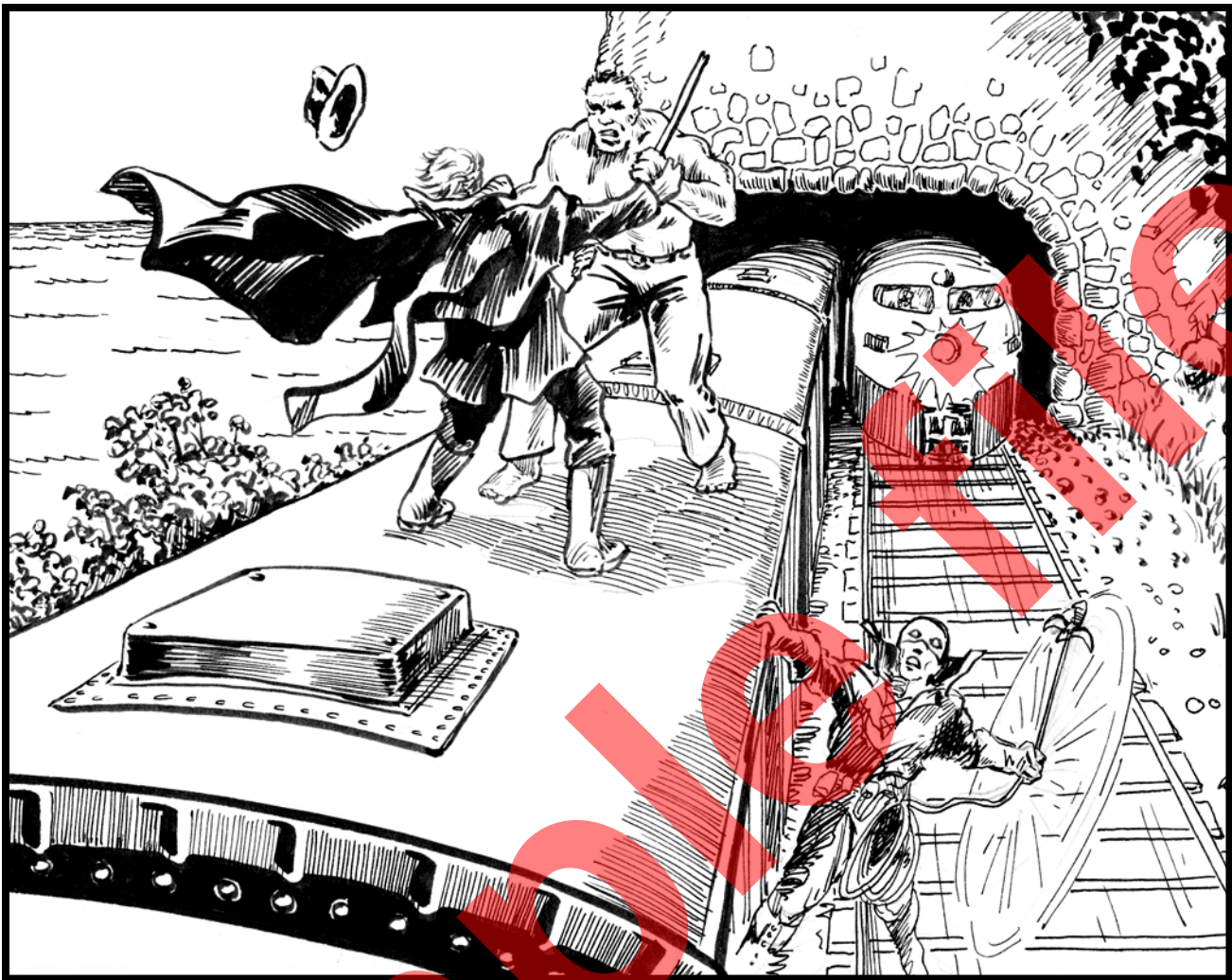
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## The World of Torg

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

Led by the Gaunt Man - self-proclaimed Torg of the cosmverse—the High Lords each claimed a piece of the Earth for themselves, setting the conquest in motion. But the invasion did not go as planned. The Gaunt Man's millennia of preparation did not take into account the Storm Knights—men and women who weathered the raging reality storms that transformed the planet, retaining their own realities when everything around them changed. Conventional resistance proves useless against the High Lords, but the Storm Knights possess the power to oppose the High Lords, and they are the Earth's only hope for survival.

This is the setting of *Torg*, a world torn apart by the Possibility Raiders. The High Lords seek to enlarge their territories, to acquire more power, all in search of the ultimate power that will make them into gods, into Torg. The Storm Knights are the only thing that stands between the High Lords and their goals. Only by stopping the High Lords and driving their realms off of the Earth can the world be saved.

## What Is Roleplaying?

Everyone loves a good story. It could be a movie, a novel, a television show, myths and legends from the distant past, there's something about the setting, the conflict or the characters that appeals to people and engages their imaginations. They become involved in the stories, imagining new adventures, putting the heroes into situations of their own design or putting new heroes into a favorite setting.

Roleplaying is like an interactive form of this, a way of becoming involved in a story. You and a group of friends take on alter egos and enter an exciting world of adventure, one created by your imaginations or one based on favorite settings.

The "game" aspect of roleplaying games is in the use of rules for determining what characters can and cannot do in a story, which provides a sense of consistency and realism. It also provides a method of arbitrating disputes, avoiding an "I did too," "you did not" kind of situation familiar to anyone who played "cowboys and indians" or "cops and robbers" as a child.

Each player takes the role of a *character*, a participant in a story setting refereed by one player called the *gamemaster*, who is like a narrator for the story. The actions of the player characters will directly affect that story, determining how it progresses and what happens. The gamemaster describes the setting, sets up the action and plays the parts of other people the player characters encounter during their adventures.



This back-and-forth interaction with the other players, the improvisational challenge of playing new and unfamiliar roles in new and unfamiliar locations, and the open-ended format of the storytelling are what make roleplaying games so challenging and exciting. All you need is some paper, pencils, dice, some friends and your imagination.

## Torg: Roleplaying the Possibility Wars

*Torg* is a “concurrent multi-genre” roleplaying game with an exciting and heroic storyline that not only allows for characters to cross over from one type of story setting to another but practically demands it! Heroic fantasy characters join forces with grim cyberpunks, primitive lizardmen, high-tech ninjas, daring pulp adventurers, brave monster hunters and many other types of heroes in a common cause: to defeat the High Lords and save the Earth from destruction.

There are a lot of roleplaying games on the market, and most use similar mechanics to achieve an atmosphere of interactive storytelling. *Torg* has one different type of game mechanic that separates it from most other games, the *Drama Deck*. The cards of the Drama Deck are not character cards or equipment cards like what can be found in some other games. The Drama Deck actually helps the gamemaster and players enhance and alter the flow of the action and create more dramatic storytelling opportunities by giving the players more influence over the story and the environment around their characters.

While *Torg* can be played without the drama deck it lessens the overall roleplaying experience. The drama deck does not come with this rulebook; it can be purchased separately from West End Game.

## The Basics

There are a lot of pages in this book but players don't need to read all of them to play the game. The basic mechanics of the *Torg* game are not difficult and can be learned fairly quickly. This section briefly explains the essential concepts and mechanics of *Torg*; reading it first will make learning the material in the rest of this book much easier.

## Attributes and Skills

All characters have the same attributes, though not in the same quantities. All characters have skills, but types and level of skills

## The Main Idea

Whenever a player wants his character to attempt something that doesn't have an automatic chance of success, the player rolls a twenty-sided die and looks up the roll on the *bonus chart*. He takes the *bonus number* from the chart and adds it to an appropriate *Attribute* or *Skill*. This value is compared to a *difficulty number* determined by the gamemaster and if the character's total is equal to or higher than the difficulty number, the character succeeds.

vary from character to character. Skills are rated by *adds*, which is the number added to the character's base attribute to get the value for that skill. A character with a *Dexterity* attribute of 10 and three adds in the *running* skill would have a *running* skill value of 13.

## The Die Roll

*Torg* uses a twenty-sided die. The player rolls the die each time the character tries to use a skill value or attribute value to accomplish a task. Whenever a player rolls a 10 or a 20 on the die she might get to roll the die again, adding the next roll to the first 10 or 20. The player may keep rolling and adding until a number that isn't a 10 or 20 appears. She adds in this final number to obtain the *final die roll*. The open-ended nature of the die roll allows characters in *Torg* to perform amazing feats.

## Generating a Total

Compare the final die roll to the *bonus chart*, which can be found on the character sheet provided in the back of this rulebook and also elsewhere in this book. Beneath each range of final die rolls is a corresponding bonus number. The sum of the skill value and the bonus number is called the *action total*.

Some tasks require two totals, the first to determine if a character succeeds at the action, the second to determine just how successful. The second total is determined by adding the **same bonus** (the die is **not** rolled again) to a different value if the action succeeds. This second total is called the *effect total*.



## Beating a Difficulty Number

Some actions are harder than others. Whenever the gamemaster calls for an action total, he also sets a difficulty number for the task. The character succeeds **if the action total is equal to or greater than the difficulty number**. If the total is lower, the character fails.

## Combat

A combat round represents 10 seconds of “game time.” In each round, one side gets to perform all its actions and then the other side performs its actions. Initiative is determined by flipping the top card of the drama deck. The side that has the initiative goes first.

## Damage

When a character successfully hits in combat the *effect total* determines damage. The attacker’s damage value is her *Strength*, possibly modified by a melee or missile weapon, or the damage value of the weapon used (for firearms and other weapons that provide their own energy). The difficulty is the target’s *Toughness* (or armor value). The more the effect total exceeds the difficulty number, the more damage is done to the target.

## Values and Measures

*Torg* uses a unique system of “values” and “measures” to translate back and forth between the game and the real world. A *value* is a quantity measured in a way that can be used in the game, such as comparing a character’s Strength value to an object’s *weight value* to see if he can lift it. A *measure* is a measurement from the real world such as “60 kilograms.” *Measures* can be translated into values and vice versa to enable players and gamemasters to express real world measurements in game terms and the other way around.

## Possibility Energy

*Storm Knights* (player character heroes) can store possibility energy, which can temporarily alter the world around them in a variety of ways to allow characters to perform amazing feats. Some non-player characters can also use possibility energy. The High Lords crave possibility energy because it is what gives them their power.

## Ords, Stormers and Storm Knights

As a result of the Possibility Wars, certain people reach what is called a *moment of crisis*. At that moment, the person gains the ability to manipulate possibility energy, for good or for evil. The Raiders call these beings *Stormers*. Those that oppose the Raiders prefer to call themselves *Storm Knights*. Someone who cannot manipulate possibility energy is called an *Ord*, short for “ordinary.”

Your character is a *Storm Knight*, opposed to the High Lords of the invading realms. Your goal is to free the Earth from the invading realities and stop the Raiders



## Using This Book with Previous Torg Products

This new edition of the *Torg* rulebook is fully compatible with previous *Torg* products. While there have been a few changes made to some of the game mechanics, none of them should interfere with your ability to use older *Torg* products. Most of the work done for this book was clarifying the existing rules, compiling rules from a number of different sources, working in some additional material from supplements, and adding new material to fill in any gaps in the original rulebook.

before they consume the living possibilities of the Earth. If they succeed, the Earth dies.

## The Axioms

Every cosm, or universe, has its own reality and each of the invading realms brings its reality with it. The key to what can and cannot exist, what does and does not work, are the *axioms*. The axioms describe the levels of four basic traits of a world: magical, social, spiritual, and technological. The scale for axioms ranges from zero, at which point the trait doesn’t even exist in that world, to 33, where anything is possible with that particular trait.

If an axiom is not high enough to support an activity, performing that activity creates a *contradiction* in that realm. The possibility energy of the realm is organized so as to enforce the axiom levels, eliminating contradictions. The immediate effect of the axiom laws is that equipment, spells and even some creatures foreign to a reality will not work as well in that reality as they do in their own reality.

## World Laws

Every reality is also described by its *world laws*, which unlike the axioms are unique in each reality. While the axioms are the limits for a reality, the world laws modify how things work within those limits. A reality’s world laws define its *genre*, how things work differently from other realities, they describe the kind of story setting represented by that reality.

## The Invaders

Earth is the world we know. *Torg* is set in the “Near Now”, a short time in the future from today, so we all know what Earth is like in *Torg*. But what about the invaders, they’ve changed parts of the Earth into areas of their world, areas of *their version of reality*. Where are they located and what are their worlds like?

Complete information about the invaders and their territories can be found in the appropriate sourcebook for each