

# THE STORM HAS A NAME...



**T**he near now... Later today, early tomorrow, sometime next week, the world began to end. They came from other cosms - other realities - raiders joined together to steal the Earth's living energy... to consume its possibilities. The Possibility Raiders brought with them their own realities, turning portions of our planet into *someplace else*.

## Character Creation:

Welcome to the world of Torg. Character creation for Torg is a simple process. Follow these few easy steps and you'll be well on your way.

Characters in Torg start as a 'normal' denizens of the realm they are from and are then 'transformed' into Storm Knights - warriors that fight the Possibility Raiders. They may start as a corporate salesman from Core Earth, or a Working Mage from Aysle. When they face the High Lords or their minion is when they get to show their true mettle.

Take a moment to go over the available Character Templates, these can be fleshed out a full fledged characters or just used to give you some ideas. Find a few that you like and talk to the DM. Once you've decided on one, just follow the steps below to complete your character.

## Step 1: Choose a home realm.

The first step in character creation is deciding which realm or cosm your character comes from. This decision will have a major impact on character creation and development. The realm or cosm you choose will determine what starting skills, abilities and equipment will be available to your character. This choice is as important as race is in D&D games, and in some regards will have a greater impact on your character.

At the beginning of the game your choices for realm or cosm are as follows: Core Earth, Aysle, the Living Land, the New Empire of the Nile, CyberFrance or Orrosh. Below is a description of each:

### Core Earth:

Core Earth is the area of Earth that has not been claimed or invaded by any of the High Lords (rulers of the other cosms). As the High Lords expand their realms Core Earth seems to be getting smaller by the day. Storm Knights (as the PCs are often called) from Core Earth generally fight the High Lords in hopes of reclaiming their world from the Possibility Raiders.

This is the Earth as we know it (for the most part). The character types available here range from Beat Cop to Politician.

### Aysle:

Aysle is very similar to your typical D&D realm. It is a world of magic and dragons. Of light and darkness. Character types will be very much like your typical D&D types, ranging from Elvin Mages to Dwarven fighters.

#### Why to Bring a Knife to a Gun Fight.

You know the old adage admonishing against bringing knives, swords or hammers to gunfights. There's a reason following that advise might actually get you killed.

Torg is a game of multiple realities. Not only are there alternate Earths, like on Fringe, where Walter is a little bit meaner and Olivia is a little bit hotter, but people and technology are pretty much the same, but entirely new modes of existence. There are worlds where magic has replaced technology as the primary means of civilization's advancement; worlds where miracles of the heavens are literally made manifest; even worlds where mankind never existed.

Why, you ask, would I not want to have my character just come from the place with the most technology (or the best magic); the place with the biggest guns? Or at the very least simply carry the biggest guns that I possibly can?

For the most part, you probably should; there's nothing wrong with overkill. But there may be a time when you cross over into a reality where your guns (or magic or whatever) simply does not work.

When that happens, you better hope you brought along that knife.

worlds of Marvel or DC superheroes meet James Bond's Q – except with a much bigger budget. Character's here include Indiana Jones type archeologists to dime novel super heroes. Anything that would have been available to WWII earth is possible here.

#### CyberFrance:

This is the world of cyberpunk gone terribly wrong, where the Inquisition rules with an iron fist and the Catholic Church sees cyberware as the body of Christ. Those who fight the church see cyberware as a necessary evil and their only means to bring down the False Pope, Jean Malraux I. Cyberdeckers hack the GodNet to obtain almost any bit of information imaginable, but not without grave risk.

Characters here run the gamut from cyberleggers, who sell bootleg cyberware to those with enough cash to cyberpriests who do the CyberPope's bidding, using the blessing of the latest technology and cyberware to chemically enhanced soldiers.

#### The Living Land:

This is a primitive but spiritual realm. Think of the Lost World, where intelligent lizard-men walk the land. Character types here include the Edeinos (lizard folk) and Humans gone native. The faithful of the realm follow Lanala, a goddess who lives by experiencing the sensations of her followers, who grants power to her most faithful.

#### The Nile Empire:

The Nile Empire is the land of the new Pharaoh Mobius. It is very much like the Earth as we knew it at about the time of World War Two, except that the Pharaoh's Egypt is the superpower of the land, and the myths and legends of the pyramid kingdom are made manifest thru the use of Egyptian mathematics and religion.

It is also a world of Weird Science and pulp superheroes. Much like the

#### Orrosh:

Orrosh is similar to Ravenloft, with a bit more technology. It is the world of Victorian Cthulu, where Lovecraftian horrors are made manifest on the Earth.

Character types can be anything from 'tamed' werewolves to werewolf hunters or even minor Victorian Nobles.

#### Other things to consider:

A couple of more questions need to be answered before you finalize your characters home realm. Has your character been 'transformed?' Was she at one time a denizen of another realm and became something else when the possibility wars hit? Or has your character always been from the reality that you chose? Bring these points up to your DM for discussion.

Once you have made your choices, record this information on your character sheet. You'll also want to record your realm's axiom levels as well as any of your realm's world laws.

#### Step 2: Assign your stats:

All new characters are created using a 23 point build. Scores start at 7 and each point above that cost a certain number of points as follows:

Score:	7	8	9	10	11	12	13
Cost:	0	1	2	4	6	9	14

Thirteen is the human maximum in Torg. Remember, Torg uses a different scale than D&D and other games. In Torg 8 is about human average, and 10 to 11 is very good to exceptional.

If you don't use all your points, that's ok, but you get no bonus for not doing so.

There are seven stats to consider in Torg. These are Strength, Dexterity, Toughness, Mind, Perception, Charisma and Spirit. When assigning stats, keep in mind that the importance of each stat is more balanced than in many other game systems. Explanations of each are as follows:

#### Strength:

Strength is a measure of physical strength and power, though strength does not include the ability to absorb damage. Weightlifters, wrestlers and barbarians are examples of characters with high strength values.

In certain situations, strength adds to the damage that you do unarmed or with some weapons.

#### Dexterity:

Dexterity is a measure of a character's quickness, agility and reflexes. Martial artists, archers and snipers would all have a high dexterity. Dexterity is important for use of the dodge skill which is important for dodging missile attacks. Maneuver, stealth and unarmed combat are also based on dexterity.

## **Toughness:**

Toughness is a character's durability, similar to Constitution in D&D. A boxer, wrestler or a marathon runner may have a high toughness.

This stat is where you get your "hit points" from. Each point of toughness equals a point of 'shock damage' that you can take.

## **Mind:**

Mind represents a character's force of will and his ability to concentrate. Many professions and character types may have high mind values, especially certain types of mages, as well as doctors and scientists.

Apportation and conjuration magic, as well as science, survival and test are mind based skills.

## **Perception:**

Perception measures two things: how quick a character is mentally, and how easily he notices things. Scientists, professors and some types of mages have a high perception.

Alteration and divination magic is based on the perception attribute. As is tracking and the trick (aka bluff) skill.

## **Charisma:**

Charisma measures the force of a character's personality: how likeable she is, and how attractive. A good salesman might have a high charisma.

Charm, persuasion and taunt are the skills that are charisma based.

## **Spirit:**

Spirit represents a character's resolve and resistance to fear, as well as his store of spiritual energy. Each type of character will have one or two attributes that are more important than the rest. For example, dexterity and toughness might be the most important attributes for a beat cop. While the spirit attribute might only be important to priest or religious type character, profession wise, its importance to all characters should not be underestimated.

Faith, focus, intimidation and reality are all based on spirit.

## **Step 3: Pick your skills:**

Unlike D&D and Palladium, Torg is a skill based system. There are no levels in Torg. Characters improve by improving their stats, skills and adding new abilities.

## **Tag Skill:**

A character (and their profession) is defined not by class, but based on your highest skill (known as your 'tag' skill). Your tag skill always starts out at 3 adds, which is the maximum number of adds you can start the game with.

The first step in assigning your skills is to choose your tag skill. If you are a martial artist, unarmed combat would be your tag skill. If you are a pilot then it would be air vehicles. Your tag skill can be what ever you want, however it must be appropriate for your chosen profession.

## **Skill Points:**

Next you get 16 skill points to assign to your other skills. Each add cost a number of points as follows:

Adds :	0	1	2	3
Cost :	0	1	3	5

Three adds is the maximum number of adds you can start with. Please see the DM for the master list of available skills.

## **Step 4: Equipment:**

Depending on your starting realm and character concept you will get up to \$2000.00 in starting equipment.

The equipment available is dependent on the starting realm. Certain special equipment may be available, such as a small propeller plane for a pilot, but these items require a special background event. If your character type might warrant such an item, please talk to the DM.

## **Step 5: Special Abilities:**

Some character types provide special abilities not adequately described by your skills or attributes. These include racial benefits, Nile Empire powers and gizmos, cyberware, spells and miracles. Sometimes they may even include certain background advantages.

## **Special Benefits:**

Characters from certain realms can be of a species other than human. Even some humans from other realms may exceed the normal maximum in some stats, due to the harsh environment that they live in. Please see the handout on your home realm for details.

## **Living Land:**

Edinos may add a +1 to either strength or toughness, in exchange for a minus one to mind, charisma or perception. This bonus may be taken twice, so long as no stat goes over 14 or under 7.

## **Orrosh Shapeshifters:**

Shapeshift can usually only be taken at character creation. It is per the Orrosh sourcebook with the following exceptions:

Reality and Faith skills must match in both forms. All skills while in animal form must be ones that the animal form could conceivably have. The human form must also start with at least one in each animal skill. Shapeshifting need not be your 'tag' skill, but must be purchased separately for both.



## Elves and Dwarves:

Elves and Dwarves come only from Aysle. They are very similar in appearance and come in many of the varieties of Elves and Dwarves of the Forgotten Realms.

## Edinos:

It is obvious that the Edinos evolved from Takta Ker's dinosaurs. They are tall, powerful folk, with scaled hides, clawed hands and feet, and sharp-beaked heads. They have long tails used for balance and attack. They are only found in the land of the Living Land.

## Step 7: Character Background:

This is where you'll want to come up with a brief history for your character. When creating a background there are several things to keep in mind.

Keep your characters home realm or cosm in mind. Choose events that fit the tone and setting of your home realm. Try to make the events interesting and try to tie them together somehow.

The DM will work closely with you on this. And remember, you wont be able to cover everything, so don't try.

## Rules:

### Values and Measures

Torg uses a unique system of "values" and "measures" to translate back and forth between the game and real world. A value is a quantity measured in such a way that can be used in the game (such as a weight value of 11). A measure is a measurement from the real world (such as 160 pounds). Measures and values can be translated back and forth using the Torg Value Chart.

### Attributes and Skills

All characters have the same attributes, but not in the same quantities. All characters have skills, but types of skills vary from character to character. Skills are rated by adds, which is the number you add to your character's base attribute to get the value for that skill. So, a character with a Dex of 10 and a running skill add of 3 would have a running total of 13.

### The Die Roll

Torg is the true d20 system (long before D&D 3.0). The only die used is a d20. You roll the die each time your character tries to use a skill value or attribute value to accomplish a task.

Very high rolls are possible in Torg, they are just extremely difficult. Whenever a player rolls a 10, he may roll the die again, adding the new roll to the 10 he just rolled. The player may keep rolling until he rolls something other than a 10. The sum of all his rolls is his final die roll.

## Generating a Total

Compare the final die roll to the Bonus Chart printed at the bottom of your character sheet. Beneath each range of final die rolls is a corresponding bonus number. The sum of your skill value and the bonus number is called the Action Total.

Some actions require two totals. The first to determine if you succeeded at the action. The second to tell how well you did. You get the second total by adding the same bonus to a different value after your action succeeds. The second total is called an effect total.

## Beating a Difficulty Number

Some actions are harder than others. Whenever the GM calls for an action total, he also sets a difficulty number for the deed. Your character succeeds if your action total is equal to or greater than the difficulty number. How much you beat the DN with your roll is equal to the number of result points you have for that action.

## Combat and Damage

A combat round represents 10 seconds of "game time." The order of actions is determined by the initiative skill. Those who generate a higher total go first.

When a character is hit in combat, a second total (the effect total) determines damage. The attacker's damage value is his strength, possibly modified by a melee or missile weapon value. Their DN is the target's toughness attribute (or armor value). The more the DN is exceeded, the more the target is damaged.

## Limited Activities, Speed and Power

Real Human beings are only capable of so much. The rub comes with heroes who are human or close to human. Players want their characters to be heroic, but at the same time they want to world to make sense and feel real. This is a tall order and requires a bit of complication. If you directly translate attribute values into weight or speed you quickly run into problems with normal humans who can perform ridiculously powerful feats.

To resolve this we apply limits. Each type of physical activity, such as running or lifting has a limit value. The limit value represents the normal human maximum for that type of activity. The Normal human limits are listed below:

Activity	Stat	Limit Value
Running	Dex	10
Swimming	Dex	6
Jumping	Dex	3
Climbing	Str	2
Lifting	Str	9

What these numbers mean is that under normal circumstances, the fastest anyone will be able to run (under normal circumstance) would be a limit value of 10 (which

translates to about 10 meters per second using to Torg Value Chart). This means that even if someone had a dexterity of 11 or generated a total higher than 10, that normally, they could not exceed 10 meters per second.

## Pushing

It is possible to exceed normal human limits under special circumstances. To exceed a limit is an action, called a push. A push action normally has a DN of 8. The acting value is the Strength or Dexterity of the acting character. Consult the push table for that number of result points. This will give you a value by which you can exceed your attribute value or the limit value (whichever is lower).

There is a drawback to pushing, however. You may be subject to fatigue. The higher you push your limits, the more fatigue you will take (in the form of shock damage). If you generate a high push total, you can always choose to use a lesser one to take less shock.

## Appendix A: World Laws and Axioms

### Aysle

**The Law of Observation.** Anything which can be perceived is real. *Aysle, pages 48-49*

**The Law of Magic.** Ayslish characters born with one magic skill and one arcane knowledge. *Aysle, page 49*

**The Law of Honor.** Good and honor reflected in the appearance; allows *honor* skill. *Aysle, pages 49-50*

**The Law of Corruption.** Evil and corruption reflected in the appearance; allows *corruption* skill. *Aysle, page 50*

### Core Earth

**The Law of Prodigy.** Starting character can buy prodigy package (start with +6 in tag skill) for three possibilities. *The Delphi Council Worldbook, Vol. I, page 9*

**The Law of Hope.** Characters not from Core Earth decrease difficulty numbers on the "Transformation Table" by one step. *The Delphi Council Worldbook, Vol. I, pages 9-10*

**The Law of Glory.** +2 to Core Earth character for *persuasion* during planting of story seed. *The Delphi Council Worldbook, Vol. I, page 10*

### CyberFrance

**The Law of the One.** Increase difficulty level for members of other religions when attempting True God miracles. *The Cyberpapacy, 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. *The Cyberpapacy, page 68*

**The Law of Ordeal.** Must prove innocence through a trial by ordeal if accused by priest. *The Cyberpapacy, pages 68-69*

**The Law of Suspicion.** +3 to *willpower* or *Mind* when resisting *charm* or *persuasion* (only +1 if character attempting

has proof of identity); +3 to *taunt* or *intimidate*. *The Cyberpapacy, page 69*

### Orrosh

**The Power of Fear.** Until Power of Fear is overcome, may not invoke reality storm or play. *Orrosh, pages 60-66* to critical moment; Perseverance.

**The Power of Corruption.** Wicked acts lead to Corruption. *Orrosh, pages 57-59*

### Living Land

**The Deep Mist.** Visibility is reduced; easy to become lost. *The Living Land, pages 65-66*

**Lanala's Love of Life.** Dead things decay rapidly. *The Living Land, page 67*

### Nile Empire

**The Law of Morality.** All characters have an inclination. P-rated Inclination abilities: Detect Inclination, Inclination Seduction; The Price of Evil. Good or evil only; neutral action is one-case contradiction. *The Nile Empire, pages 60-62*

**The Law of Drama.** Adventures move at dramatic, breakneck pace; obstacle piling. *The Nile Empire, pages 62-63*

**The Law of Action.** Can spend **two** possibilities on certain actions and choose either result. *The Nile Empire, page 63*

### Axioms

Cosm	Magic	Social	Spirit	Tech
Aysle	18	18	16	15
Core Earth	7	21	9	23
CyberFrance	10	18	14	26
Orrosh	15	20	17	19
Living Land	0	7	24	7
Nile Empire	12	20	17	21

## Appendix B: Master Skill List

Skill	CE	LL	NE	AY	CP	OR	Skill Description
<b>ADRENALIN SKILLS</b>							
<i>Dexterity based skills</i>							
Acrobatics	Y	Y	Y	Y	Y	Y	<i>Rulebook, page 49</i>
Beast Riding	Y	Y	Y	Y	Y	Y	<i>Rulebook, page 49</i>
Biotech Weapons	N	N	N	N	N	N	<i>Space Gods, page 54</i>
Dodge	Y	Y	Y	Y	Y	Y	<i>Rulebook, page 50</i>
Energy Weapons	N	N	Y	N	Y	N	<i>Rulebook, page 50</i>
Fire Combat	Y	N	Y	Y	Y	Y	<i>Rulebook, page 50</i>
Flight <sup>2</sup>	N	Y	Y	N	Y	N	<i>Rulebook, page 50</i>
HeavyWeapons	Y	N	Y	N	Y	Y	<i>Rulebook, page 50</i>
Lock Picking	Y	N	Y	Y	Y	Y	<i>Rulebook, page 50</i>
Long Jumping	Y	Y	Y	Y	Y	Y	<i>Rulebook, pages 50-51</i>
Maneuver	Y	Y	Y	Y	Y	Y	<i>Rulebook, page 51</i>
Martial Arts	Y <sup>3</sup>	N	N	N	N	N	<i>Worldbook, pages 55-56,</i>
Melee Weapons	Y	Y	Y	Y	Y	Y	<i>Rulebook, page 51</i>
MissileWeapons	Y	Y	Y	Y	Y	Y	<i>Rulebook, page 51</i>
Prestidigitation	Y	Y	Y	Y	Y	Y	<i>Rulebook, page 51</i>
Running	Y	Y	Y	Y	Y	Y	<i>Rulebook, page 51</i>
Stealth	Y	Y	Y	Y	Y	Y	<i>Rulebook, pages 51-52</i>
Swimming	Y	Y	Y	Y	Y	Y	<i>Rulebook, page 52</i>
Unarmed Combat	Y	Y	Y	Y	Y	Y	<i>Rulebook, page 52</i>
<i>Strength based skills</i>							
Climbing	Y	Y	Y	Y	Y	Y	<i>Rulebook, pages 52-53</i>
Lifting	Y	Y	Y	Y	Y	Y	<i>Rulebook, page 53</i>
<b>WILLPOWER SKILLS</b>							
<i>Perception based skills</i>							
Air Vehicles	Y	N	Y	N	Y	Y	<i>Rulebook, page 53</i>
Alteration Magic	Y	N	Y	Y	Y	Y	<i>Rulebook, page 53</i>
Cyberdeck Operation	N	N	N	N	Y	N	<i>The Cyberpapacy, page 71, and</i>
Camouflage	Y	Y	Y	Y	Y	Y	<i>The Storm Knights' Guide, page 66</i>
Direction Sense	N	Y	N	N	N	N	<i>The Living Land, pages 66-67</i>
Disguise	Y	N	Y	Y	Y	Y	<i>Worldbook, page 54, Cyberpapacy, page 71</i>
Divination Magic	Y	N	Y	Y	Y	Y	<i>Rulebook, page 53</i>
Egyptian Religion <sup>4</sup>	N	N	Y	N	N	N	<i>The Nile Empire, page 64</i>
Evidence Analysis	Y	Y	Y	Y	Y	Y	<i>Rulebook, pages 53-54</i>
Find	Y	Y	Y	Y	Y	Y	<i>Rulebook, page 54</i>
First Aid	Y	Y	Y	Y	Y	Y	<i>Rulebook, page 54</i>
Forgery	Y	N	Y	Y	Y	Y	<i>The Cyberpapacy, page 71</i>
Heiroglyphics	Y	N	Y	N	N	N	<i>The Nile Empire, page 65</i>
Land Vehicles	Y	N	Y	Y	Y	Y	<i>Rulebook, page 55</i>
Language	Y	Y	Y	Y	Y	Y	<i>Rulebook, page 55</i>
Mathematics <sup>5</sup>	N	N	Y <sup>3</sup>	N	N	N	<i>The Nile Empire, page 65</i>
Psionic Manipulation	N	N	N	N	N	N	<i>Space Gods, page 54</i>
Research	N	N	N	N	N	Y <sup>3</sup>	<i>Orrorsh, pages 68-69</i>
Scholar	Y	Y	Y	Y	Y	Y	<i>Rulebook, page 55</i>
Scholar (Computer Science)	Y	N	N	N	Y	N	<i>The Cyberpapacy, pages 71-72</i>
Scholar (Master Criminal) <sup>7</sup>	N	N	Y <sup>3</sup>	N	N	N	<i>The Nile Empire, pages 65-66</i>
Space Vehicles	Y	N	Y	N	Y	N	<i>Rulebook, page 55</i>

Skill	CE	LL	NE	AY	CP	OR	Skill Description
Tracking	Y	Y	Y	Y	Y	Y	Rulebook, page 55
Trick	Y	Y	Y	Y	Y	Y	Rulebook, page 56
Water Vehicles	Y	N	Y	Y	Y	Y	Rulebook, page 56
<b>Mind based skills</b>							
Apportation Magic	Y	N	Y	Y	Y	Y	Rulebook, page 56
Artist	Y	Y	Y	Y	Y	Y	Rulebook, page 56
Conjuration Magic	Y	N	Y	Y	Y	Y	Rulebook, page 56
Cybertech	N	N	N	N	Y	N	The Cyberpapacy, page 721 and
Engineering	N	N	Y <sup>3</sup>	N	N	N	The Nile Empire, page 66
Hypnotism	Y	N	Y	N	Y	Y	The Nile Empire, pages 66-67
Medicine	Y	Y	Y	Y	Y	Y	Rulebook, page 56
Meditation	Y	N	N	N	N	Y	Worldbook, page 541 and
Occult	N	N	N	N	N	Y <sup>3</sup>	Orrorsh, page 69
Psychology	Y	N	Y	N	Y	N	The Cyberpapacy, page 731 and
Science	Y	N	Y	Y	Y	Y	Rulebook, page 56-57
Science (Biotech)	N	N	N	N	N	N	Space Gods, page 54
Science (Computers)	Y	N	N	N	Y	N	The Cyberpapacy, page 73, and
Science (Demolitions)	Y	N	Y	Y	Y	Y	The Storm Knights' Guide, pages 65-66
Streetwise <sup>8</sup>	Y	N	Y	Y	Y	Y	The Cyberpapacy, page 73
Survival	Y	Y	Y	Y	Y	Y	Rulebook, page 571 and Living Land, page 68
Test of Wills	Y	Y	Y	Y	Y	Y	Rulebook, page 57
True Sight	N	N	N	N	N	Y <sup>3</sup>	Orrorsh, pages 72-73
Weird Science	N	N	Y <sup>3</sup>	N	N	N	The Nile Empire, page 67
Willpower	Y	Y	Y	Y	Y	Y	Rulebook, page 57
<b>PRESENCE SKILLS</b>							
<b>Charisma Based Skills</b>							
Charm	Y	Y	Y	Y	Y	Y	Rulebook, page 57
Persuasion	Y	Y	Y	Y	Y	Y	Rulebook, page 57
Taunt	Y	Y	Y	Y	Y	Y	Rulebook, page 57
<b>Spirit Based Skills</b>							
Corruption (Aysle)	N	N	N	Y <sup>3</sup>	N	N	Aysle, pages 51-54
Cyberpsyche <sup>9</sup>	N	N	N	N	N	N	Tharkold, page 138
Faith	Y	Y	Y	Y	Y	Y	Rulebook, page 58
Focus <sup>10</sup>	Y	Y	Y	Y	Y	Y	Rulebook, page 58
Honor	N	N	N	Y <sup>3</sup>	N	N	Aysle, pages 50-54
Intimidation	Y	Y	Y	Y	Y	Y	Rulebook, page 58
Reality	Y	Y	Y	Y	Y	Y	Rulebook, page 58
Shapeshifting	N	N	N	N	N	Y <sup>3</sup>	Worldbook, page 18, and Orrorsh, pages 69-70
Spirit Medium	N	N	N	N	N	Y <sup>3</sup>	Orrorsh, pages 70-71
Swami	Y	N	N	N	N	Y	Orrorsh, pages 71-72
True Sight	N	N	N	N	N	Y <sup>3</sup>	Orrorsh, pages 72-73

<sup>2</sup> 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*.

<sup>3</sup> 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.

<sup>4</sup> The *Egyptian religion* skill cannot be used unskilled to perform *religious astronomy*.

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

<sup>6</sup> Must be of a faith available in the cosm.

<sup>7</sup> This skill is only available to characters of Evil inclination.

<sup>8</sup> The *streetwise* skill may be used unskilled to procure food and water.

<sup>9</sup> The *cyberpsyche* skill is only available to cyborgs.

<sup>10</sup> 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.