

# Torg: The Fate of Eternity

(a one-sheet guide to roleplaying Torg: Eternity using the rules of Fate)

## 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 me into losing control of the Reality Storm.*
- *My Reality is Strong: once per scene, for 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 rumour of this feat will spread across the region, inspiring Ords for one month. While inspired, Ords may transform without dying.*

## Drama Deck (optional)

- During a **Conflict**, draw one **Drama Card** per round. The order V(illains)/H(eroes) determines in which order characters act. Text after V/H is a temporary **Aspect** with one

**Free Invocation.** Succeeding at the **Approved Action** (in the bottom) grants you one immediate **Possibility**.

- When setting up a **Challenge**, describe four phases ABCD and countdown number of rounds. Draw one **Drama Card** per round. The ABCD track determines which actions are possible right now. Narrate why.
- Each player draws one **Cosm Card** when entering a Cosm or when a new Act of the

story begins. Ignore any reference to rule in the text. This card is an **Aspect** that only the player may **Invoke**/self-**Compel**. Discard the card after one use.

- Ignore the **Destiny Deck** (for now).

## Core Earth

A realm of heroes.  
There's no such thing as a lost cause.  
Magic is coming back.

## Pan Pacifica

Trust no one.  
Nothing can stop vengeance.  
We do not give up.  
We're the peak of technology.

## Cyberpapacy

Everyday one step closer to Divine Reality.  
I am the Path, the Truth and Life. Believe in Me,  
trust in Me, bring them to Me.  
Magic is but another name for Satan.  
Social perfection minus freedom.

## Aysle

Magic is everywhere.  
Everything is either Light or Darkness.  
Hack, slash, loot!

## Nile Empire

There must be a nefarious villain behind this!  
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.

## Living Land

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