

TORG

ETERNITY



Mission Generator

Mike McCall



**INFINIVERSE
EXCHANGE.**

TORG

ETERNITY

TORG ETERNITY DESIGN TEAM

Writing and Design: Shane Lacy Hensley, Darrell Hayhurst, Markus Plötz, Dean Gilbert, Ross Watson

Contributors: Greg Gorden, Jim Ogle, Steve Kenson, Ed Stark, George Strayton, Henry Lopez, Aaron Pavao, Angus Abranson, Steven Marsh, Patrick Kapera, Bill Keyes, John Terra, James Knevitt, Jonathan Thompson, Andy Vetromile, Joseph Wolf

Art Director: Aaron Acevedo

Graphic Design: Aaron Acevedo, Jason Engle

YOUR PRODUCT TEAM

Writing: Mike McCall

Editing:

Art Direction: Aaron Acevedo,

Graphic Design: Aaron Acevedo, Jason Engle,

Cover: Gunship Revolution

Interior Illustrations: Chris Bivins, Donald Crank, Talon Dunning, Bien Flores, Gunship Revolution, Riley

Playtesters: Janice Bondt, Michael Bondt, Ven Moore, Liza Fletcher, Laura Smart, Paul Smart, Matthew Kimmie.

This product was created under license from Ulisses North America. Torg Eternity, its respective logos, as well as Infiniverse, Storm Knight, Stormer, Aysle, Cyberpapacy, Living Land, Orrorsh, Nile Empire, Takta Ker, Tharkold, Maelstrom Bridge, and their respective logos, are trademarks of Ulisses North America. The title and contents of this book are protected under the copyright laws of the United States of America. No part of this publication may be reproduced, stored in retrieval systems, or transmitted, in any form or by any means, without written consent from Ulisses North America.

This publication includes material that was produced by Ulisses North America and/or other authors and which is protected under applicable copyright laws. Use of such material is granted under the Community Content Agreement for the INFINIVERSE EXCHANGE.

All original content in this work is copyright 2017 by Michael R. McCall and published under the Community Content Agreement for the INFINIVERSE EXCHANGE.



Torg, The Possibility Wars, and all unique characters, concepts, locations, and creatures are trademarks and / or copyrights of Ulisses North America. All rights reserved.

PART ONE

MISSION GENERATOR

Generator

It's game night, and your Storm Knights have just come off a long mission. The players are anxious to dive back in, but the GM needs a little time to assemble another world-hopping, convoluted mission to save the world.

Or maybe your regular plans have been cancelled. The perfect time to show your friends what this crazy "Torg" thing you've been talking about is like. But you don't have a mission.

Fear not! In these pages, you will find a series of tables designed to help you create a one-Act mission on the fly. A few rolls, a little imagination, and you're on the go!

HOW TO USE THE GENERATOR

The generator is divided into two main parts: the Mission Core and the various mission types. The **Mission Core** sets up what the mission is (Mission Type), where it's going to occur, who the opposition is, and what the Twist is (because there's always a Twist!) The mission types (Attack, Protect and Acquire) provide the specific goal for each type.

In order to roll up a mission, roll a d20 for each table in the Mission Core, plus a d6 for the specific Opposition Type.

If you prefer a certain result on the table, or you have a specific idea outside the table's options, run with it! The tables are here to help the GM, not to enslave them.

MISSION CORE

Mission Type: Whether the main goal of the mission is to Attack an enemy, Protect a friendly, or Acquire something (either from a foe, or before the foe can get it!)

Zone Type: The type of zone that the main part of the mission will take place in.

Opposition Strength: Not all foes are created equal. This determines how nasty the opposition is. Some opposition is going to be too tough to take on directly, forcing the heroes to take another approach.

- **Weak** opposition are either understrength (less than 2 per hero) or are notably weaker than an average foe.

- **Standard** opposition are normally 2-3 minions per hero, plus perhaps a single *reality*-rated foe leading them.
- **Strong** opponents may be tougher than regular opponents, or have some unusual advantage (such as several dinosaur-riders in a group of edeinos). Alternately, they might be a large force (4-5 per hero), or a number of Stormers equal to the heroes.
- **Elite** forces are usually both stronger than usual and a larger than normal group (4-5 per hero, with 1 *reality*-rated foe per 2 heroes). Alternately, a group of Stormers equal to the party with 2-3 tough minions per Storm Knight, or a single *reality*-rated foe substantially tougher than the heroes.

Cosm: The cosm where the majority of the action will take place. The adventure might start or end elsewhere, but most of the action happens in this cosm.

Opposition Type: Every cosm has more than one threat. The Opposition Type gives you the specific foes you're dealing with.

- **Core Earth:** Most foes in Core Earth are invaders from another cosm, but some of them are *Renegade* Core Earthers out for profit, power or revenge.
- **Aysle:** Uthorion's forces can be found among the lurks and wights of the *Underground*, Viking or giant *Raiders*, or the minions of the gods of *Darkness*.
- **Cyperpapacy:** Malraux deploys both the forces of the *Church Police* and the holographic angels of the *GodNet*, but sometimes it is the *Demons* that witches bargain with that cause the trouble.
- **Living Land:** The forces of *Baruk Kaah* are the only one threat. Even without direction, the strange *Beasts* of the Living Land are dangerous, and sometimes so are the refugees of *Lost Worlds*.
- **Nile Empire:** The *Imperial Forces* of Pharaoh Mobius are always hunting Storm Knights, but Mobius also lets *Criminals* run amuck, and sometimes the tombs have *Guardians*.

- **Orrorsh:** The greatest threat in Orrorsh are the omnipresent *Horrors*, each seeking their own dark fulfillment, but that doesn't mean that the forces of the *Gaunt Man* don't have their own plans. For that matter, sometimes the stiff-necked arrogance of the *Victorians* is the real problem.

- **Pan-Pacifica:** The *Jiangshi* are only the tip of the threats in Pan-Pacifica. *Kanawa* has a master plan, while the other *Corporations* are maneuvering for advantage.

- **Tharkold:** Everyone is trying to be top of a very ugly heap in Tharkold: the *Waster* gangs, the *Tharkoldu* demons and their thralls, and the collaborator *Russian government*.

World Law: The most likely World Law to provide a *Twist* (see below).

Twist: Nothing is ever simple. The Twist is some circumstance that complicates the mission:

- **Time Limit:** The mission must be completed in a set time, generally one that doesn't leave a lot of time to dally.
- **Third Party:** Someone else has gotten involved. Roll on the Cosm and Opposition Type tables to determine who has taken an interest.
- **World Law:** One of the World Laws of the cosm skews what would otherwise be a simple mission. The most likely World Law is listed on the Cosm table, but if you have a better idea, go for it!
- **Misinformation:** The Delphi Council has some remarkable sources of information, but they don't always have an accurate picture. Something in the team's briefing is inaccurate, in ways that could get them into trouble.
- **Personal Stakes:** One or more of the Storm Knights has skin in the game. If it's a good time for an old ally or nemesis to show up, great! Otherwise, ask the players why one of their characters is personally invested in this mission. Reward the player who steps up with a Possibility.

MISSION CORE

d20	Mission Type
1-5	Attack
6-13	Protect
14-20	Acquire

d20	Zone Type
1-5	Pure
6-14	Dominant
15-18	Mixed
19-20	Major Hardpoint

D20	Opposition Strength
1-2	Weak
3-13	Standard
14-18	Strong
19-20	Elite

d20	Cosm	Opposition Type (roll d6)	World Law
1-3	Core Earth	1: Renegade 2-6: roll Cosm again for foes	Hope
4-6	Aysle	1-2: Underground 3-5: Raiders 6: Darkness	Light and Darkness
7-8	Cyberpapacy	1-4: Church Forces 5: GodNet 6: Demons	Suspicion
9-11	Living Land	1-4: Baruk Kaah 5: Beasts 6: Lost World	Life
12-14	Nile Empire	1-2: Criminals 3-6: Imperial Forces 6: Tomb Guardians	Drama
15-16	Orrorsh	1-4: Horrors 5: Gaunt Man 6: Victorians	Eternal Corruption
17-18	Pan-Pacifica	1-2: Jiangshi 3-5: Kanawa 6: Corporate	Intrigue
19-20	Tharkold	1: Wasters 2-5: Tharkoldu forces 6: Russian gov't	Ferocity

d20	Twist
1-5	Time Limit
6-10	Third Party
11-15	World Law affects plot
16-17	Misinformation on Target
18-19	Misinformation on Opposition
20	Personal Stakes

TARGETS

All three mission types use the same list of targets:

- **Information:** Scouting of the heroes' own, secret plans, diagrams, ancient lore.
- **Useful Objects:** Magical artifacts, pulp science gadgets, rare components or reagents, prototype devices.
- **Troops:** A large gathering of forces
- **VIP:** An enemy commander, a master scientist, or anyone else of particular importance (even if only at this moment)
- **Area:** An unfortified location
- **Fortifications:** Some kind of military base.
- **Stela/Hardpoint:** If the heroes are Defending it, it's most likely a natural hardpoint. The bad guys could have either a stela or a talisman involved.

ATTACK GOALS

Eliminate Target: The Target is dangerous and needs to be destroyed or otherwise neutralized.

Disrupt Operations: The Target is part of an enemy operation, and needs to be kept from participating in order to disrupt the High Lords' plans.

Distraction: Another Council operation is going on, and the Target could interfere with it. Keep the Target occupied until the other operation is in the clear.

PROTECT GOALS

Preserve Target: The Target is important in and of itself. Keep it safe in the face of the Opposition.

Evacuate/Remove Target: Either the Target needs to be moved to a safe location, or the population of the Target need to be moved to safety.

Delaying Action: You need to hold off the Opposition or keep them occupied until either reinforcements arrive, or another team can deal with their threat in some other fashion.

ATTACK

d20	Target
1-4	Useful Object
5-7	Major Artifact
8-12	Troops
13-15	VIP
16-19	Fortifications
20	Stela/Hardpoint

d20	Goal
1-8	Eliminate target
9-17	Disrupt operations
18-20	Distraction

PROTECT

d20	Target
1-2	Useful Object or Information
3-5	Eternity Shard
6-7	VIP
8-10	Area
11-14	Fortifications
15-20	Stela/Hardpoint

d20	Goal
1-9	Preserve target
10-17	Evacuate/remove target
18-20	Delaying action

ACQUIRE

d20	Target
1-2	Information
3-5	Useful Object
6-10	Eternity Shard
11-13	Friendly VIP
14-16	Opposition VIP
17	Fortifications
18-20	Stela/Hardpoint

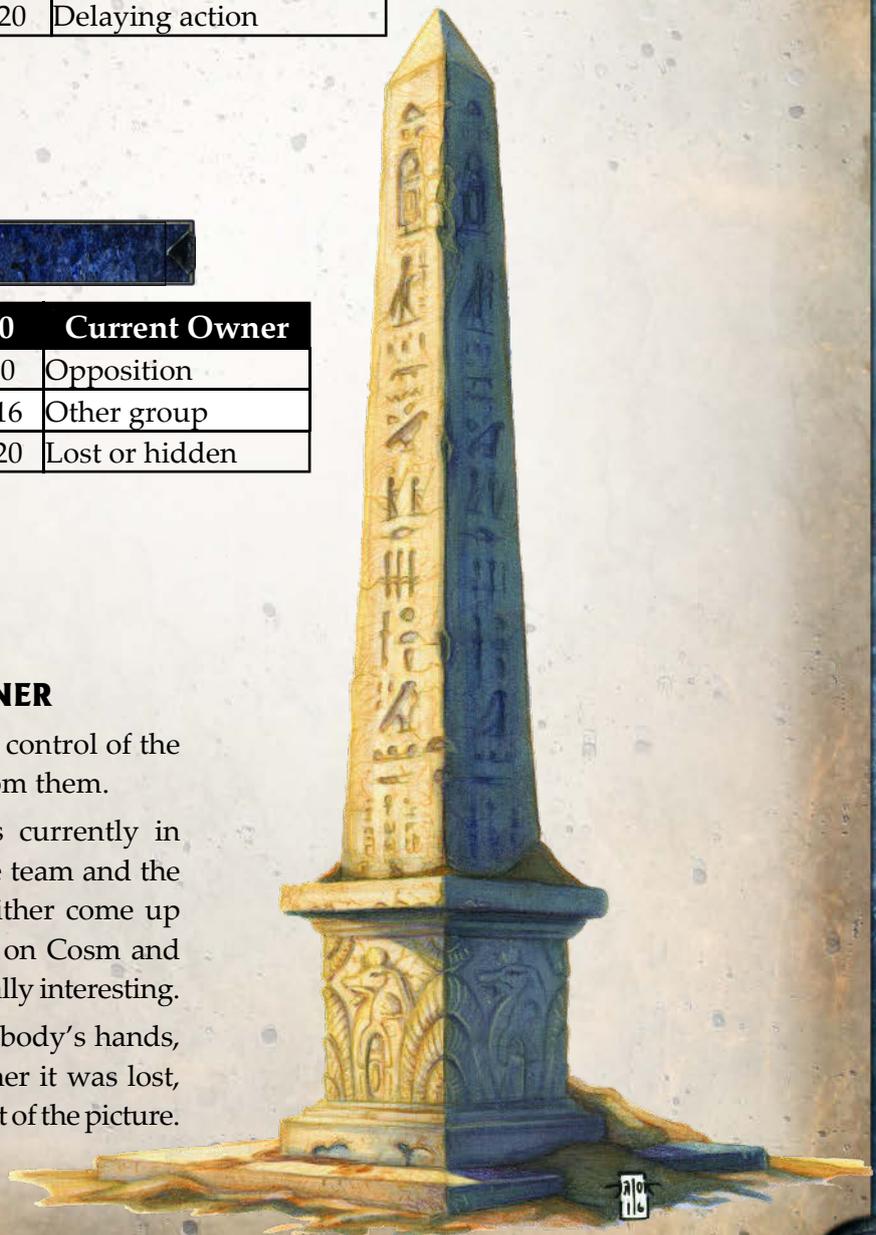
d20	Current Owner
1-10	Opposition
11-16	Other group
17-20	Lost or hidden

ACQUIRE - CURRENT OWNER

Opposition: The Opposition has control of the Target, and you need to take it from them.

Other Group: A third party is currently in control of the Target, and both the team and the Opposition are trying to get it. Either come up with a neutral third party, or roll on Cosm and Opposition Type to make things really interesting.

Lost/Hidden: The Target is in nobody's hands, and everyone's looking for it. Either it was lost, or someone hid it and the hider is out of the picture.



PART TWO FOE GENERATORS

Nothing makes an exciting adventure like exciting opposition. And *Torg* certainly has a variety of strange and crazy foes to deal with. But a truly *great* opponent is unique, just like the Storm Knights facing them. And it can be taxing on a GM to come up with an interesting enemy every adventure, let alone four or five foes for a team of heroes to face.

Fear not! In the following tables, you'll find the recipe for unique and interesting foes. Not just combinations of special abilities, but notes on personality, too! Enough information to spark a compelling character for your heroes to deal with. And the best thing? It only took you a few minutes, so if they don't like this villain (or disposed of them with a wood chopper), then you can just roll up another one next time!

HOW TO USE THE FOE GENERATORS

Each Foe Generator starts with a Template. The Templates are listed in the Appendix One (p. 14). Each table lists which template to use (or which selection of templates).

Once you have your Template, roll a d20 on each table. The tables will give you either a personality trait, modifications to the template's stats, or both (Specific notes will appear next to each table). Write down the personality notes in the appropriate area on the top section of the template, and modify the stats appropriately.

Finally, it's your turn as the GM to take the rough sketch that the generator gives you, and bring it to life!





CORE EARTH RENEGADE STORMER GENERATOR



d20	Skillset/Template
1-5	Soldier
6-10	Covert Operative
11-13	Master Thief
14-18	Power Player
19-20	Magical Dabbler <i>or</i> Wild Talent

d20	Primary Drive
1-6	Wealth
7-11	Temporal Power
12-14	Special Abilities
15-18	Vengeance
19-20	To Watch the World Burn

d20	Personality	Modifications
1-4	Heavy	<i>Spirit +2, intimidation +2</i>
5-7	Gloater	<i>Taunt +3, Gloater</i>
8-12	Fanatic	<i>Spirit +3, Mind -1, Intimidation +2, taunt +2</i>
13-16	Mastermind	<i>Mind +2, trick +3</i>
17-20	Sophisticate	<i>Charisma +2, taunt +1, trick +2</i>

PERSONALITIES

- **Heavies** are mean. Not necessarily dumb, they enjoy making people suffer.
- **Gloaters** are in it for the glory. They stage events, and take credit even when they shouldn't.
- **Fanatics** are all about the cause (whatever that cause might be). They have a weakness for "true believers", but they also have a tendency to punish "traitors to The Cause".
- **Masterminds** are all wrapped up in their plans. They think three steps ahead (at least!) and have contingencies for everything.
- **Sophisticates** think of themselves as the best civilization has to offer, and are obsessed with manners.



CYBERPAPACY CYBERPAPAL AGENT GENERATOR



d20	Skillset/Template
1-4	Undercover Agent
5-12	Church Police Investigator
13-20	Cyber-Inquisitor

d20	Primary Drive
1-6	Religious Devotion
7-11	Political Power
12-16	Temporal Rewards
17	Sense of Justice
18-20	Vengeance/Sadism

d20	Personality	Modifications
1-4	Heavy	<i>Intimidation +3</i>
5-7	Gloater	<i>Taunt +3, Gloater</i>
8-12	Fanatic	<i>Spirit +2, Mind -1, Intimidation +2</i>
13-16	Mastermind	<i>Mind +2, trick +3</i>
17-20	Sophisticate	<i>Charisma +2, taunt +1, trick +2</i>



AYSLE

VILLAIN GENERATOR



Roll Template and Race according to the Threat rolled on the Mission Generator

UNDERWORLD

D20	Template
1-5	Warrior
6-9	Warleader
10-12	Assassin
13-14	Wizard
15-20	Monster

D6	Race
1-2	Wight
3-5	Lurk
6	Dwarf

RAIDERS

D20	Template
1-9	Warrior
10-16	Warleader
17-20	Wizard or Priest of Rak

D6	Race
1-4	Viking (Human)
5-6	Giant

DARKNESS

D20	Template	D6	Race
1-3	Warrior	1	Human
4-6	Warleader	2	Elf or Dwarf
7-10	Assassin	3	Lurk
11-14	Wizard	4-6	Wight
15-20	Priest of Corba'al		

PERSONALITIES

d20	Personality	Modifications
1-4	Heavy	<i>Spirit</i> +2, <i>intimidation</i> +2
5-7	Gloater	<i>Taunt</i> +3, Gloater
8-12	Fanatic	<i>Spirit</i> +3, <i>Mind</i> -1, <i>Intimidation</i> +2, <i>taunt</i> +2, Frightening Aspect
13-16	Mastermind	<i>Mind</i> +2, <i>trick</i> +3, Insidious
17-20	Sophisticate	<i>Cha</i> +2, <i>taunt</i> +1, <i>persuasion</i> +2, Smiling Deceiver

d20	Primary Drive
1-3	Wealth
4-8	Temporal Power
9-12	Dark Appetites
13-15	Vengeance
16-20	To Serve Darkness

- **Heavies** are mean. Not necessarily dumb, they enjoy making people suffer.
- **Gloaters** are in it for the glory. They stage events, and take credit even when they shouldn't.
- **Fanatics** are all about the cause. They fawn at the feet of those who represent their cause, and either dismiss or castigate those who have served the cause less well than they.
- **Masterminds** are all wrapped up in their plans. They think three steps ahead (at least!) and have contingencies for everything.
- **Sophisticates** are obsessed with honor and manners, no matter how depraved their actions within their own twisted code.

RACIAL MODIFIERS

Use the following modifiers to give each template a racially-appropriate feel.

DWARF

Str +1, *melee* +1, Darkvision

ELF

Dex +1, *missile* +1, Agile, Magic Vulnerability

GIANT

Str +3, *unarmed* +2, Large, +1 Wound, +2 Shock

LURK

Cha -1, *Mind* -1, *stealth* +2, Shadow Step

WIGHT

Mind +1, *Spirit* +1, Frightening Aspect, Undead



LIVING LAND EDEINOS LEADER GENERATOR



D20	Template	D20	Personality	Modifiers
1-7	Edeinos Warrior	1-7	Aggressive	<i>Intimidate</i> +2, <i>unarmed</i> +2, Death Claw Perk
8-15	Edeinos Optant	8-13	Charismatic	Gloater & Rally Perk
16-20	Edeinos Gotak	14-18	Cunning	<i>Mind</i> +1, <i>stealth</i> +2, <i>trick</i> +3, Chameleon Skin Perk
		19-20	Sadistic	<i>Trick</i> +2, <i>maneuver</i> +2, Insidious

D20	Additional Perk
1-3	Star Eyes
4-8	Stone Skin
9-13	Whip Tail
14-16	Animal Companion
17-20	Beast Rider

EDEINOS PERSONALITIES

- **Aggressive:** The leader is a front-line fighter, always seeking the thrill of combat against the most dangerous foes.
- **Charismatic:** The leader speaks wisely, and leads through force of personality.
- **Cunning:** The leader has plans, and uses clever tactics.
- **Sadistic:** This leader enjoys the pain of others, and seeks to make their foes suffer before they fall.



LIVING LAND BEAST GENERATOR



D20	Beast Template	d20	Ability	Modifiers
1-4	Tyrannosaur	1-5	Massive	+2 <i>Strength</i> , +1 <i>Wound</i> , +2 <i>Shock</i> , Very Large
5-8	Triceratops	6-7	Poisonous	One attack inflicts <i>Poison</i>
9-11	"Tank"	8-10	Ranged Attack	<i>Missile weapons</i> +2, 10/25/40 range, Str damage
12-15	Raptors	11-14	Armor	+2 <i>Armor</i>
16	Saber-tooth Cat	15-17	Speed	Reduce Multi-Action penalty by 2, +2 <i>dodge</i>
17-19	Lakten	18-20	Grab	On an Outstanding maneuver attack target is immobilized
20	Brontosaur			

SPECIAL ABILITIES

- **Massive:** Much larger than a standard specimen of its type.
- **Poisonous:** One of the beast's attacks is poisoned. The poison *Stymies* the target for the rest of the scene, or until they are treated.



- **Ranged Attack:** Acid spit, projectile spines or some other nasty ranged attack.
- **Armor:** Scales, toughened skin or a carapace.
- **Speed:** The monster is unbelievably fast.
- **Grab:** Tentacles or a talent for grabbing prey in its jaws.



NILE EMPIRE

PULP VILLAIN GENERATOR



Begin with *Pulp Henchman*, *Criminal Mastermind*, or *Battlegroup Commander* Template

d20	Personality	Interaction Skills	Cha	Mind	Spr
1-4	Heavy	<i>Intimidation</i> +3	6	7	9
5-9	Gloater	<i>Taunt</i> +3, <i>Gloater</i>	9	7	7
10-12	Fanatic	<i>Maneuver</i> +2, <i>taunt</i> +2	9	6	8
13-17	Mastermind	<i>Trick</i> +3	7	9	8
18-20	Sophisticate	<i>Taunt</i> +2, <i>trick</i> +1	9	7	7

d20	Primary Drive
1-6	Wealth
7-11	Temporal Power
12-14	Pulp Abilities
15-18	Vengeance
19-20	To Watch the World Burn

d20	Power Source	Limitations
1-6	Innate Abilities	One Major or two Minor
7-9	Mystic Imbuement	Gadget + cannot be activated after a KO
10-14	Pulp Sorcery	Requires both hands + not while another Power active
15-20	Weird Science	Gadget + fails on Mishap

Fighting					
d20	Style	Combat Skills	Dex	Str	Powers & Perks
1-4	Brute	<i>Unarmed</i> +3, <i>melee</i> +2	6	13	Super Strength, Relentless
5-7	Duelist	<i>Melee</i> +3, <i>maneuver</i> +2	10	8	Trademark Weapon, Vengeful
8-9	Acrobat	<i>Melee</i> +2, <i>missile</i> +3, <i>dodge</i> +3	13	7	Super Dexterity, Indomitable
10-11	Gunslinger	<i>Fire/energy</i> +5, <i>maneuver</i> +2, <i>dodge</i> +2	10	7	Super Skill: fire/energy – Favored
12-15	Heavy Gunner	<i>Fire/energy</i> +3, <i>intimidate</i> +2	8	8	Electro-Ray – Small Blast or Rapid Fire
16-17	Archaic Weapon	<i>Missile</i> +3, <i>trick</i> +2	10	8	<i>Missile-weapon</i> “Electro-Ray”, Sniper
18-20	Commander	<i>Persuasion</i> +3, <i>trick</i> +3, <i>intimidate</i> +3	7	7	Rally, Bolster; Minions

d20	Extra Power
1-4	None
5-6	Flight
7-9	Force Field
10-11	Mind Control
12	Super Attribute (physical)
13-14	Super Attribute (mental)
15-17	Super Skill (interaction)
18-20	Super Skill (utility)

PERSONALITIES

- **Heavies** are mean. Not necessarily dumb, they enjoy making people suffer.
- **Gloaters** are in it for the glory. They stage events, and take credit even when they shouldn't.
- **Fanatics** are all about the cause (whatever that cause might be). They have a weakness for “true believers”, but they also have a tendency to punish “traitors to The Cause”.
- **Masterminds** are all wrapped up in their plans. They think three steps ahead (at least!) and have contingencies for everything.
- **Sophisticates** think of themselves as the best civilization

ORRORSH HORROR GENERATOR

d20	Horror Template
1-3	Vampyre
4-6	Beast-Person (<i>see table</i>)
7-8	Shapeshifter
9-10	Evil Spirit
11-13	Ghost
14-15	Ghoul
16-17	Occultist
18	Mad Scientist
19-20	Serial Killer

d20	Beast-Person Template
1-5	Werewolf
6-8	Were-bat
9-13	Naga/Snake-person
14-15	Fish Creature
16-20	Were-tiger/were-cat

d20	Personality	Modifiers
1-3	Savage	<i>Str</i> +2, <i>intimidation</i> +2, <i>unarmed</i> +2
4-8	Aristocrat	<i>Cha</i> +2, <i>taunt</i> +2, <i>trick</i> +1, <i>melee</i> +1
9-12	Tempter	<i>Cha</i> +2, <i>Mind</i> +1, <i>persuasion</i> +3, <i>trick</i> +2
13-17	Skulker	<i>Dex</i> +2, <i>stealth</i> +3, <i>trick</i> +3, <i>tracking</i> +2
18-20	Tortured Soul	<i>Cha</i> -2, <i>Spr</i> -1, <i>intimidation</i> +1

DOWNFALL

d20	Fatal Flaw
1-4	Hubris
5-8	Contempt
9-11	Envy
12-15	Wrath
16-17	Greed
18	Gluttony
19-20	Lust

d20	True Death is related to...
1-5	Victim
6-10	Means of Act
11-14	Location of Act
15-16	Character Obsessions
17-20	Character Lineage

HORROR PERSONALITIES

- **Savage:** Consumed by base instincts, this character is little better than a beast.
- **Aristocrat:** They are well-spoken, well-mannered, and consider themselves above the common rabble.
- **Tempter:** They live to draw others into their web of sin.
- **Skulker:** They prefer to remain hidden, acting from behind the scenes until they strike.
- **Tortured Soul:** They rebel against their monstrous natures and attempt to resist, but Corruption is Inevitable...

As creatures of Corruption, Horrors carry the seeds to their downfalls within them.

Fatal Flaw: Not necessarily the Horror's most dominant personality trait, it is instead the trait that will ultimately lead them to their doom.

True Death: Each Horror has a weakness, the one thing that will destroy them forever. Each is unique to that Horror's story. Roll on this table to see what element of their dark tale the monster's True Death springs from.



DOWNFALLS



PAN-PACIFICA YOKAI GENERATOR



Begin with the *Yokai* Template

d20	Personality	Modifiers
1-6	Berserker	<i>Str +4, Dex -2, unarmed +2, dodge -2, Relentless Perk</i>
7-12	Predator	<i>Dex +2, Str -1, tracking +3, stealth +2, Shadow Step Perk</i>
13-19	Trap-Spinner	<i>stealth +3, trick +5, on Outstanding trick target is immobilized</i>
20	"Genius"	<i>Mind +2, Cha +2, maneuver +1, trick +1, persuasion +2</i>

d6	# of Mutations	d20	Mutation	Modifiers
1-3	1	1-3	Massive	<i>Large, Strength +2</i>
4-5	2	4	Poisonous	One attack inflicts Poison
6	3	5	Possibility Hunger	Gains Possibilities used to soak Wounds it inflicts
		6-7	Extra Limb	Extra action each round
		8-10	Ranged Attack	<i>Missile weapons +2, 10/25/40 range, Str damage</i>
		11-13	Armor	+2 Armor
		14-16	Speed	Reduce Multi-Action penalty by 2, <i>dodge +2</i>
		17-18	Grab	On an Outstanding <i>maneuver</i> target is immobilized
		19-20	Disturbing	-2 penalty to Fear rolls against this creature.

YOKAI PERSONALITIES

- **Berserker:** The yokai is savage and violent, attacking heedlessly and seeming to delight in violence.
- **Predator:** The yokai hunts, choosing its prey, stalking it, and then running it down.
- **Trap-Spinner:** This yokai prefers to let its prey come to it, setting traps and lying in wait.
- **"Genius":** The monster is exceptionally intelligent for its kind, able to make long-term plans and capable of speech.



MUTATIONS

- **Massive:** Much larger than human, both in terms of height and mass.
- **Poisonous:** One of the yokai's attacks is poisoned. The poison Stymies the target for the rest of the scene, or until they are treated.
- **Possibility Hunger:** The yokai absorbs any Possibilities used to soak Wounds it inflicts.
- **Extra Limb:** The yokai has one or a pair of extra limbs, which give it an extra action with those limbs at no multi-action penalty.
- **Ranged Attack:** Acid spit, projectile spines or some other nasty ranged attack.'
- **Armor:** The yokai has scales, toughened skin or a carapace.
- **Speed:** The monster is unbelievably fast.
- **Grab:** A prehensile tongue, extra-long fingers or a tail means that the yokai is good at grabbing its prey.
- **Disturbing:** The appearance of the yokai is unsettling or disgusting.



THARKOLD TECHNODEMON GENERATOR



Begin with the Cyberdemon Template

D20	Specialty	Modifications
1-8	Shock Trooper	<i>Dex +2, Str +2, melee +2, Whirlwind, Occultech: Chod Stitcher, Vav Sensation Suppressor, Zan Spinose Plating,</i>
9-12	Sorcerer	<i>Spirit +2, Mind +2, conjuration +1, alteration +5, Magister, Resilient, Spells: diminish, dispel magic, fear, fireball;</i>
13-17	Taskmaster	<i>Charisma +3, intimidate +2, Bolster, Rally, Whirlwind, Extra Minions</i>
18-20	Experimenter	<i>Mind +2, alteration +2, medicine +5, science +3, Grant Possibilities, Upgraded Minions, Spells: enhance, haste</i>

d20	Personality	Modifications
1-6	Brute	<i>Spirit +1, intimidation +2</i>
7-10	Gloater	<i>Taunt +3, Gloater</i>
11-14	Mastermind	<i>Mind +2, trick +3, Insidious</i>
15-20	Sadist	<i>Intimidate +2, Sadism</i>

TECHNODEMON SPECIALTIES

Shock Trooper: Built for combat, the Shock Trooper wades in to inflict carnage on their foes.

Sorcerer: Master of combat magics, the Sorcerer controls the battlefield from the mid-ranks.

Taskmaster: An expert in driving thralls to their best performance (regardless of the cost), the Taskmaster likes hordes they can influence.

Extra Minions: The Taskmaster has Thralls equal to the number of PCs as a personal bodyguard, in addition to any other troops.

Experimenter: Fascinated with ways to enhance both thralls and Tharkoldu, the Experimenter usually has a core unit of elite, enhanced servants to their fighting for them.

- **Grant Possibilities:** The technodemon can spend their Possibilities to enhance the rolls of minions under their direct command.
- **Upgraded Minions:** Minions of this demon have been upgraded with extra Occultech. Thralls usually have +2 Armor and either Zan Slashers or an Integrated Thav-9. Experimenters are also fond of modified Ghuls and other more exotic troops.

TECHNODEMON PERSONALITIES

Brutes are loud and violent. Not necessarily dumb, they intimidate with raw power.

Gloaters are in it for the glory. They love pagentry and attempt to overawe their opponents.

Masterminds are all wrapped up in their plans. They enjoy setting people up to fail, and watching them fall into despair.

Sadists enjoy pain. They are focused on breaking someone's will to resist.

- **Sadism:** The technodemon has a talent for rubbing salt in the wound. If they have a target immobilized, all their attempts at intimidation are Favored.

APPENDIX

FOE TEMPLATES

The Foe Templates which follow are designed to be used in conjunction with the Foe Generators. As written, they're probably a little underpowered as *reality*-rated opposition.

Unlike most Torg Eternity stats, the skills on these templates are listed in terms of adds, not totals, so that you can adjust them easily to reflect the altered attributes and skills from the generators.

One note about the Pulp Villains: the villains get their attributes from the foe generator, so instead of listing the base attribute, the templates list any modifiers you should apply for that template.

The Foe Template Sheet file has mini-character sheets set up for all of these enemies, with space to write in any abilities from the generators.



CORE EARTH

SOLDIER

Usually a special-ops expert, with a cadre of highly-trained and loyal special forces around them, possibly supplemented by a small army of cannon fodder they've recruited through promises of strength in the coming crisis.

Attributes: Charisma 8, Dexterity 8, Mind 8, Spirit 8, Strength 8

Skills: dodge +2, find +1, fire combat +3, first aid +1, land vehicles +1, intimidate +3, melee weapons +3, persuasion +2, reality +1, stealth +1, unarmed combat +2

Move: 8; **Tough:** 12 (4); **Shock:** 10; **Wounds:** 3

Equipment: Glock 9mm (Damage 13), Kevlar Vest (+4, Torso, Fatigues), Combat Knife (Str +1/10)

Perks: Double Tap, Tenacious, Bolster

Possibilities: 3

COVERT OPERATIVE

Either a wild card within the intelligence community or a renegade who is exploiting the chaos of the Possibility Wars for their own

purpose. They generally have at least a few minions, and often one or two elite lieutenants.

Attributes: Charisma 9, Dexterity 8, Mind 9, Spirit 7, Strength 7

Skills: computers +1, dodge +3, evidence analysis +2, find +3, fire combat +2, land vehicles +2, lockpicking +2, persuasion +2, reality +2, stealth +3, streetwise +2, taunt +2, tracking +2, trick +3, unarmed combat +1, willpower +1.

Move: 8; **Tough:** 9 (2); **Shock:** 7; **Wounds:** 3

Equipment: Walther PPK (Damage 12, Small), IriMesh clothing (Tech 24, +2 Armor), spy gadgets.

Perks: Indomitable, Linguist, Negation

Possibilities: 3

Special Abilities

- **Gloater:** When taunt or intimidation are Approved Actions the villain may affect the entire party without a Multi-Target penalty. Affected heroes lose a random card from their hand.

MASTER THIEF

An expert in stealth and infiltration, the Master Thief is caught up in the Possibility War because of all of the amazing artifacts. As such, they can often be bargained with.

Attributes: Charisma 7, Dexterity 10, Mind 9, Spirit 7, Strength 7

Skills: computers +1, dodge +3, evidence analysis +3, find +5, land vehicles +2, maneuver +3, melee weapons +1, persuasion +2, reality +2, scholar +1, stealth +5, streetwise +3, taunt +2, trick +5, unarmed combat +1.

Move: 10; **Tough:** 9 (2); **Shock:** 7; **Wounds:** 3

Equipment: Baton (Str+1/8), IriMesh bodysuit (Tech 24, +2 Armor), lockpicks

Perks:

Possibilities: 4

Special Abilities: Indomitable

- **Insidious:** If the villain performs a successful Approved Action, they discard a random Destiny card from each of the affected player characters' Action Pools.

POWER PLAYER

Whether a politician, corporate baron, or crime boss, the Power Player is an expert at social manipulation and control. They are dangerous precisely because they are usually untouchable by the usual means of physical intimidation and violence.

Attributes: Charisma 10, Dexterity 7, Mind 9, Spirit 9, Strength 6

Skills: computers +1, dodge +1, find +1, fire combat +1, intimidation +3, persuasion +3, profession (politics or business) +3, reality +2, streetwise +5, taunt +3, trick +3, willpower +2

Move: 7; **Tough:** 6; **Shock:** 9; **Wounds:** 3

Equipment: Hold-out pistol (Damage 12, Small), laptop computer, cell phone

Perks: Linguist, Wealthy

Possibilities: 3

Special Abilities:

- **Insidious:** If the villain performs a successful Approved Action, they discard a random Destiny card from each of the affected player characters' Action Pools.
- **Minions:** The villain may transfer any hit to a lackey within a few meters if he succeeds at a reality test.

MAGICAL DABBLER

Magic always attracts those who crave power. The Dabblers have become an expert in the occult, and a master of those magics accessible on Core Earth...and then some.

Attributes: Charisma 6, Dexterity 7, Mind 10, Spirit 10, Strength 6

Skills: alteration +3, appotation +2, conjuration +2, divination +3, dodge +1, find +3, fire combat +1, intimidation +2, persuasion +1, reality +3, streetwise +2, taunt +2, trick +2, willpower +2

Move: 7; **Tough:** 6; **Shock:** 10; **Wounds:** 3

Equipment: Spell component case, grimoire, hold-out pistol (Damage 12, Small)

Perks: Realm Runner, Spellcaster (*detect magic, dispel magic, scrambler, scry*).

Possibilities: 3

Special Abilities:

- **Eternity Master:** An expert in unusual artifacts, the Dabbler automatically succeeds at tapping eternity shards.

WILD TALENT

Gifted with strange psionic abilities, the Wild Talent uses their gifts to dominate and control others.

Attributes: Charisma 9, Dexterity 7, Mind 9, Spirit 10, Strength 7

Skills: dodge +1, evidence analysis +1, find +2, fire combat +2, intimidation +3, persuasion +1, reality +3, science +2, stealth +2, trick +3, willpower +3.

Move: 8; **Tough:** 7; **Shock:** 10; **Wounds:** 3

Equipment: Hold-out pistol (Damage 12, Small)

Perks: Adaptation, Prodigy

Possibilities: 4

Psionic Packages:

Precognitive: *dodge* +2 *precognition* +5, Psionics: *awareness, foreshadow, psychometry*

Telekinetic: *kinesis* +5, *maneuver* +1, Psionics: *pyrokinesis, telekinesis, telekinetic barrier*

Telepath: *taunt* +2, *telepathy* +5, Psionics: *alter memory, confusion, read mind*



AYSLE

WARRIOR

Not the typical rank-and-file spear-carrier, these are the elite warriors of Aysle, from the knights of the great houses to the champions of the giants and wights.

Attributes: Charisma 6, Dexterity 8, Mind 7, Spirit 8, Strength 9

Skills: Beast riding +1, dodge +1, find +1, intimidation +2, maneuver +2, melee weapons +4, missile weapons +2, reality +1, survival +1, taunt +1, tracking +1, unarmed combat +1

Move: 8; **Tough:** 11 (2); **Shock:** 8; **Wounds:** 3

Equipment: Longsword or battle axe (Str+3), short bow (Damage 11, Range 10/25/40), chain mail (+2)

Perks: Whirlwind, one by Race

- **Dwarf:** Bearded/Braided
- **Elf:** reverse *missile/melee* adds, Elven Archer
- **Human:** Frightening Aspect
- **Viking:** Berserk
- **Giant:** Relentless
- **Lurk/Wight:** Vengeful

Possibilities: 3

WARLEADER

The forces of Darkness are fond of throwing bodies into the churn of battle, but even they need someone of cunning to deploy them.

Attributes: Charisma 9, Dexterity 8, Mind 8, Spirit 9, Strength 8

Skills: beast riding +1, dodge +1, find +3, intimidation +1, maneuver +2, melee weapons +2, missile weapons +2, persuasion +3, reality +1, taunt +2, trick +2, unarmed combat +1

Move: 8; **Tough:** 10 (2); **Shock:** 9; **Wounds:** 3

Equipment: Longsword or battle axe (Str+3), short bow (Damage 11, Range 10/25/40), chain mail (+2)

Perks: Rally

Possibilities: 3

Special Abilities:

- **Minions:** The villain may transfer any hit to a lackey within a few meters if he succeeds at a reality test.

ASSASSIN

The forces of Darkness have no qualms against killing from hiding or a great distance. Master assassins are talented at striking and then disappearing to strike again.

Attributes: Charisma 6, Dexterity 10, Mind 8, Spirit 7, Strength 8

Skills: dodge +3, find +2, maneuver +3, melee weapons +3, missile weapons +3, reality +2, stealth +5, tracking +3, trick +5, unarmed combat +1.

Move: 10; **Tough:** 9 (1); **Shock:** 7; **Wounds:** 3

Equipment: Daggers (Str+1), composite longbow (Damage 13, Range 20/40/80) leather jerkin (+1)

Perks: Shadow Step, Sniper

Possibilities: 3

WIZARD

The wizards of Darkness are many and varied, but all have sold themselves for power.

Attributes: Charisma 5, Dexterity 7, Mind 10, Spirit 10, Strength 6

Skills: alteration +2, apportionment +2, conjuration +2, divination +2, dodge +3, find +2, intimidation +2, melee weapons +1, reality +3, scholar +2, taunt +2, trick +3, willpower +2

Move: 7; **Tough:** 6; **Shock:** 10; **Wounds:** 3

Equipment: Staff (Str+2), Reagent pouch

Perks: Spellcaster (choose one package), Resilient

Spellcaster packages:

- **Battle Mage:** *conjuration +2, fireball, fly, lightning, shield*
- **Enchanter:** *alteration +2, armor, bullet, enhance, diminish, portal*
- **Seer:** *divination +2, alarm, pathfinder, possibility rend, scry*
- **Dark Wizard:** *alteration +1, divination +1, bullet, fear, mage dark, speak with dead*

Possibilities: 3

PRIEST

Darkness has its patron deities, and they have plans for this invasion...

Attributes: Charisma 7, Dexterity 7, Mind 8, Spirit 12, Strength 7

Skills: dodge +1, faith +5, find +2, intimidation +3, melee weapons +2, reality +2, scholar +2, taunt +2, willpower +3

Move: 7; **Tough:** 8 (1); **Shock:** 12; **Wounds:** 3

Equipment: Staff (Str+2), elven chain (+2, Torso)

Perks: *Choose a god*

- **Rak:** Magic Resistance, Miracles (*bless, curse, lightning strike, soothe*)
- **Corba'al:** Protected, Miracles (*commune with spirits, curse, stirke, wither*)

Possibilities: 3

Special Abilities:

- **Minions:** The villain may transfer any hit to a lackey within a few meters if he succeeds at a reality test.



CYBERPAPACY

UNDERCOVER AGENT

An infiltrator sent to worm their way into the confidence of a Resistance cell and then take them apart from inside.

Attributes: Charisma 9, Dexterity 8, Mind 8, Spirit 8, Strength 7

Skills: computers +2, dodge +2, evidence analysis +2, faith +1, find +4, fire combat +2, lockpicking +2, melee weapons +1, persuasion +3, reality +1, stealth +3, streetwise +2, trick +3.

Move: 8; **Tough:** 9 (2); **Shock:** 8; **Wounds:** 3

Equipment: .38 revolver (Damage 12), riot stick (Str+3 (10), Painful), IriMesh clothing (+2 armor)

Perks: Cyberware (Cyber Eye w. Low Light, Encrypted Comms, Integrated Mount (lockpicks))

Possibilities: 3

CHURCH POLICE INVESTIGATOR

The street beaters are the muscle of the Church Police. Relentless and clever investigators are the mind, the bloodhounds who lead the baying pack.

Attributes: Charisma 7, Dexterity 8, Mind 9, Spirit 8, Strength 8

Skills: computers +2, dodge +1, energy weapons +1, evidence analysis +3, faith +2, find +5, intimidation +2, melee weapons +1, reality +2, taunt +1, trick +2, willpower +2

Move: 8; **Tough:** 10 (2); **Shock:** 8; **Wounds:** 3

Equipment: GodLight (Damage 14, Small), riot stick (Damage Str+3/11, painful), armored uniform (+3 Armor)

Perks: Cyberware (Cyber Eye, Encrypted Comms, EyeKill IV, LifeLock Backup), Vengeful

Possibilities: 3

Special Abilities:

- **Insidious:** If the villain performs a successful Approved Action, they discard a random Destiny card from each of the affected player characters' Action Pools.

CYBER-INQUISITOR

The Church Police keep civil order. The Cyber-Inquisitors seek out heresy, infidels and corruption. Their chief weapons are fear and fanaticism (nobody is surprised anymore).

Attributes: Charisma 8, Dexterity 7, Mind 9, Spirit 11, Strength 7

Skills: computers +2, dodge +1, energy weapons +2, evidence analysis +1, faith +5, find +3, first aid +2, intimidation +3, maneuver +1, melee weapons +1, persuasion +3, reality +2, taunt +3, trick +3, unarmed combat +1, willpower +2

Move: 7; **Tough:** 9 (2);

Shock: 11; **Wounds:** 3

Equipment: Godlight (Damage 14)

Perks: Cyberware (Trigon Body Plating), Miracles (*bless*, *curse*, *lightning strike*)

Possibilities: 3

Special Abilities:

- **Gloater:** When taunt or intimidation are Approved Actions the villain may affect the entire party without a Multi-Target penalty. Affected heroes lose a random card from their hand.



LIVING LAND

EDEINOS WARRIOR

Edeinos are trained in combat from the day they're born. They grow up with a spear in their hands and are ferocious in their pursuit and capture of prey, which they rip apart with their savage teeth.

Attributes: Charisma 5, Dexterity 9, Mind 6, Spirit 8, Strength 10

Skills: Beast riding +1, dodge +1, faith +1, find +1, intimidation +1, maneuver +1, melee weapons +4, missile weapons +1, reality +1, stealth +2, survival +2, tracking +2, unarmed combat +4

Move: 9; **Tough:** 12 (2); **Shock:** 10; **Wounds:** 3

Equipment: Hrockt shoot spear (Strength +2/12), hrockt-root armor (Armor +2, Torso)

Perks: Whirlwind

Possibilities: 2

Special Abilities:

- **Bite/Claws:** Damage Strength +2 (12)

EDEINOS OPTANT

Optants are the priests of life, communers with the world and givers of Lanala's blessing. Many of the leaders of the edeinos are optants, though they are slowly being pushed out by Baruk Kaah's gotaks.

Attributes: Charisma 8, Dexterity 9, Mind 6, Spirit 11, Strength 10

Skills: Dodge +1, faith (Keta Kalles) +4, find +2, intimidation +1, maneuver +1, melee weapons +2, missile weapons +1, reality +1, survival +3, tracking +1, unarmed combat +3

Move: 9; **Tough:** 12 (2); **Shock:** 11; **Wounds:** 3

Equipment: Hrockt-shoot spear (Damage Strength +2/12), hrockt-root armor (Armor +2, Torso)

Perks: Miracles (*bless*, *healing*, *strike*)

Possibilities: 3

Special

Abilities:

- **Bite/Claws:** Damage Strength +2 (12).

EDEINOS GOTAK

Gotaks are edeinos priests of death. They serve Lanala, the goddess of life, and consider death just another part of her divine blessing. Recently

some gotaks have become secretive, and answer only to Baruk Kaah.

Attributes: Charisma 6, Dexterity 9, Mind 6, Spirit 11, Strength 10

Skills: Beast riding +1, dodge +1, faith (Keta Kalles) +4, find +2, intimidation +2, maneuver +1, melee weapons +2, missile weapons +2, reality +2, survival +3, stealth +2, unarmed combat +2

Move: 9; **Tough:** 12 (2); **Shock:** 11; **Wounds:** 3

Equipment: Bone spear (Damage Strength +2/12), bone armor (Armor +2, Torso)

Perks: Miracles (*bless, wither*)

Possibilities: 3

Special Abilities:

Bite/Claws: Damage Strength +2 (12).



BEASTS

TYRANNOSAURUS REX

Attributes: Charisma 4, Dexterity 9, Mind 4, Spirit 10, Strength 17

Skills: Dodge +1, intimidation +10, find +2, maneuver +1, stealth +1, taunt (9), tracking +5, unarmed combat +3

Move: 11; **Tough:** 20 (3); **Shock:** 14; **Wounds:** 4

Possibilities: Never

Special Abilities:

- **Armor:** Scaly skin +3.
- **Bite:** Damage Strength +3 (20).
- **Dread:** When the mighty tyrannosaur is present, any Standard Scene immediately becomes a Dramatic Scene instead.
- **Fear:** The predatory teeth and roar of a tyrannosaur trigger instinctive terror. Test Spirit or become Very Stymied.
- **Very Large:** Most adult specimens are up to 18 meters long. Attacks against them gain a +4 bonus.

TRICERATOPS

Attributes: Charisma 4, Dexterity 6, Mind 4, Spirit 8, Strength 16

Skills: Dodge +3, find +3, intimidation +2, maneuver +1, stealth +1, unarmed combat +3

Move: 8; **Tough:** 19 (3); **Shock:** 12; **Wounds:** 3

Possibilities: Never

Special Abilities:

- **Armor:** Bony crest and thick hide +3.
- **Charge:** +2 damage to an attack after the creature moves more than a walk.
- **Horns:** Damage Strength +2 (18).
- **Very Large:** Triceratops are up to nine meters long and 5,000 kg in weight. Attacks against them gain a +4 bonus.

"TANKS"

Resembling the popular image of stegosaurus or anklyosaurs, the Living Land variants have a vast collection of different back armors and tail weaponry. Only occasionally ridden, edeinos mounted on tanks tend to be suicidally brave and unusually vicious.

Attributes: Charisma 4, Dexterity 6, Mind 3, Spirit 8, Strength 15

Skills: Dodge +2, find +3, intimidation +1, maneuver +3, stealth +1, unarmed combat +3

Move: 8; **Tough:** 19 (4); **Shock:** 12; **Wounds:** 3

Possibilities: Never

Special Abilities:

- **Armor:** Back armor and thick hide; +4
- **Back Crest:** A tank's back is equipped with spikes or crests. After a successful Defence action, any unarmed or melee attackers are Stymied.
- **Tail Spikes:** Damage Strength +3 (18). A tank's tail ignores up to 4 points of Multi-Targeting penalty.
- **Very Large:** Tanks are up to nine meters long and 5,000 kg in weight. Attacks against them gain a +4 bonus.

RAPTOR

Similar to the popular culture image of velociraptors, these swift, two-legged dinosaurs hunt in packs. About 2 ½ to 3 meters long (plus tail) they are a dangerous foe.

Typical raptors are too small to ride, but a large variety are sometimes used as mounts.

Attributes: Charisma 5, Dexterity 10, Mind 5, Spirit 8, Strength 10

Skills: dodge +2, find +5, intimidate +1, maneuver +3, trick +1, survival +2, tracking +5, unarmed combat +3

Move: 12; **Tough:** 12 (2); **Shock:** 8; **Wounds:** 1

Possibilities: Never

Special Abilities:

- **Armor:** Tough hide +2
- **Pounce:** Raptors can leap up to their Move and attack an opponent with their powerful claws. This gives them a +4 bonus to attack.
- **Bite/Claws:** Damage Strength +2 (12)

SABRE-TOOTH CAT

While the smaller breeds of cat form bonds with the people of the Living Land, the larger types still hunt them.

Attributes: Charisma 6, Dexterity 10, Mind 5, Spirit 7, Strength 12

Skills: Dodge +2, find +2, intimidation +2, maneuver +2, stealth +3, survival +2, unarmed combat +2

Move: 12; **Tough:** 12; **Shock:** 9; **Wounds:** 2

Possibilities: Never

Special Abilities:

Bite/Claws: Strength +2 (12)

Large: At 3 meters long or larger, and weighing nearly a tonne, these cats are massive by modern standards. Attacks against them gain a +2 bonus.

LAKTEN

Lakten are leathery-skinned dinosaurs with a five-meter wingspan, short stubby bodies, and a beak full of razor-sharp teeth. Lakten are prized mounts for edeinos scouts.

Attributes: Charisma 5, Dexterity 11, Mind 4, Spirit 7, Strength 12

Skills: Dodge +3, intimidation +2, find +5, maneuver +2, taunt +1, unarmed combat +2

Move: 11; **Tough:** 13 (1); **Shock:** 9; **Wounds:** 2

Possibilities: Never

Special Abilities:

- **Armor:** Scaly skin +1.
- **Bite/Claws:** Damage Strength +2 (14).
- **Flight:** Flies at Move 13.
- **Large:** Most adult specimens have a wingspan over five meters. Attacks against them gain a +2 bonus.

BRONTOSAUR

These giant, long-necked herbivores are usually called “brontosaurus”, in spite of their general resemblance to several different Earth species.

Attributes: Charisma 4, Dexterity 4, Mind 4, Spirit 7, Strength 20

Skills: dodge +1, find +2, intimidate (15), taunt (10), unarmed combat +2

Move: 6; **Tough:** 23 (3); **Shock:** 11; **Wounds:** 4

Possibilities: Never

Special Abilities:

- **Armor:** Scaly skin +3
- **Bite:** Damage Strength +2 (12), reach 5 meters.
- **Very Large:** At over 20 meters long and weighing 15 tonnes, a brontosaurus dwarfs most heroes. Attacks against them get a +4 bonus.



NILE EMPIRE

PULP HENCHMAN

Whether a criminal flunky or a low-level lieutenant of the Pharaoh, this henchman rises just far enough above “minion” to warrant a name and a schtick.

Attributes: as *Pulp Villain Generator*

Skills: dodge +1, find +1, fire combat +1, intimidate +1, land vehicles +2, reality +1, stealth +1, streetwise +1, taunt +1, unarmed combat +1

Wounds: 3

Equipment: .38 revolver (Damage 12, Small) or Schmeisser MP-40 (Damage 13, Short Burst)

Perks: as *Pulp Villain Generator*

Possibilities: 2

CRIMINAL MASTERMIND

A criminal leader, with their own crew of minions and perhaps a Henchman or two.

Attributes: Charisma +2, Mind +1, Spirit +2

Skills: dodge +1, find +1, fire combat +1, intimidate +2, land vehicles +1, reality +2, persuasion +1, stealth +1, streetwise +1, taunt +2, unarmed combat +1

Wounds: 3

Equipment: Mauser pistol (Damage 13)

Perks: as *Pulp Villain Generator*

Possibilities: 3

Special Abilities:

- **Gloater:** When taunt or intimidation are Approved Actions the villain may affect the entire party without a Multi-Target penalty. Affected heroes lose a random card from their hand.
- **Minions:** The villain may transfer any hit to a lackey within a few meters if he succeeds at a reality test.

BATTLGROUP COMMANDER

One of Mobius' trusted (more or less) lieutenants, in command of a Battlegroup, including several Henchman lieutenants.

Attributes: Charisma +1, Spirit +1

Skills: dodge +2, find +2, intimidate +2, fire combat +2, land vehicles +2, maneuver +1,



persuasion +1, reality +2, taunt +1, unarmed combat +2

Wounds: 3

Equipment: Mauser pistol (Damage 13)

Perks: Rally

Possibilities: 3

Special Abilities:

- **Gloater:** When taunt or intimidation are Approved Actions the villain may affect the entire party without a Multi-Target penalty. Affected heroes lose a random card from their hand.
- **Minions:** The villain may transfer any hit to a lackey within a few meters if he succeeds at a reality test.



ORRORSH

VAMPYRE

One of the most iconic of the dark creatures of Orrorsh, vampires are blood-drinking undead with power over the human will. Some are horrific and disgusting, but most are beautiful and seductive.

Attributes: Charisma 10, Dexterity 9, Mind 8, Spirit 8, Strength 11

Skills: dodge +2, find +3, intimidate +3, maneuver +2, persuasion +3, reality +1, stealth +3, trick +2, unarmed combat +3, willpower +2

Move: 9; **Tough:** 12; **Shock:** 10; **Wounds:** 3

Perks:

Possibilities: 3

Special Abilities:

- **Bite:** Damage Strength +1 (13). If a vampire gets a Good success on an attack, they have grappled the target, and may feed the next round, automatically doing their base damage.
- **Blood-Drinker:** If a vampyre feeds during a scene, any damage not done by blessed objects heals at the end of the scene.
- **Cloak of Darkness:** Vampyres gain a bonus to Toughness equal to the current Darkness penalty.

- **Mesmerism:** The vampyre can hypnotize a target with their eyes and voice. This is an interaction test using *persuasion* against *willpower*. On an Outstanding success, the vampyre may take control of an Ord, commanding them. *Reality*-rated targets only lose an action.
- **Undead:** Vampyres are immune to effects that require breathing, eating, or other “living” processes.

BEAST-PEOPLE

There are any number of beast-people in myth. The most common in Orrorsh is the werewolf, but there are many others.

All beast-people have a human form. Subtract 4 from their Dexterity and Strength in human form, and they lose all of their special abilities.

WEREWOLF

Attributes: Charisma 5, Dexterity 11, Mind 5, Spirit 8, Strength 14

Skills: Dodge +1, find +5, intimidation +3, maneuver +3, reality +2, stealth +2, taunt (10), tracking +5, unarmed combat +3

Move: 11; **Tough:** 17 (3); **Shock:** 8; **Wounds:** 3

Possibilities: 3

Special Abilities:

- **Armor:** Thick furry hide +3.
- **Bite/Claws:** Damage Strength +2 (16).
- **Cloak of Darkness:** Werewolves gain a bonus to Toughness equal to the current Darkness penalty.
- **Lycanthrope:** Silver weapons deal +4 damage against this creature. Wounds inflicted by other types of weapons automatically heal at the end of each scene.

WERE-BAT

Often the product of a curse, were-bats adopt a monstrous half-bat form when transformed.

Attributes: Charisma 5, Dexterity 11, Mind 5, Spirit 8, Strength 12

Skills: Dodge +1, find +3, intimidation +2, maneuver +3, reality +2, stealth +5, taunt (10), tracking +3, unarmed combat +3

Move: 11; **Tough:** 14 (2); **Shock:** 8; **Wounds:** 3

Possibilities: 3

Special Abilities:

- **Armor:** Thick furry hide +2.
- **Bite/Claws:** Damage Strength +2 (14).
- **Cloak of Darkness:** Were-bats gain a bonus to Toughness equal to the current Darkness penalty.
- **Echolocation:** Were-bats ignore darkness penalties.
- **Flight:** Were-bats can fly with a Move of 11.
- **Lycanthrope:** Silver weapons deal +4 damage against this creature. Wounds inflicted by other types of weapons automatically heal at the end of each scene.

SNAKE-PERSON

Snake-people are creatures of Indian and Asian myth, the most common being the naga. They have different rules than Western lycanthropes, and are usually more calculating and less savage in their snake-person forms.

Attributes: Charisma 7, Dexterity 12, Mind 7, Spirit 10, Strength 12

Skills: Dodge +3, find +5, intimidation +2, maneuver +3, reality +3, stealth +2, taunt +2, tracking +3, unarmed combat +3

Move: 12; **Tough:** 15 (3); **Shock:** 10; **Wounds:** 3

Possibilities: 3

Special Abilities:

- **Armor:** Scales +3.
- **Bite:** Damage Strength +2 (15). On a Good or better success, the snake-person injects a poison which does +1 BD of damage.
- **Cloak of Darkness:** Snake-people gain a bonus to Toughness equal to the current Darkness penalty.
- **Squeeze:** Once a snake-persons has grappled a target, they may attack for Str +2 damage.
- **Therianthrope:** Weapons made of diamond deal +4 damage against this creature. Wounds

inflicted by other types of weapons automatically heal at the end of each scene.

FISH CREATURE

Sirens, merrow and fish-people of India and South-East Asia. Unlike most beast-people, they don't have notable regenerative abilities.

Attributes: Charisma 4, Dexterity 10, Mind 7, Spirit 8, Strength 14

Skills: Dodge +1, find +3, intimidation +3, maneuver +1, reality +2, stealth +4, taunt (10), tracking +3, unarmed combat +3

Move: 12; **Tough:** 15 (3); **Shock:** 10; **Wounds:** 3

Possibilities: 3

Special Abilities:

- **Aquatic:** Fish-creatures can breathe and move freely in water. Their Move is 15 while swimming. When in the water, they gain a +2 bonus to defences and *maneuver* tests.
- **Armor:** Scales +3.
- **Bite/Claws:** Damage Strength +2 (16).
- **Cloak of Darkness:** Fish creatures gain a bonus to Toughness equal to the current Darkness penalty.

WERE-TIGER

This covers lycanthropes who transform into tigers and other great cats. Most of these are actually creatures from Indian myth and folklore, but their weaknesses are the same.

Attributes: Charisma 7, Dexterity 13, Mind 5, Spirit 8, Strength 13

Skills: Dodge +1, find +5, intimidation +3, maneuver +3, reality +2, stealth +5, taunt +3, tracking +5, unarmed combat +3

Move: 13; **Tough:** 15 (2); **Shock:** 8; **Wounds:** 3

Possibilities: 3

Special Abilities:

- **Armor:** Thick furry hide +2.
- **Bite/Claws:** Damage Strength +2 (16).
- **Cloak of Darkness:** Werewolves gain a bonus to Toughness equal to the current Darkness penalty.

- **Darkvision:** Ignore 4 points of darkness penalties.

- **Lycanthrope:** Silver weapons deal +4 damage against this creature. Wounds inflicted by other types of weapons automatically heal at the end of each scene.

SHAPESHIFTER

Rakshasa. Doppelganger. Gean-Conna. This can refer to any number of creatures capable of taking on the appearance of others and infiltrating themselves into people's lives, usually for the purposes of chaos and corruption.

Attributes: Charisma 10, Dexterity 8, Mind 7, Spirit 8, Strength 9

Skills: find +2, maneuver +2, taunt +3, persuasion +5, reality +3, stealth +5, trick +5, unarmed combat +3

Move: 8; **Tough:** 9; **Shock:** 7; **Wounds:** 3

Possibilities: 3

Special Abilities:

- **Baffling:** When trick is an Approved Action, the shapeshifter may affect the entire party without a Multi-Target penalty. Affected heroes lose a random card from their hand.
- **Cloak of Darkness:** Evil spirits gain a bonus to Toughness equal to the current Darkness penalty.
- **Fear:** Upon first seeing a shapeshifter's true form, or seeing them change shapes, a hero must test willpower or Spirit or become Very Stymied.
- **Shapeshifting:** The shapeshifter can assume any humanoid form as a simple action. They gain that form's natural weapons, but no other advantages. If they duplicate a particular individual, the difficulty to see through their disguise is their *persuasion* +4.

EVIL SPIRIT

Creatures of pure corruption and darkness, evil spirits are unable to affect the physical world without a host. Fortunately for them, Orrorsh provides many vulnerable targets.

Attributes: Charisma 10, Dexterity 7, Mind 7, Spirit 12, Strength 4

Skills: dodge +1, find +1, intimidate +2, maneuver +1, persuasion +3, reality +2, stealth +5, taunt +1, trick +3, unarmed combat +1

Move: 7; **Tough:** 4; **Shock:** 12; **Wounds:** 3

Possibilities: 3

Special Abilities:

- **Cloak of Darkness:** Evil spirits gain a bonus to Toughness equal to the current Darkness penalty.
- **Ethereal:** The spirit may move through walls and solid objects, and is immune to physical attacks unless the weapon is magical or has a property that allows it to affect ethereal beings. Magic, miracles, and psionic powers affect ethereal beings normally.
- **Fear:** Upon first seeing an evil spirit a hero must test willpower or Spirit or become Very Stymied.
- **Possession:** The spirit can attempt to gull someone into aiding it, and willingly allowing it access. On an Outstanding persuasion success, the spirit takes control of the person's body, gaining the use of their Dexterity, Strength and any purely physical Perks.
- **Undead:** Evil spirits are immune to effects that require breathing, eating, or other "living" processes.

GHOST

Ghosts are the echoing spirits of the dead, ethereal creatures of pure emotion. Many are lost or mindless, haunting places that were meaningful to them when they were alive. The most dangerous ghosts are pure rage.

Attributes: Charisma 7, Dexterity 7, Mind 5, Spirit 10, Strength 5

Skills: dodge +1, find +1, intimidate +2, maneuver +2, persuasion +3, stealth +5, taunt +1, trick +3, unarmed combat +1

Move: 7; **Tough:** 4; **Shock:** 12; **Wounds:** 1

Possibilities: Never

Special Abilities:

- **Cloak of Darkness:** Ghosts gain a bonus to Toughness equal to the current Darkness penalty.

- **Disturbance:** An upset ghost can pick up and hurl objects within a Large Blast, with the ghost at the center of the disturbance. This is an unarmed combat attack that deals Strength +1 (6) damage. If unattended weapons are within the disturbance their properties apply to the damage as well.

- **Ethereal:** The ghost may move through walls and solid objects, and is immune to physical attacks unless the weapon is magical or has a property that allows it to affect ethereal beings. Magic, miracles, and psionic powers affect ethereal beings normally.

- **Fear:** Upon first seeing a ghost a hero must test willpower or Spirit or become Very Stymied.

- **Undead:** Ghosts are immune to effects that require breathing, eating, or other "living" processes.

GHOUL

Haunters of graveyards and devourers of the dead, ghouls appear as ragged, emaciated humans with pointed teeth and sharp claws. Most ghouls are savage and unintelligent.

Attributes: Charisma 4, Dexterity 9, Mind 5, Spirit 7, Strength 10

Skills: dodge +1, find +2, intimidate +2, maneuver +3, tracking +5, trick +2, unarmed combat +3

Move: 11; **Tough:** 10; **Shock:** 9; **Wounds:** —

Possibilities: Rare (3)

Special Abilities:

- **Armor:** Leathery hide +1
- **Bite/Claws:** Damage Strength +2 (12).
- **Carrion-Eater:** Ghouls are immune to disease, and to most poisons.
- **Cloak of Darkness:** Evil spirits gain a bonus to Toughness equal to the current Darkness penalty.
- **Fear:** Upon first seeing an evil spirit a hero must test willpower or Spirit or become Very Stymied.

GHOU L ORD

Reality-rated ghouls are often called ghou l lords, for their habit of leading whole bands of the hungry creatures. Cunning and ruthless, they often began as human beings who degenerated by succumbing to a taste for human flesh.

Ghou l lords use the ghou l stats above, except for the following changes:

Skills: reality +2, taunt +2

Special Abilities:

- **Minions:** The villain may transfer any hit to a lackey within a few meters if he succeeds at a reality test.

OCCULTIST

While many in Orrorsh seek weapons against the darkness in the occult, it is still a dangerous practice, and one that has led many astray.

Attributes: Charisma 4, Dexterity 7, Mind 10, Spirit 10, Strength 6

Skills: alteration +5, divination +5, dodge +2, intimidate +3, melee weapons +1, reality +3, scholar +3, taunt +2, trick +3, willpower +5

Move: 7; **Tough:** 6; **Shock:** 10; **Wounds:** 3

Equipment: Ritual dagger (Damage Str+1/7), magical laboratory

Perks: Spellcaster (*diminish, enhance, fear, possibility rend, protective circle, scry, speak with dead*)

Possibilities: 3

Special Abilities:

- **Insidious:** If the villain performs a successful Approved Action, they discard a random Destiny card from each of the affected player characters' Action Pools.

MAD SCIENTIST

Science is a light in the darkness, but to plumb the mysteries of the occult using scientific methods often leads down the path of corruption and madness.

Attributes: Charisma 4, Dexterity 6, Mind 14, Spirit 8, Strength 6

Skills: dodge +3, fire combat +1, intimidate +1, missile weapons +2, reality +5, scholar +3, science +5, taunt +3, trick +1

Move: 6; **Tough:** 7 (1); **Shock:** 8; **Wounds:** 3

Equipment: Demon's Breath (Damage 16, Small Blast), Webley revolver (Damage 13), leather apron (Armor +1), Alchemy lab,

Perks: Alchemy (all potions)

Possibilities: 3

Special Abilities:

- **Gloater:** When taunt or intimidation are Approved Actions the villain may affect the entire party without a Multi-Target penalty. Affected heroes lose a random card from their hand.

SERIAL KILLER

Seemingly a mundane murderer, the serial killer is in truth a manifestation of dark urges, a murderous appetite fed by the power of corruption.

Attributes: Charisma 8, Dexterity 10, Mind 8, Spirit 10, Strength 9

Skills: dodge +2, find +3, intimidate +2, melee weapons +5, reality +3, stealth +3, taunt +3, tracking +5, trick +3, willpower +2

Move: 10; **Tough:** 9; **Shock:** 9; **Wounds:** 3

Equipment: Killer's Knife (Damage Str+3/12, Painful)

Perks: Endurance, Vengeful

Possibilities: 3

Special Abilities:

- **Cloak of Darkness:** Serial killers gain a bonus to Toughness equal to the current Darkness penalty.
- **Insidious:** If the villain performs a successful Approved Action, they discard a random Destiny card from each of the affected player characters' Action Pools.



PAN-PACIFICA

YOKAI

Yokai are “abnormal” infected, usually produced by a *reality*-rated character becoming infected. They often have different appearances and a variety of unusual abilities to reflect that.

Attributes: Charisma 6, Dexterity 10, Mind 5, Spirit 9, Strength 13

Skills: dodge +3, find +2, intimidate +5, maneuver +2, reality +1, stealth +1, taunt +2, trick +1, unarmed combat +3

Move: 10; **Tough:** 13; **Shock:** —; **Wounds:** 3

Possibilities: 3

Special Abilities:

- **Bite/Claws:** Damage Strength +2 (18).
- **Fear:** Upon first encountering this creature a hero must test willpower or Spirit or become Very Stymied.
- **Infected:** Ords KO'ed or Defeated by this creature become infected themselves. *Reality*-rated characters slain by infected rise as jiangshi sometime within the act.
- **Regeneration (Very Fast):** A yokai may spend a Possibility on its turn as a simple action to heal one Wound.
- **Relentless:** Yokai ignore Shock.
- **Undead:** Yokai are immune to poison and other effects that require breathing, eating, or other “living” processes.



THARKOLD

TECHNODEMON

Loathsome creatures of metal and supernatural evil. The Occultech installed in each demon varies considerably.

Attributes: Charisma 8, Dexterity 8, Mind 9, Spirit 10, Strength 14

Skills: Conjunction +2, dodge +2, energy weapons +3, find +3, intimidation +5, melee weapons +3, reality +3, unarmed combat +2

Move: 8; **Tough:** 17 (3); **Shock:** 12; **Wounds:** 5

Equipment: Chain whip (Strength +3/19, Reach 5 meters), Alph Pulverizer (Damage 17, Range 20/40/80)

Perks: Occultech (Alph Weapon Dock, Digan Darksight Eyes MKIII)

Possibilities: 3

Special Abilities:

- **Armor:** Cybernetic plating +3.
- **Chains:** A technodemon may use *conjunction* to summon chains and attack a target within 50 meters (Damage 15). This attack may use the standard Grappling rules.
- **Dread:** While a technodemon is present, a Standard Scene becomes a Dramatic Scene instead.
- **Fear:** Technodemons inspire instinctive horror in creatures who see them. When first encountering one heroes must test willpower or Spirit or become Very Stymied.
- **Flight:** Move 10 in the air.
- **Large:** Most technodemons stand three or more meters tall. Attacks against them gain a +2 bonus.
- **Minions:** The technodemon may transfer any hit to a lackey within a few meters if he succeeds at a reality test.