

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

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



Magic 1
Social 7
Spirit 24
Tech 6

Living Land

Freedom
FOREVER

DIFFICULTY MODIFIERS		
Modifier	Adjusted DN	Task Description
+4	6	Very Easy
+2	8	Easy
–	10	Standard
–2	12	Challenging
–4	14	Hard
–6	16	Very Hard
–8	18	Heroic
–10	20	Near Impossible

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

DAMAGE RESULTS TABLE	
Damage Over Toughness	Damage
–6 or more	No Effect
–5 to –1	1 Shock
0–4	2 Shock
5–9	1 Wound, 2 Shock
10–14	2 Wounds, 4 Shock
15–19	3 Wounds, 6 Shock
20–24	4 Wounds, 8 Shock

...and so on

Bonus Chart																								
Die Roll	1	2	3	5	7	9	11	13	15	16	17	18	19	20	21	26	31	36	41	46	+5			
Bonus	–10	–8	–6	–4	–2	–1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1			

CLIMBING DIFFICULTY NUMBERS	
DN	Surface
8	Tree, knotted rope
10	Rock wall, rope
12	Rough cliff, building wall with some ledges or windows
16	Smooth surface with few hand- or toeholds

LEAPING DISTANCE		
DN	Horizontal Distance*	Vertical Distance
10	Up to 2 meters	Up to 1 meter
12	Up to 3 meters	Up to 2 meters
14	Up to 4 meters	Up to 3 meters

*A running start doubles the distance.

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

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

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

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

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

d20	Setting	d20	Setting
1–3	Wilderness	12	Factory or Industrial Complex
4–5	Overgrown Urban Area	13–14	Lost World
6	Refugee Camp	15	Museum or Gallery
7	Edeinos Camp or Village	16	Underground
8	Waterfront or Aquatic	17	Religious Site
9	Mountains	18	Deep Mist or Spirit World
10	Core Earth Landmark	19	Mall or Shopping Center
11	Amusement Park	20	Military Installation

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

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

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