

# Torg: The Fate of Reality

(a one-sheet manual to use the rules of Fate in the setting of Torg: Eternity)

## Realities

- Each Cosm has its own Character Sheet.
- **World Laws**, **Axioms** and **Cosm Cards** are translated into **Cosm Aspects**.
- In each Cosm, both the Invasion and the Resistance have their own **Stress Track** and **Consequences** to represent the ongoing war.

## Characters

- **Fate Points** are renamed **Possibilities**. As per standard Fate, the GM may hold **Possibilities** even for **Ords**, traps, etc. This represents the **Possibilities** of the environment itself, rather than the specific characters.
- **Reality-rated** character get the following Extra:

*"Since you are **Reality-rated**, you always survive transformations inflicted upon you by Reality changes and **Disconnections**. You also feel when someone is using **Possibilities** around you. You may pick **Reality stunts**. To resist Reality changes, you can roll either **Will** or **Physique** (your choice) / **Forceful** to defend."*

## Objects & skills

- Most objects or skills do not need **Axioms**. If one does, it is converted into an **Aspect**. For instance, a mortar gun built specifically to work with low technology could have **This is just a potato gun. I'm sure they had some in the middle ages, right?** or **My Kung-Fu Style was given to me by the Great Dragon**.

## Disconnection

- A character may be **Disconnected** as a **Minor Consequence**, for instance during a Reality Storm.
- Whenever it makes sense in fiction, the GM may offer a **Compel** to similarly **Disconnect** a character. For instance, whenever said

character has just **Succeeded with Style** an action that makes no sense in the local Reality.

- A **Disconnected** character may not use any **Reality Stunt**, nor any tool or skill that makes no sense in the local Reality.
- Whenever a **Disconnected** character runs out of **Possibilities**, they transform to match the local reality. An **Ord** may only transform once without dying, unless they were recently inspired by the **Stunt Inspire Possibilities**. A character who transforms without dying keeps whichever **Skills**, **Stunts** and **Aspects** make sense.
- A **Reality-rated** character **Reconnects** at the end of a **Scene**. An **Ord** further needs to be in their own Reality to **Reconnect**.

## Example Reality Stunts

- **I can cause Reality Storms**: once per scene, for the price of one Possibility, I can trap myself and any number of targets who are in the same or adjacent **Zones** in a **Reality Storm**. In this Storm, any **Reality-rated** character can use **Will/Physique/Forceful** to cause the Storm to attack everybody else, **Will/Physique/Forceful** to defend. Every non-Reality-related action is a **Contradiction**. The GM may happily **Compel** the character to lose control of the Reality Storm.
- **My Reality is Strong**: once per scene, for the price of one Possibility, I can deflect one attack and make it damage the environment instead of me.
- I can **Negate Possibilities**, whenever I feel someone using a Possibility, I can spend one Possibility to negate the effect.
- I can **Inspire Possibilities**: whenever there are witnesses to a **Success with Style** made by me or an ally, I can spend one Possibility to make sure that rumor of this feat will spread across the region, inspiring **Ords** for one month. While inspired, **Ords** may transform without dying.

## Core Earth

There's no such thing as a lost cause.  
Magic is coming back.

## Pan Pacifica

Trust no one.  
Nothing can stop vengeance.  
Never give up.  
We're at the peak of technology.

## Cyberpapacy

I am the Divine Reality. I am the Path, the Truth  
and Life. Believe in Me, bring them to Me.  
Reality and Virtuality are one.  
Magic is another name for Satan.

## Aysle

Magic is everywhere.  
Everything is either Light or Darkness.  
Door, Monster, Treasure.

## Nile Empire

Light, Cameras, Action!  
Twists and Cliffhangers!  
Heroism always pays!  
We live in the dreams of the 1930s.

## Orrorsh

Corruption stems from inside you.  
In the end, what kills you is Fear.  
Hope wins sometimes, kills always.  
Occultism and alchemy work, for a price.  
We're back in the 19th century.

## Terre Vivante

Life is Supreme.  
Only the most savage survives.  
This is a land of wonders.  
The height of technology is the spear.  
Society is the rule of the strongest.

## Tharkold

There's the Dominant and the Dominated.  
Ferocity is always right.  
Your pain is my strength.  
Cyber + Demons.