



Torg Master Charts

The following pages offer summaries of the basic information relating to all the known cosms and realms of the infiniverse. These charts include *all* the cosms covered up to De-

cember 1992 in one consolidated source listing the quantitative values used when dealing with those cosms and realms as well as summaries of the axioms and every skill currently available in *Torg*.

Additionally, should more detailed information be required, page numbers are provided for easy reference.

THE AXIOMS OF THE COSMS				
Cosm	Magic	Social	Spirit.	Tech.
Aysle	18	18	16	15
Core Earth	7	21	9	23
Cyberpapacy	10	18	14	26
Orrorsh	15	20	17	19
Land Below	12	8	17	10
Living Land	0	7	24	7
Nile Empire	12	20	17	21
Nippon Tech	2	22	8	24
Star Sphere	7	27	13	30
Tharkold	12	20	17	26
Tz'Ravok	7	18	17	12
Aztec	14	20	17	16
Atlantis	10	10	13	19
Avalon	17	12	19	15

COSM LIMITS TABLE							
Cosm	DEX	STR	TOU	PER	MIN	CHA	SPI
Aysle	14	15	15	14	14	13	13
Core Earth	13	13	13	13	13	13	13
Cyberpapacy	13	13	13	13	13	13	13
Orrorsh	13	13	13	13	13	13	13
Land Below*	13	13	13	13	13	13	13
Living Land	13	14	14	13	13	12	14
Nile Empire*	13	13	13	13	13	13	13
Nippon Tech	13	13	13	13	13	13	13
Star Sphere	13	13	13	13	13	13	13
Tharkold**	13(17)	13(19)	13(24)	13(24)	13(25)	13(17)	13(24)
Tz'Ravok	14	17	16	13	13	13	13
Aztec	13	13	13	13	13	13	13
Atlantis	13	13	14	13	13	13	13
Avalon	13	13	13	13	13	13	13

* One Attribute may be as high as 14.
 ** Parenthesized values are the cosm limits for techno-demons.

LINK DIFFICULTY CHART														
Character is from:	Character is in:													
	AY	CE	CP	OR	LB	LL	NE	NT	SS	TH	TZ	AZ	AT	AV
Aysle	0	14	7	6	13	20	8	17	13	8	14	7	7	6
Core Earth	11	0	6	8	15	18	6	8	3	4	14	11	8	12
Cyberpapacy	12	9	0	9	17	21	8	12	7	3	16	8	3	10
Orrorsh	8	11	8	0	15	17	6	15	11	6	12	3	3	6
Land Below	4	11	7	3	0	15	3	12	17	3	8	15	12	10
Living Land	10	16	12	9	9	0	9	16	12	9	10	17	15	19
Nile Empire	10	11	8	5	14	16	0	12	8	3	13	5	3	8
Nippon Tech	11	5	7	8	16	19	7	0	3	5	15	14	11	16
Star Sphere	16	11	12	13	22	25	12	10	0	10	20	10	6	12
Tharkold	14	12	6	9	17	21	8	14	8	0	17	5	3	8
Tz'Ravok	6	10	7	3	12	15	3	12	8	3	0	11	10	13
Aztec	7	10	12	7	3	9	8	11	16	12	3	0	6	7
Atlantis	12	13	12	13	8	12	14	14	18	14	11	3	0	11
Avalon	8	12	13	11	3	8	12	12	16	13	8	11	7	0

THE WORLD LAWS OF THE COSMS

Laws	Summary	Description
AYSLE		
The Law of Observation	Anything which can be perceived is real.	<i>Aysle</i> , pages 48-49
The Law of Magic	Ayslsh characters born with one magic skill and one arcane knowledge.	<i>Aysle</i> , page 49
The Law of Honor	Good and honor reflected in the appearance; allows <i>honor</i> skill.	<i>Aysle</i> , pages 49-50
The Law of Corruption	Evil and corruption reflected in the appearance; allows <i>corruption</i> skill.	<i>Aysle</i> , page 50
CORE EARTH		
The Law of Prodigy	Starting character can buy prodigy package (start with +6 in tag skill) for three possibilities.	<i>The Delphi Council Worldbook, Vol. 1</i> , page 9
The Law of Hope	Characters not from Core Earth decrease difficulty numbers on the "Transformation Table" by one step.	<i>The Delphi Council Worldbook, Vol. 1</i> , pages 9-10
The Law of Glory	+2 to Core Earth character for <i>persuasion</i> during planting of story seed.	<i>The Delphi Council Worldbook, Vol. 1</i> , page 10
CYBERPAPACY		
The Law of the One True God	Increase difficulty level for members of other religions when attempting miracles.	<i>The Cyberpapacy</i> , page 67
The Law of Heretical Magic	+3 to spell difficulty and backlash; if backlash other than just shock points, demon attempts possession; +5 to effect of successful spells.	<i>The Cyberpapacy</i> , page 68
The Law of Ordeal	Must prove innocence through a trial by ordeal if accused by priest.	<i>The Cyberpapacy</i> , pages 68-69
The Law of Suspicion	+3 to <i>willpower</i> or <i>Mind</i> when resisting <i>charm</i> or <i>persuasion</i> (only +1 if character attempting has proof of identity); +3 to <i>taunt</i> or <i>intimidate</i> .	<i>The Cyberpapacy</i> , page 69
ORRORSH		
The Power of Fear	Until Power of Fear is overcome, may not invoke reality storm or play to critical moment; Perseverance.	<i>Orrorsh</i> , pages 60-66
The Power of Corruption	Wicked acts lead to Corruption.	<i>Orrorsh</i> , pages 57-59
The Law of Eternal Corruption	Monster is reincarnated if not killed by True Death.	<i>Orrorsh</i> , pages 35-37
LAND BELOW		
The Law of Savagery	May only use Drama or Hero cards during combat for physical attacks or to reduce damage; if Attack is approved action, only get card if all-out attack is used; one extra possibility at end of each Act if <i>romance</i> subplot played; +3 to <i>Charisma</i> tests involving opposite sex.	<i>The Land Below</i> , pages 66-67
The Law of Action	Can spend two possibilities on actions and choose either result.	<i>The Land Below</i> , page 67
The Law of Wonders	Use <i>engineering</i> to construct buildings which exceed the <i>Tech</i> axiom.	<i>The Land Below</i> , page 67
LIVING LAND		
The Deep Mist	Visibility is reduced; easy to become lost.	<i>The Living Land</i> , pages 65-66
Lanala's Love of Life	Dead things decay rapidly.	<i>The Living Land</i> , page 67
The Law of Lost Valuables	Living beings will become separated from their non-living objects.	<i>The Living Land</i> , page 70
NILE EMPIRE		
The Law of Morality	Good or evil only; neutral action is one-case contradiction; lose one possibility if action against Inclination; Inclination abilities: Detect Inclination, Inclination Seduction; The Price of Evil.	<i>The Nile Empire</i> , pages 60-62
The Law of Drama	Adventures move at dramatic, breakneck pace; obstacle piling.	<i>The Nile Empire</i> , pages 62-63
The Law of Action	Can spend two possibilities on actions and choose either result.	<i>The Nile Empire</i> , page 63
NIPPON TECH		
The Law of Intrigue	+3 to <i>stealth</i> and <i>Perception</i> checks against <i>stealth</i> ; +3 to <i>charm</i> and <i>persuasion</i> based on lies/deception; +3 to <i>persuasion</i> for bribes; reduce <i>Perception</i> success level by 1 against <i>disguise</i> ; traitors in large groups.	<i>Nippon Tech</i> , pages 69-70
The Law of Profit	Goods and services cost less when purchased by those of means.	<i>Nippon Tech</i> , pages 70-71
The Law of Vengeance	Receive six possibilities at end of act in which vengeance is exacted.	<i>Nippon Tech</i> , page 71
STAR SPHERE		
The Law of Religious Compatibility	Different religions may work together to perform miracles; no spiritual struggle.	<i>Space Gods</i> , page 50
The Law of Acceptance	Characters may use own world laws in Akasha with no contradiction.	<i>Space Gods</i> , pages 50-51
The Way of Zinatt	Alignment with <i>Aka</i> , <i>Coar</i> or <i>Zinatt</i> .	<i>Space Gods</i> , pages 51-52
THARKOLD		
The Law of Ferocity	All-out attack ignores all K, O, KO results; +3 to <i>intimidation</i> and <i>taunt</i> bonus numbers; +3 to <i>willpower</i> or <i>Mind</i> against <i>charm</i> or <i>persuasion</i> ; no normal surprise; complete surprise = normal surprise.	<i>Tharkold</i> , page 38
The Law of Pain	<i>Roll again</i> if inflict or receive K, wound, or better.	<i>Tharkold</i> , pages 38-39
The Law of Domination	Submissive suffers -3 to actions against dominant, +1 to actions aiding dominant; +3 to dominant for <i>persuasion</i> , <i>intimidate</i> , <i>taunt</i> and <i>charm</i> on submissive.	<i>Tharkold</i> , page 39-40
TZ'RAVOK		
The Law of the Most Real	Cannot disconnect.	<i>Ravagons</i> , page 40
The Law of Survival of the Fittest	Ords use "Possibility-Rated" column of "Combat Results Table."	<i>Ravagons</i> , page 41
The Law of Transcendence	Can <i>possibility rip</i> characters at transcendence.	<i>Ravagons</i> , pages 41-42

MASTER SKILL LIST

Skill	Available in Cosm? ¹											Skill Description
	CE	LL	NE	AY	CP	NT	OR	SS	TH	LB	TZ	
ADRENALIN SKILLS												
<i>(Dexterity)</i>												
Acrobatics	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	<i>Torg Rulebook</i> , page 49
Beast Riding	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	<i>Torg Rulebook</i> , page 49
Biotech Weapons	N	N	N	N	N	N	N	Y	N	N	N	<i>Space Gods</i> , page 54
Dodge	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 50
Energy Weapons	N	N	Y	N	Y	Y	N	Y	Y	N	N	<i>Torg Rulebook</i> , page 50
Fire Combat	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	<i>Torg Rulebook</i> , page 50
Flight ²	N	Y	Y	N	Y	Y	N	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 50
Heavy Weapons	Y	N	Y	N	Y	Y	Y	Y	Y	N	N	<i>Torg Rulebook</i> , page 50
Lock Picking	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	<i>Torg Rulebook</i> , page 50
Long Jumping	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	<i>Torg Rulebook</i> , pages 50-51
Maneuver	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 51
Martial Arts	Y ³	N	N	N	N	Y ³	N	N	N	N	N	<i>Torg Worldbook</i> , pages 55-56, and <i>Nippon Tech</i> , pages 72-83
Melee Weapons	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 51
Missile Weapons	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 51
Prestidigitation	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 51
Running	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 51
Stealth	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , pages 51-52
Swimming	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 52
Unarmed Combat	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 52
<i>(Strength)</i>												
Climbing	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , pages 52-53
Lifting	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 53
WILLPOWER SKILLS												
<i>(Perception)</i>												
Air Vehicles	Y	N	Y	N	Y	Y	Y	Y	Y	N	N	<i>Torg Rulebook</i> , page 53
Alteration Magic	Y	N	Y	Y	Y	N	Y	Y	Y	Y	N	<i>Torg Rulebook</i> , page 53
Cyberdeck Operation	N	N	N	N	Y	N	N	N	Y	N	N	<i>The Cyberpapacy</i> , page 71, and <i>Tharkold</i> , page 41
Camouflage	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	<i>The Storm Knights' Guide</i> , page 66
Direction Sense	N	Y	N	N	N	N	N	N	N	N	N	<i>The Living Land</i> , pages 66-67
Disguise	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	<i>Torg Worldbook</i> , page 54, <i>The Cyberpapacy</i> , page 71, and <i>Nippon Tech</i> , page 83
Divination Magic	Y	N	Y	Y	Y	Y	Y	N	Y	Y	N	<i>Torg Rulebook</i> , page 53
Egyptian Religion ⁴	N	N	Y	N	N	N	N	N	N	N	N	<i>The Nile Empire</i> , page 64
Evidence Analysis	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , pages 53-54
Find	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 54
First Aid	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 54
Forgery	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	<i>The Cyberpapacy</i> , page 71
Heiroglyphics	Y	N	Y	N	N	N	N	N	N	N	N	<i>The Nile Empire</i> , page 65
Land Vehicles	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	<i>Torg Rulebook</i> , page 55
Language	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 55
Mathematics ⁵	N	N	Y ³	N	N	N	N	N	N	N	N	<i>The Nile Empire</i> , page 65
Psionic Manipulation	N	N	N	N	N	N	N	Y	N	N	N	<i>Space Gods</i> , page 54
Research	N	N	N	N	N	N	Y ³	N	N	N	N	<i>Orrorsh</i> , pages 68-69
Scholar	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 55
Scholar (Computer Science)	Y	N	N	N	Y	Y	N	Y	Y	N	N	<i>The Cyberpapacy</i> , pages 71-72
Scholar (Crafter)	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Ravagons</i> , page 43
Scholar (Faith) ⁶	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Ravagons</i> , page 43
Scholar (Master Criminal) ⁷	N	N	Y ³	N	N	N	N	N	N	N	N	<i>The Nile Empire</i> , pages 65-66
Space Vehicles	Y	N	Y	N	Y	Y	N	Y	Y	N	N	<i>Torg Rulebook</i> , page 55
Tracking	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 55
Trick	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 56
Water Vehicles	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	<i>Torg Rulebook</i> , page 56
<i>(Mind)</i>												
Apportation Magic	Y	N	Y	Y	Y	N	Y	N	Y	Y	N	<i>Torg Rulebook</i> , page 56
Artist	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 56

Skill	Available in Cosm? ¹											Skill Description
	CE	LL	NE	AY	CP	NT	OR	SS	TH	LB	TZ	
Business	Y	N	N	N	N	Y	N	Y	N	N	N	<i>Nippon Tech</i> , page 84
Conjuration Magic	Y	N	Y	Y	Y	N	Y	N	Y	Y	N	<i>Torg Rulebook</i> , page 56
Cybertech	N	N	N	N	Y	N	N	Y	Y	N	N	<i>The Cyberpapacy</i> , page 721 and <i>Tharkold</i> , pages 41-42
Engineering	N	N		Y ³	N	N	N	N	N	Y ³	N	<i>The Nile Empire</i> , page 66
Hypnotism	Y	N		Y	N	Y	Y	Y	N	N	N	<i>The Nile Empire</i> , pages 66-67
Medicine	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 56
Meditation	Y	N	N	N	N	Y	Y	Y	Y	N	N	<i>Torg Worldbook</i> , page 541 and <i>Nippon Tech</i> , page 84
Mindsense	N	N	N	N	N	N	N	Y	N	N	N	<i>Space Gods</i> , page 54
Occult	N	N	N	N	N	N	Y ³	N	N	N	N	<i>Orrorsh</i> , page 69
Psionic Resistance	N	N	N	N	N	N	N	Y	N	N	N	<i>Space Gods</i> , page 54
Psychology	Y	N	Y	N	Y	Y	N	Y	Y	N	N	<i>The Cyberpapacy</i> , page 731 and <i>Tharkold</i> , pages 42-43
Science	Y	N	Y	Y	Y	Y	Y	Y	Y	N	Y	<i>Torg Rulebook</i> , page 56-57
Science (Biotech)	N	N	N	N	N	N	N	Y	N	N	N	<i>Space Gods</i> , page 54
Science (Computers)	Y	N	N	N	Y	Y	N	Y	Y	N	N	<i>The Cyberpapacy</i> , page 73, and <i>Tharkold</i> , pages 43-44
Science (Demolitions)	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	<i>The Storm Knights' Guide</i> , pages 65-66
Streetwise ⁸	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	<i>The Cyberpapacy</i> , page 73
Survival	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 571 and <i>The Living Land</i> , page 68
Test of Wills	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 57
True Sight	N	N	N	N	N	N	Y ³	N	N	N	N	<i>Orrorsh</i> , pages 72-73
Weird Science	N	N	Y ³	N	N	N	N	N	N	N	N	<i>The Nile Empire</i> , page 67
Willpower	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 57
PRESENCE SKILLS (<i>Charisma</i>)												
Charm	Y	Y	Y	Y	Y	Y	Y	Y	N	Y	N	<i>Torg Rulebook</i> , page 57
Persuasion	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	<i>Torg Rulebook</i> , page 57
Taunt	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	<i>Torg Rulebook</i> , page 57
Training	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Tokyo Citybook</i> , page 94
(<i>Spirit</i>)												
Corruption (Aysle)	N	N	N	Y ³	N	N	N	N	N	N	N	<i>Aysle</i> , pages 51-54
Cyberpsyche ⁹	N	N	N	N	N	N	N	N	Y ⁹	N	N	<i>Tharkold</i> , page 138
Faith	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	<i>Torg Rulebook</i> , page 58
Faith (Irishantism)	N	N	N	N	N	N	N	N	N	N	Y ³	<i>Ravagons</i> , pages 43-44
Focus ¹⁰	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 58
Frenzy	N	N	N	N	N	N	N	Y ³	N	N	N	<i>Space Gods</i> , pages 54-55
Honor	N	N	N	Y ³	N	N	N	N	N	N	N	<i>Aysle</i> , pages 50-54
Intimidation	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 58
Occultech	N	N	N	N	N	N	N	N	Y	N	N	<i>Tharkold</i> , pages 44-45
Pain Weapon	N	N	N	N	N	N	N	N	Y	N	N	<i>Tharkold</i> , page 45
Possibility Rip	N	N	N	N	N	N	N	N	N	N	Y ³	<i>Ravagons</i> , page 44
Possibility Sense	N	N	N	N	N	N	N	N	N	N	Y ³	<i>Ravagons</i> , pages 44-45
Reality	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 58
Shapeshifting	N	N	N	N	N	N	Y ³	N	N	N	N	<i>Torg Worldbook</i> , page 18, and <i>Orrorsh</i> , pages 69-70
Spirit Medium	N	N	N	N	N	N	Y ³	N	N	N	N	<i>Orrorsh</i> , pages 70-71
Swami	Y	N	N	N	N	N	Y	N	N	N	N	<i>Orrorsh</i> , pages 71-72
True Sight	N	N	N	N	N	N	Y ³	N	N	N	N	<i>Orrorsh</i> , pages 72-73
UltraCAD Operation	N	N	N	N	N	N	N	N	Y	N	N	<i>Tharkold</i> , page 45

¹ CE: Core Earth; LL: Living Land; NE: Nile Empire; AY: Aysle; CP: Cyberpapacy; NT: Nippon Tech; OR: Orrorsh; SS: Star Sphere; TH: Tharkold; LB: Land Below; TZ: Tz'Ravok.

² The *flight* skill can only be used by characters capable of self-powered flight, or those with equipment which provides them with personal *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*.

³ 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.

⁴ The *Egyptian religion* skill cannot be used unskilled to perform

religious astronomy.

⁵ The *mathematics* skill cannot be used unskilled to perform spell casting and magical astronomy.

⁶ Must be of a faith available in the cosm.

⁷ This skill is only available to characters of Evil inclination.

⁸ The *streetwise* skill may be used unskilled to procure food and water

⁹ The *cyberpsyche* skill is only available to cyborgs.

¹⁰ 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 (see p. 27 of *The Storm Knights' Guide to the Possibility Wars*). A character with *focus* must have at least one add in *faith* as well.