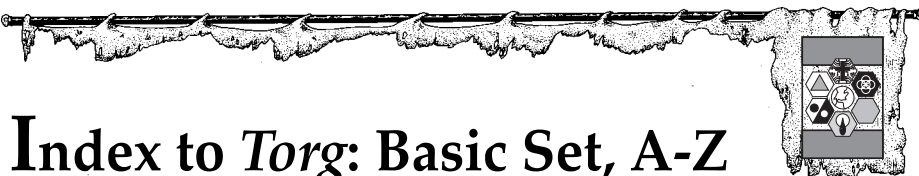


Torg™: Basic Set Index

Original - September, 1992

C A M P A I G N G A M E

Compiled - February, 1999



Index to Torg: Basic Set, A-Z

Contributors This Issue:

Greg Farshtey, Bill Smith, Ed Stark

Compilation Designed By:

Fred Jandt

Key

R □ — *Torg Rulebook*
WB — *Torg Worldbook*
AB — *Torg Adventure Book*



acid — WB 43
act — □R 20; AB 17-18
Action Summary — R 79; AB 24
action total — □R 5, 10, 13, 37
action value — □R 7, 10, 78
actions, approved — □R 23, 62;
AB 9-10
attack — □R 17, 23, 51-52, 75; AB 18
defend — □R 23, 50, 51-52, 75; AB 18
Adams, Lt. — AB 31
adds — □See Skills
adventures — □R 20
building — AB 16-17
format — AB 32
designing — AB 14-20
outlines of — AB 17
themes of — AB 16
adventure balance — AB 11
adventure cost (pulp powers) —
WB 45
Africa — □R 4; WB 5-8
aggressive defense — R 78
Ahh-Keht — □R 28, 31, 33
Ahkemeses — WB 48
Ahriman — R 124
aim — R 77
Alaska — R 138; WB 8
Alder, Rick — □R 20
Algeria — WB 5
all-out attack — R 78
Amat-Ra — WB 47
curse of — WB 47
Amazons — WB 50

Amazon rain forest — WB 8
ammunition — □R 77
Angola — WB 5
animals, undomesticated — □R 49
animism — R 125
Antarctic — WB 8
Antichrist — WB 7
anti-Pope — WB 33
Apeiros — R 106, 126; WB 1
Arabian Peninsula — WB 43
arcane knowledges — □R 111-122,
131
Elements — R 112
air — R 112
earth — R 112
fire — R 111
metal — R 111
plant — R 112
water — R 112
Essences — R 112
death — R 112
life — R 112
time — R 112
true knowledge — R 112
Kindred — R 112
aquatic — R 112
avian — R 112
earthly — R 112
elemental — R 112
enchanted — R 112
entity — R 112
folk — R 111-112, 116
Mixed Forces — R 112
inanimate forces — R 112
living forces — R 112
Principles — R 112, 122
darkness — R 112
light — R 111-112
magic — R 112
Theory Knowledges — R 112
cast time — R 112, 115-116
control — R 112, 115
duration — R 112, 115
range — R 112, 115



Publisher:
Daniel Scott Palter
Associate Publisher:
Steven Palter
Creative Staff:
Fred Jandt, Nikola Vrtis
Sales Director:
Sue Hartung
Treasurer:
Karen Bayly
Accountants:
Mary Galant, Wendy Lord
Secretarial Assistant:
Paula Lasko

®, TM & © 1998 West End Games.
All Rights Reserved.

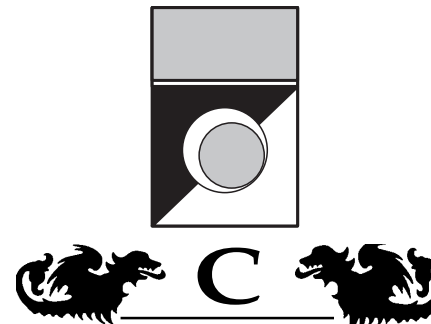
speed — R 112, 115
 state — R 112, 114, 115
Arctic Sea — WB 29
Ardinay, Pella, Lady of the Houses of Aysle — □R 4; WB 26-30, 32, 34; AB 13, 15, 47-48
Argentina — WB 7
Ark of the Covenant — R 106
armor — R 78, 132-133
 add — R 78
 bone and hide — R 132
 bronze — R 133
 bullet-proof vest — R 133
 chain mail — R 133
 cuir bouilli — R 133
 hides and furs — R 132
 intradermal plating — R 133; WB 41
 IriMesh — R 133
 Kevlar — R 132-133
 Kevlar; Ceramic — R 133
 Kyoto Police RKD — R 133
 leather — R 133
 plate mail — R 133
 ring mail — R 133
 silk lining — R 133
Armor Description Chart — R 133
Arthur, King of England — R 126
artificial sun — WB 47-48
Artist Chart — □R 56
Asia — WB 6, 8
Asiaweek — WB 4
asp — WB 49
atheism — R 125
Atlantis — R 106
atomic energy — WB 43
attitudes — □R 15
 base — □R 15, 71
 enemy — R 70, 72-74
 friendly — □R 15, 70, 72-74
 hostile — □R 15, 70-74
 loyal — □R 15, 70-72
 neutral — □R 15, 70-74
attributes — □R 5, 7, 8, 10, 12, 13, 39, 48, 50, 110, 129, 141; WB 2
Charisma — □R 8, 17, 31-32, 35, 48, 57-58, 70-71, 75, 80, 118; WB 2, 15, 42
Dexterity — R 8, 10, 12, 17, 18, 20, 31, 42, 44-45, 48-52, 56-57, 64, 69, 75-76, 80, 112, 116-117, 119-122, 133, 141; WB 2, 16, 24, 42, 46, 55-56; AB 10, 35
 improving — □R 20, 88
Mind — □R 8, 15, 17, 48-49, 56-57, 64, 71, 75, 104-105, 113, 122; WB 2, 16, 24, 37, 42, 46, 55; AB 40
Perception — R 8, 10, 12, 17, 32, 34, 47-48, 51, 53, 55, 64, 74-75, 112,

119-120; WB 2, 24, 36, 42, 46, 52, 54-56
Spirit — □R 8, 16, 17, 48, 57-58, 64, 74, 95, 107, 122-125; WB 2, 17, 35, 40, 42
Strength — □R 5, 8, 12, 18, 41, 44, 48, 52-53, 56-57, 64, 76, 105, 121-122, 141; WB 2, 18, 24, 40, 42, 55; AB 35
Toughness — □R 5, 18, 19, 28, 35, 41, 46-48, 52, 64, 76-78; WB 2, 15-16, 25, 37, 46; AB 35
 values — R 8, 64, 141
Australia — WB 6, 10, 17; AB 8, 47
 Sidney — AB 8
Austria — R 65
Avro Ltd. — WB 41
Avro PR IIV — WB 41
awards — R 20; AB 11
 act — AB 11
 adventure — AB 11
 guidelines — AB 11
awe — □R 16, 74
axioms — □R 5, 19, 31, 34-35, 86, 88-89, 91-92, 98-104; WB 5; AB 8
 altering — R 97
 bending — R 97
 colliding — R 97-98
magical — □R 5, 19, 92-93, 97; WB 11, 15, 44, 52; AB 8
social — R 5, 19, 92-95, 97; WB 44, 52; AB 8
spiritual — □R 5, 19, 92, 95-97, 126-127; WB 11, 44
technological — □R 5, 19, 92, 97, 99, 132-140; WB 44, 56; AB 8
 zone — R 98
Axioms of the Cosms — AB 25
Aysle (cosm) — R 112, 127; WB 3-4, 26-27, 30, 34
Aysle (realm) — □R 19, 20, 48, 98-100, 103, 111-112; WB 1, 4, 26-32, 56; AB 7, 14-15, 47-48
 creatures of — WB 32
 dwarven grimoire of — WB 31-32
 folk of — WB 29-30
 grimoire — WB 30-31
Ayslish — WB 29-30

Bahasa Indonesian — WB 10
Banda Sea — WB 10
Barbarians — □R 48, 52
baragon — WB 25
Base Price; Attitude Chart — □R 72-73
basilisk — WB 26
battlegroup — WB 49
bayonette — WB 14
bear — □R 48; AB 10
Beast of the Apocalypse — WB 38-39
Becker, Alexander — AB 18, 29
BelleVision — WB 41
Benchmark Chart — □R 39, 43; AB 25
benthe — WB 23
Bernard, Bshp. — AB 47-48
Bible —
 New Testament — WB 14
 Old Testament — WB 14-15
bits — AB 20
blindsided attack — R 78
Blue Meanie, The — R 58
blue whale — AB 11
blunderbuss — WB 19; AB 9
Bolivia — WB 7
Bonterre, Lord — AB 47
Bonus Chart — □R 5, 10, 13, 35; AB 24
bonus numbers — □R 18, 25, 28, 30, 32, 35, 37-38, 44-45, 50
Borneo — WB 10, 12-13
 Balikpapan — WB 12
 Sukadana — WB 12
 Tanjungselor — WB 12
borr aka — AB 37
Brazil — WB 7; AB 47
break — □R 22, 61, 79-80
British Broadcasting Corporation — WB 4
Brother Pierre — AB 47
Bryce, Father Christopher — □R 21, 124-126, 130
Buddhism — R 126; WB 10



Babel Central — WB 37-39
Babel Monitor — WB 38
backlash — R 113-115



California — □R 48, 109; WB 21
 Monterey — WB 20
camels — R 49; WB 14
Canada — R 4; WB 4, 7, 20, 22-23

- British Columbia —
 Vancouver — WB 20
 Saskatchewan — WB 7
 Regina — WB 7
Caretakers — WB 19
carol — WB 25
Carredon — □R 23; WB 26
Caribbean Sea — AB 47
Cathedrals (GodNet) — WB 39
Catholicism — WB 7, 28
cavalry (Victorian) — WB 14
Celebes Sea — WB 10, 12
centaurs — WB 30
Central America — WB 7
chainsaw — AB 9
Chao — WB 55
characters, conflicts between — □R 69
character connections — □R 10
characters, creating — □R 7
character interaction — R 15, 70-74
characters, rewarding — AB 11
Character Sheet — R 143
character templates — □R 7, 8, 11, 12, 29, 35, 111; WB 1
 “appearance” — □R 8
 Adventurous Scholar — WB 57-58
 background — R 141-142
 Barbarian Warrior — WB 57-58
 choosing — □R 7
 Contract Ninja — WB 59-60
 copying — □R 7
 Covert Operative — WB 59-60
 creating — R 141-142
 Curious Mage — WB 61-62
 customizing — □R 7
 “damage” — □R 18
 Disgruntled Corporate — WB 61-62
 Doubting Cleric — WB 63-64
 Fast Hero — WB 63-64
 Gadget Hero — WB 65-66
 GodNet Raider — WB 65-66
 Gypsy Soothsayer — WB 67-68
 Human Tribal Shaman — WB 67-68
 Intrepid Reporter — WB 69-70
 Jaz Fighter — WB 69-70
 National Hero — WB 71-72
 Obsessed Prodigy — WB 71-72
 Paladin — WB 73-74
 “possibilities” — □R 8
 Realm Runner — WB 73-74
 Renegade Edeinos — WB 75-76
 Soldier of Fortune — WB 75-76
 Story Teller — WB 77-78
 Tough Hero — WB 77-78
 Vampire Hunter — WB 79-80
 Werewolf — WB 79-80
chases — R 49-52, 55-56, 81
China — WB 6, 10-11; AB 47
chipholder — WB 42
chipware — WB 41-42
 ActChips — WB 41-42
 MemChips — WB 41-42
 spirit chips — WB 39, 42
Christianity — R 124, 126, 131; WB 14, 28
Christmas Island — WB 7; AB 42
Church of the Abyss — WB 39
Church Police — WB 34-35, 38; AB 48
clearing their minds — R 74
climax and resolution — AB 18
Climbing Chart — □R 52
College of Cardinals — WB 33
College of Mathematicians — WB 48-49
College of the Way — WB 33-34
Colt Peacemaker — WB 14
Columbia — WB 7
combat — □R 5, 17, 78-81
Combat Results Table — □R 40, 76, 100, 113; AB 23
Common Ground Association — WB 22; AB 20
community — R 123
community rating — R 124-131
complication — R 41, 63
concealment — R 78
Condition Modifier Chart (miracles) — R 127
conflict — □
 dramatic — □R 39, 60
 standard — R 60
confrontations — AB 18
confused — R 22, 61
contradictions — R 5, 19, 85, 91, 99; WB 17
 zero case — R 99
 one-case — R 99
 four-case — R 99, 101
 long-range — R 99-100
contradiction check — R 99, 106
conversion — R 125
coordination difficulty — R 107
Co-Prosperity Sphere — WB 6
Corben, Buck — □R 51-52
Core Earth — □R 7-8, 10-11, 19, 27, 29, 31, 33-34, 42, 48, 50, 85, 89, 92-93, 97-101, 103-104, 107, 110-112, 123, 125-133, 135, 138, 141; WB 1-9, 11-14, 20-21, 23, 28, 30, 33-34, 44, 48-49, 51-52; AB 17-20, 32, 47
Core Earth Character Limit Chart — □R 42, 141
cosm — □R 1, 11, 14, 19, 20, 58, 81, 85-86, 89, 91, 102, 106
 home — □R 11, 12, 14, 99-100, 102; WB 3
 originating — R 126
cosmverse — □R 1, 82; WB 1
Cover Value Chart — R 78; AB 26
critical moment — □R 23
critical problem — R 63
crocodile — R 48; WB 49
Crosktrekt — □R 23
crossbow — AB 9
Crowfire — □R 15, 23, 42, 44, 57, 61, 79, 80, 104, 107; AB 1
currency — WB 2, and see individual entries
Currency Conversion Chart — WB 2
cyber arms — WB 40
 BiV — WB 40
cyberdecks — WB 36-37
 cyber-signal filters — WB 36
 CompPlexes — WB 36,38
 Delicious — WB 36-37
 IRCOM Vee — WB 36-37
 Marseilles Hermes — WB 36-37
 Penitence IV — WB 38
 processor power — WB 36-37
 response — WB 36-37
 stealth — WB 36
 storage — WB 36
cyberdeck programs — WB 37
 attack — WB 37
 combat — WB 37
 find — WB 37
cyber eyes — WB 41
 EM eyes — WB 41
 Low-light eyes — WB 41
 Rove eyes — WB 41
 TriEyes — WB 41
cyber hands — WB 40
 Manofique — WB 41
cyber knights — AB 15
cyber legs — WB 40
Cyberpapacy — □R 4, 61; WB 1-2, 5, 7, 33-42; AB 14-15, 47-48
cyberpriests — □R 42; WB 35, 39; AB 9, 47
cyberpsychosis — WB 40, 42
cyber rating — WB 40
cyber value — WB 40
cyberware — WB 2, 39-42
 apotheducts — WB 40, 42
 basic wiring — WB 40
 NeuraCal — WB 40-42
 cyberclaws — WB 14
 cybersenses — WB 14
 cyberwings — WB 14
 implanting — WB 40
 kreelar tendon-supplements — WB 40-41
 NeuraSkin — WB 41
 LeDos — WB 41

socket (jack) — WB 35-36
 dipolar recording chip — WB 35-36
 miniature axion amplifier — WB 35-36
 subdermal weaponry and armor —
 WB 41, and see individual entries
cygoyle — WB 42; AB 15, 48
Cyprus — WB 7, 43



daimyos, Rauru Block — WB 54
damage — □R 5, 13, 18, 19, 38
dead — □R 18, 76
healing — □R 76
heavily wounded — □R 18, 19, 29-30, 49, 56, 76, 113, 125; WB 38
 keeping track of — R 76
knockdown — R 76; WB 37
knockout condition — □R 18, 19, 39, 49, 54, 60, 76, 125; WB 25, 37, 55
 mental — R 113; WB 37-38
mortally wounded — □R 18, 49, 54, 56, 76, 109, 127, 131; WB 37-38
shock — □R 18, 19, 28, 30, 32, 35, 44, 54, 60, 76; WB 25, 37, 55
 spiritual — R 125
stun — R 76, 113
 weapon — R 77
wound — □R 18, 29-30, 39, 49, 56-57, 76, 113, 132
Dark Shadow — AB 47
Darkness Device — R 83-84, 86, 89, 97, 102-107; WB 1, 3, 14, 20-21, 24, 26, 32, 34, 38, 40, 44; AB 31
 attuning — R 88
 Heketon (Orrorshan) — WB 4, 10, 18
 powers — R 88
 skills — R 88-89
 transferring — R 88-89
Davenport, Reginald — R 68
dead time — AB 12
Decker, Ace — R 105
Deep Mist — WB 20-21, 23-24; AB 34
defense, active — □R 17, 18, 78, 80
defense, passive — □R 18, 78
Delour, Sofia — R 71, 74

Delphi Council — WB 7, 21-22; AB 13, 17-18, 20
demons — R 112; WB 18
Denmark — WB 26, 29
 Jutland Peninsula — WB 29
Deuce-and-a-Half — AB 34
die roll, final — □R 13
difficulty number — □R 5, 13-15, 18-19, 35, 37, 39, 41, 44-45, 47, 50
 coordinated — □R 47
Difficulty Number Scale — □R 41-42; AB 25
dimthread — R 83; WB 3, 12
dinosaur — AB 9, 14, 17, 19, 33
disconnecting — R 99-100; AB 9
 bonus modifier for — R 100-101
Disease Difficulty Chart — R 130
disintegrator cannon — R 67
disinto-ray — AB 8
dogs — AB 10
dollars, US — WB 2
Draconis Aysle — WB 32
Draconis Teutonica — WB 32
dragons — WB 6, 26; AB 7, 47
drama deck — □R 4-5, 17-18, 20, 23, 27, 37-39, 59-69, 76; AB 12-13, 18, 39
 action — □R 25, 64
 action stack — □R 21, 60, 62
 adrenalin — □R 25, 64
 adventure text — R 59
 alertness — □R 25, 64
 campaign — □R 68
 card pool — □R 22, 23, 25, 64
 conflict line — R 59-61
 advantages — R 60
 disadvantages — R 61
 using — □R 61
 connection — □R 25, 64-65; WB 53; AB 13, 20
 coup de grace — □R 25, 65
 discard pile — □R 20, 66
 drama — □R 19, 26, 65-66, 80, 106; AB 11
 dramatic skill resolution box — R 59
 escape — □R 26, 65
 glory — □R 26, 65, 104; AB 11, 13
 haste — □R 26, 64-65, 75
 hero — □R 19, 26, 61, 65-66, 80, 106
 idea — □R 26, 65
 leadership — □R 26, 65-66; AB 12
 losing cards — □R 23
 master plan — □R 26, 66
 monologue — □R 26, 66
 opponent fails — □R 26, 66
 played use — R 59
 play results — □R 64
 presence — □R 25, 64

rally — □R 26, 66
 random use — R 59
 replenishing — □R 25, 68-69
 second chance — □R 23, 26, 66
 seize initiative — □R 26, 66
 subplot cards (See *Subplots*)
 subplot, campaign — □R 25
 supporter — □R 26, 66
 trading cards — □R 23, 69
 willpower — R 25, 64
dramatic skill resolution — R 72, 105; AB 18, 44
Duchamp, Paulo — WB 33
Dunad — R 127
Duncan — AB 47-48
dwarves — R 112; WB 26-27, 30, 56



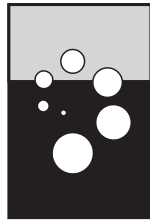
Eastern Europe — WB 7
Eastern Land — WB 21
Edeinos — □R 26-35, 48, 51, 66, 79, 91, 99-101, 112, 124-125; WB 4, 20-23, 25, 52; AB 7, 13, 14, 32, 34, 36-37
effects, countering — R 14
effect total — R 5, 13, 18, 28, 37-38
Efreet — AB 42
Egypt — WB 5, 43-44; AB 15, 31, 34, 37-38
 Alexandria — WB 50
 Cairo — □R 56; WB 49; AB 4, 35
 Cairo Museum of Art — R 65
 Luxor — WB 43, 46, 49
 Memphis — WB 50
 pantheon of gods — WB 44
 religion — WB 44
 Thebes — WB 43, 46, 48-49; AB 38
El Asimat — AB 4
elemental spirits — R 130
elves — R 99-100, 112; WB 26-27; AB 9
England — R 4, 98, 101; WB 8, 28
 Cornwall — WB 28
 Dover — WB 28
 Land's End — WB 28
 Leeds — R 98
 London — R 132; WB 4, 6, 28
 Nottingham — AB 47-48
 Stapleford — R 101

Tilbury — WB 28
 York — WB 28
English Channel — WB 28
equipment — □R 10, 14, 132-140;
 WB 2
 availability of — R 132
Eternity — WB 1
eternity shards (Atlantis, Excalibur,
 Heart of the Coyote, Holy Grail,
 the Lost Ark of the Covenant,
 Tobukai Algorithms) — R 106-
 110; WB 1, 48
 group powers — see *individual
 entry*
 tapping difficulty — R 106-110
 event — □R 20
eternium — WB 48
Ethiopia — WB 5, 43, 49
events — AB 19
Everlaws — R 82, 84, 91, 101
 of One — R 85, 91-92, 98-101, 104-
 106, 113
 of Two — R 85, 91, 98-101, 104
 of Three — R 106
Evidence Analysis Chart — □R 53
Excalibur — R 106, 126
explosives — R 81



FN Jammer — WB 41
Faberge egg — AB 32-33, 44
Fabrique Nationale — WB 41
faeries — WB 26
falling — □R 49
Falling Chart — □R 49
False Papacy — WB 4-5
Far East — □R 4
fatigue — □R 22, 44, 61, 80-81, 133
 vehicle — R 81
fatigue penalty — R 133
15-pound breach-loading gun —
 WB 14
Finland — WB 26, 29
 Lieska — WB 29
 Oulu — WB 29
 Rauma — WB 29
First Aid Chart — □R 55
flags — AB 20
Flame of Power — WB 50
floods, magical circumvention of —
 WB 44
flurry — □R 22, 60, 64, 75; AB 13

Force, The — R 126
forced march — □R 49
forcefield generator — AB 36
franc — WB 2
France — □R 4, 138; WB 5-8, 33-
 34; AB 34
 Avignon — WB 7, 33-34, 36, 38
 Lyon — WB 36
 Paris — WB 33-34, 41
 Paris Liberte — WB 34
Furrek Dah — R 28-29, 31, 33
futile reconnection, theorem of —
 R 102



gamemaster — AB 2-5
 describing the scene — AB 4
 player's wishes, responding to — AB
 5
 role of — AB 2
 setting the tone — AB 4-5
 suspension of disbelief — AB 5
gamemaster characters — WB 3; AB
 29-30
gamemaster fiat — R 39; AB 12
gamemaster refereeing — AB 3
gatekeepers — WB 39
Gaunt Man — □R 1, 4, 89-90, 101, 106;
 WB 1,3-4, 7-8, 10-15, 18-19,21, 26, 34,
 48; AB 31-33, 42, 44, 48
Gemini News Service — WB 4
General and Push Results Table — □R
 39-40; AB 23
General Gear Chart — R 134
genres — AB 14-15
Germany — WB 6-7, 29; AB 47
 Bonn — WB 7
 Ruhr Valley — R 98
ghosts — R 112; WB 4, 11, 18
ghouls — WB 18, 32
giants — □R 20, 23, 81; WB 26-27, 29; AB
 10
giant eagle — WB 18
Gibberfat — AB 33, 42-43
gizmos — WB 46
goblins — WB 26, 30
God — WB 33, 39
GodNet — □R 4; WB 33-40; AB 15

combat in — WB 37-38
 defenses of — WB 38
 entities of — WB 38-39, and see
 individual entries
 jacking into — see *neural
 interfacing*
 regions of — WB 39 and see
 individual entries
 skill use in — WB 36
 tools in — WB 36
golem — R 112
Gon-Tin — □R 31
Goringa — □R 66
gospog — R 42, 62, 89-90; WB 4,
 23, 26, 32; AB 1, 13, 37
 Orrorshan — WB 11, 19
 plantings — R 89-90
Gospog Chart — R 89
gospog field — WB 4-5
gospog seed — □R 42, 89; WB 21
gotak — WB 21, 24
Gray Ghost, The — □R 54
great ape — AB 10
Great Schism — WB 33
Great Slave Lake — WB 20
Greece — WB 7
Greenland — WB 8
grimoire — R 111
grimoire spells — See *spells*
Grod the Ogre — R 77
group powers — R 106-110
 bearer of — R 107
 coordination — R 108
create hardpoint — R 107-109
 difficulty — R 108
 duration — R 108
 effect — R 108
gate — R 109
herald — R 109
life thread — R 109
 purchase — R 108
 range — R 108
send — R 109-110
shift possibility — R 107, 110
 sparking — R 107
stelae sense — R 107, 110
 use cost — R 108
Gulf of Bothnia — WB 4, 29
Gwendolyn — R 111, 113, 120



H

Haiti — R 97
 haggling — □R 72, 74
 half-folk — WB 26, 30
 hardpoints — R 98-99; WB 4, 21, 33
 harpies — WB 30
 Hatac-Four, Ingen — □R 48
 Heart of Coyote — R 106-107
 Heaven (GodNet) — WB 39
 Heights of Eilgeborn — R 97
 Hell (GodNet) — WB 39
 Her Majesty's London Institute (Orrorsh) — □WB 12
 Hespera — WB 50
 High Lords — □R 1, 4, 5, 11, 14, 17, 20, 27, 82-86, 88-91, 97, 99, 101, 103-104, 106, 109; WB 1, 4, 8, 13
 Hindu — WB 10
 Holy Grail — R 106
 home cosm advantage — R 105; AB 9
 Home-Domo — WB 52
 horses — □R 49; WB 14
 Horus — WB 49
 hossraf — R 34
 hrockt shoot — WB 20



I

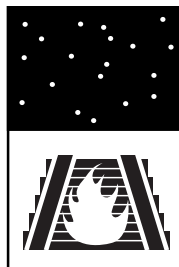
Illinois —
 Springfield — □R 27, 29, 31
 Illmound Keep — WB 12
 inclination — WB 44
 India — R 135; WB 6, 10-11
 New Delhi — R 67
 Indian Ocean — WB 8; AB 32, 38-39, 42
 Indiana — R 98; AB 17
 Indonesia — □R 4, 109, 135; WB 4, 6-7, 10, 12-13, 15-16; AB 19, 38, 41, 45
 Jakarta — WB 10
 Indonesian Sea — AB 41
 infiniverse — □R 1, 4, 126
 initiative — □R 17, 21, 38, 76
 Inquisition — WB 33-35, 38, 40; AB 15, 48

inspiration — □R 22, 60; AB 13
 Interaction Results Table — R 40, 71-72, 74, 79; AB 23
 interrogate — □R 74
 Invasion Diagram — R 83
 invocations — R 127
 Iran — WB 7
 Iraq — WB 7
 Ireland — WB 4, 28
 Belfast — WB 28
 Castellingham — WB 28
 Inishark Island — WB 28
 Kerry — WB 28
 Knockadoon Head — WB 28
 Irish Republican Army — WB 28
 Irianese — WB 10
 Islam — WB 7, 10
 Israel — WB 5-6, 48, 50
 Masada — WB 50
 Italy — R 99; WB 7
 Rome — WB 7
 Iwesaka — □R 15



J

jackpriest — WB 38
 Jakatts — WB 23-25
 James Bay — WB 20
 Japan — □R 4, 138; WB 6-7, 51-52, 54
 Kyoto — R 133
 Tokyo — WB 6
 Java — WB 6, 10
 Java Trench — WB 7; AB 32
 Jaz — WB 41-42
 Jet-Powered Aircraft Specification Chart — R 135
 Jordan — WB 7, 50
 Judaism — R 125-126
 judo — WB 55
 jujitsu — WB 55



K

Kaah, Baruk — □R 1, 4, 27-29, 32-33, 35, 91; WB 3-4, 7, 20-24, 34, 48; AB 14, 17, 37, 44
 Kal-toonk — □R 48
 Kanawa Co. — □R 16, 18, 74, 133; WB 3-6, 51-52, 54
 Kanawa, Ryuchi (3327) — R 1, 4; WB 5, 48, 51, 54
 karate — □WB 55
 Kentucky — WB 20; AB 17, 18, 34, 36-37
 Kenya — WB 6
 Kerkeremtis — WB 47
 Keta Kalles — WB 20-23
 Khem — WB 47-48
 ki — WB 55
 Knight Protectors — WB 26
 Knights Templar — AB 13
 Korea — WB 6, 51
 Kosmos, Hippolyta — WB 50
 Krakatoa — WB 10
 Kurst — □R 17
 kylot — WB 25



L

"LA Action" — AB 19
 laanit — WB 29
 laity — R 95
 lakten — □R 32, 101; WB 4, 25
 Lanala — WB 20-21, 23, 25
 Land Below — WB 21
 Land of the Dead — WB 50
 Land Vehicle Specification Chart — R 139
 Language Chart — □R 55
 laser pistol — WB 14
 last ditch effort — R 63
 Law of Action — WB 44-45
 Law of Drama — WB 44
 Law of Intrigue — WB 52-54
 Law of Morality — WB 44
 Law of Profit — WB 53, 56
 Law of Vengeance — WB 53-54
 lead character — □R 47, 107
 Lefleur, Cptn. — AB 38-39
 Le Monde — WB 4
 Lee-Hollings rifle — WB 14
 Lee-Metford rifle — WB 14

Leyden, Dr. Andy — AB 4
Liberty Bell — R 98
Libya — WB 6, 50
lieutenants — R 90
limit value — □R 42, 44, 50
Link Difficulty Chart — R 100; AB 23
lion — AB 10
Living Land — R 4, 13, 19, 23, 25, 27-35, 48, 53, 83, 85, 98-102, 125; WB 1, 4, 7, 20-25, 50, 52; AB 14-15, 17, 19-20, 32-34
 creatures of — WB 25
 miracles of — WB 23-25
Lizard Hunt — WB 52
location attack — R 78
Lockpicking Chart — □R 50
logarithmic scale — □R 39
London, Duke of — □R 62
Lost Dauphin — AB 13



M-16 — AB 9, 39
Macintosh II — R 98-99
Maelstrom — □R 20, 88, 105-106; WB 1
maelstrom bridge — R 82-85, 88-89, 97, 101-102, 109; WB 26, 34
 Ayslish — WB 4, 30
 Living Land — WB 4
 Nile — WB 48
 Nippon — WB 5
 Orrorshan — WB 4, 12
 Tharkoldan — WB 5
magic — R 111-122, 131
 illusions — R 114-115
 disbelief — R 114-115
 primary rule of, — R 115
 principle of definition — See *individual entry*
 skills — R 111
 spells — See *individual entry*
 structure of, — R 111
magicians — R 141; AB 9
Magna Verita — WB 33-35
Malaysia — □R 4; WB 10-11
 Kuala Lumpur — WB 10
Malraux, Cyberpope Jean — R 1;
 WB 3-4, 7, 33-35, 41-42, 48
manes — WB 26

Manotep — AB 38
manticores — WB 26
many on one — □R 45
maps — AB 30
 Assault on the Digging Device — AB 21
 Incredible Digging Device — AB 37
 Secret Air Base — AB 27
 Undersea Pirate Ship — AB 28
Mara-Two, Dr. Hachi — □R 18, 109
Marketplace — WB 51-52
Marlen, Dr. Heinrich — AB 32-38
Marlen, Hildy — AB 33-35, 37
martial arts — WB 55, and see entry under *skills*
martial arts disciplines — WB 55-56
 invisibility — WB 56
 jump — WB 56
 lightning fist — WB 55-56
 major — WB 55-56
 master — WB 55-56
 minor — WB 55-56
 no-one walk — WB 56
 spring attack — WB 56
 stunning attack — WB 56
martial arts styles — WB 55
 ninjutsu — WB 55-56
 Red Lotus — WB 56
 Shao-Lin — WB 56
 tall crane — WB 56
martial arts tests — WB 55-56
 bucket walk — WB 56
 log run — WB 56
 pole jump — WB 56
 rabbit chase — WB 56
 rice paper test — WB 56
 shadow stealth — WB 56
maximum value — R 77
Measure Conversion Chart — □R 40, 42; AB 26
measures — R 5, 12, 41
Medicine Chart — □R 56
Meecham water-cooled machinegun — WB 14
melee defense — □R 17
Menhotep Excavations — □WB 4
mer-folk — WB 30
Mexico — WB 7
Middle East — □R 4
Military Vehicle Specification Chart — R 139
Miller, Wendy — R 110
minions — R 89
Minnesota
 Minneapolis — □R 27, 29
minotaurs — WB 30
miracles of faith — R 123-131; AB 9
 animate plant — AB 34

 beneficiaries of — R 124-125
 bless — R 129
 bless missile — WB 15
 blessing vow — R 129
 calm — R 129
 common ground — R 129
 communicate with animal spirit — R 129
 communicate with elemental spirit — R 130
 communicate with plant spirit — R 130
 cure disease — R 130
 curse — WB 15
 duration — R 129-131
 effect — R 129-131
 enhance food — R 130
 healing — R 127, 130
 heightened sight — WB 25
 increase fear — WB 25
 intense fear — WB 24
 Living Land — WB 23-25
 multiply food — R 130
 net damnation — WB 35, 39
 pain sacks — WB 24
 range — R 129-131
 refresh — R 113, 131
 ritual of hope — R 125-126, 130
 ritual of purification — R 125-127, 131
 see through mist — WB 23-24; AB 34
 simple spear — WB 24
 soothe — R 131
 staff of righteousness — WB 15
 Victorian — WB 15
 ward danger — R 131
 ward enemy — R 131
Mobius, Dr. — □R 1, 4, 17, 54, 61, 65-66, 90; WB 3-7, 34, 43-50; AB 4, 8, 13, 31, 38-41, 44, 47
 plans of — WB 48; AB 32-33, 35-36
 Possibility Wars and — WB 48
modifiers — □R 42, 44-45, 47, 126-127
moment of crisis — □R 5, 101
monotheism — R 126
Morocco — WB 5
Morrison, Cpl. — AB 31
movement (action) — □R 17, 75
movement, primary modes of — □R 44
movement rate — □R 17, 19, 44, 81
Mozambique — WB 5
Muab — WB 48, 50
Multi-Action Charts — □R 45, 63-64; AB 26
 extending — □R 47
mummification — WB 44
mummy — R 62, 80; WB 49
mythos — R 123-125

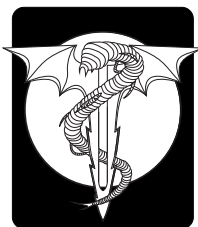
N

NEC; Mitsubishi — WB 52
Nagara Security 44TS Robot — WB 52
Nameless One — R 86; WB 1
nanotech — R 133
Natatiri — WB 49
natural tools — WB 2
Near Now — R 1; WB 1, 43; AB 31
neural interfacing — WB 35-36
 EpiphaNeur — WB 40
 J-Jack — WB 40
New Guinea — WB 10
New Khem — WB 48
New York — □WB 6, 20
 New York City — WB 21
 Manhattan — WB 21
 Central Park — WB 21
 Queens
 Flushing Meadow Park — WB 21
Night of Covers — R 97
Nile Empire — □R 4, 14, 16, 17, 42, 51, 56, 66, 73, 81, 83, 97, 103, 138; WB 1-3, 5-7, 21, 43-50; AB 4-5, 7, 9, 14-15, 32-33, 36, 38-40, 47
 creatures of — WB 49
 locations — WB 49-50
 military of — WB 48
Nile Basin — WB 49
Nile River — □R 48, 65; WB 44
ninja — WB 56; AB 7, 47
ninja-werewolf — AB 9
Nippon Tech — R 48-49, 53, 106, 133, 140; WB 1-7, 48, 51-56; AB 7, 14
 equipment of — WB 56
No'dab, Harish — □R 65
Norse myth — R 125
North America — WB 4, 7-8, 20-21; AB 34
North Atlantic Treaty Organization — WB 7
Northern Land — WB 21
Norway — WB 4, 26, 29
 Kola Peninsula — WB 29
 Svarlbard Islands — WB 29
 Vardo — WB 29
Norwegian Sea — WB 4



O

octi-grenades — AB 41-43
ogre — R 77
ogre club — R 77
Ohio — AB 17, 20, 34
Omegatron — WB 46-47
one on many — □R 45, 51
 quick method — R 46-47
opportunity attack — R 78
opposed actions — R 14
optant — WB 21, 23; AB 34-35
Ords — □R 20, 48, 58, 65, 74, 76, 85-86, 90, 99, 101; AB 9
Orrorsh (cosm) (Gaea) — WB 11-12, 15-16, 26, 32
Orrorsh (realm) — R 17, 89, 97, 103, 111-112, 138; WB 1-4, 6-7, 10-19; AB 4-5, 14, 16, 31-32, 41-42, 45-47
 monsters of — WB 18-19
Other, worship of the — R 125
Others — WB 19
Overgovernors — WB 48-49
oxen — WB 14



P

Pacific Coastal Highway — AB 8
Pacific Ocean — AB 8
panentheism — R 126
pantheism — R 126
Patagonia — R 138
Pennsylvania —
 Philadelphia — R 66, 98, 124; ;WB 21; AB 13, 37
Peru — WB 7
Phillipines — WB 6, 10
physical energy — WB 7
Piston Aircraft Specification Chart — R 134
pixies — WB 4
Place, The — WB 1
Plassurid — R 91
player's call — R 79-80
plots — AB 30
 gathering — AB 30

gauntlet — AB 30
quest — AB 30
plot twists — AB 20
PolyDeb matrix — WB 41
polytheism — R 126
Pope — WB 7
possible setback — □R 63
possibility energy — □R 1, 5, 8, 11, 14, 15, 18-20, 25, 27-30, 32, 34-35, 58, 65, 82-83, 89, 91-92, 99-100, 102-103, 106, 126, 141; WB 1, 3, 7
 countering — R 14
 draining — R 84-86, 92
 sorting — R 90; WB 7
 transferring — R 88
possibility nexi — □R 103; WB 3
possibility potential — WB 2
Possibility Raiders — R 83-84, 91, 100-103, 127; WB 1, 3, 20
possibility-rated — □R 19, 42, 48, 76, 88, 90, 98, 105; AB 9
Possibility Wars — □R 7, 65, 82, 84, 98
prayers — R 127
pressing the issue — □R 15, 71
primary item — □R 58
Principle of Definition — R 112-113
Protestantism — WB 28
pulp powers — WB 44-46
 dazzle — WB 46
 flight — WB 46
 fog screen — WB 46
 invisibility — WB 46
 mega-hearing — WB 46
 range — WB 45
 running — WB 46
 value — WB 45
 tech rating — WB 45
 ultra sight — WB 46
 x-ray eyes — WB 46
Purgatory — WB 35, 42
Psychic Research, Bureau of — WB 5
push, power — R 44
Push Results Table — □R 44, 118-120, 122
push, speed — □R 44, 50-52
pyramid power — WB 44



Q

Quartermain, Dennis, US President — WB 7, 21
Quebert — AB 47

Queen Erika — AB 13
 Queen's Own 17th Lancers (Victorian) — WB 12-13



Ra — WB 46, 48-49
 radius value — R 98-99
Raiders of the Lost Ark — AB 41
 Railroad Specification Chart — R 139
 Rama-tet — WB 48
 Randall, Dr. — AB 48
 ranged attacks — R 76
 short — R 76
 long — R 76
 medium — R 76
 modifiers — R 77
 Rauru Block — WB 54
 ravagon — R 80, 88, 90, 103-104; WB 11, 13, 21, 26; AB 31
 reality — □R 14, 58, 85, 99-102
 reality bombs — □WB 5, 48-49
 reality bubbles — □R 14, 101-102
 reality, conquering — R 84
 reality storms — □R 1, 19, 20, 29, 33, 58, 82, 84-85, 98, 101, 103-106; WB 4-5
 invoked — R 105
 realms — R 1, 5, 7, 10, 83
 realm runner — WB 23
 reclaim the people — R 104
 Red Sea — WB 7
 religious artifacts — R 126
 resistance communities — WB 21-22
 result points — □R 39, 44, 74
 result table — R 37-38
 Rhodesland (Orrorsh) — WB 12
 Riddafjarden — WB 29
 Rimward Seas — WB 32
 rituals — R 127
 robots — AB 10-11
 rocket boots — AB 8
 Rotary Aircraft Specification Chart — R 135
 rounds — □R 21-22, 38
 royals — R 73



Saar — R 91; WB 20-21
 sabre — WB 14
 Sabrina — □R 39, 107; WB 1
 Sahara — WB 43
 Samson, Professor — □R 67
 Satan — R 124
 Saudi Arabia — WB 7, 50
 Mecca — WB 7
 scene — □R 20; AB 19
 dramatic — □R 21; AB 9, 18, 39
 standard — □R 21; AB 9, 18, 39
 Science Chart — □R 56
 Scotland — WB 4, 28-29
 Kinnaird's Head — WB 28
 North Uist Island — WB 28
 St. Bee's Head — WB 28
 scripts and handouts — AB 30
 Sebastian, Quin — □R 12-19, 23, 25, 27-35, 42, 44-46, 51-53, 55-56, 60-63, 65-68, 71-74, 76, 80-81, 100, 102, 104, 107, 110, 132; WB 54; AB 1, 13
 Second Sight — WB 28
 secondary item — R 58
 setback — □R 22, 61, 77, 79-81; AB 13
 setback/fatigued — R 80
 settings — AB 19
 setup — AB 18
 Shariff, Professor — AB 22, 31
 diary of — AB 22, 32-33, 35-39, 44
 ShockKnucks — WB 41
 shocktrooper — □R 17, 45-47, 62, 81; WB 43, 49; AB 4, 7, 35, 38-39
 Shul — AB 32, 40-41
 simple action — □R 17, 75
 Singapore — WB 10-13
 sisu — WB 29
 skeletal pirates — AB 42-44
 skeletons — WB 32; AB 10-11
 skills — □R 5, 7, 8, 12, 13, 37, 48, 141; WB 2
 acrobatics — □R 48-50, 63, 79; WB 42
 adds — R 5, 8, 10, 12, 48, 88
 air vehicles — □R 13, 34, 53, 58; WB 42; AB 41, 44
 alteration magic — □R 53, 111-122, 141; WB 16, 18; AB 44
 apportation magic — □R 56, 111-122, 141
 artist — R 56; WB 42, 54

beast riding — □R 48; WB 42
 charm — □R 15, 31, 32, 57, 62, 70-71, 72, 74; WB 52
 character tag — R 8
 climbing — □R 8, 44, 49, 52-53; WB 42
 climbs, timed — □R 53
 conjuration magic — □R 56, 111-122, 141
 cyberdeck operation — WB 36-37
 defensive — AB 11
 disguise — WB 52, 54
 divination magic — □R 20, 53, 111-122, 141
 dodge — □R 10, 14, 17, 18, 41, 42, 44-45, 47, 50-51, 75, 116, 119-120, 132-133; WB 16, 42
 dodge, passive — □R 50
 energy weapons — R 18, 50; WB 42
 evidence analysis — R 48, 53-54; WB 42
 faith — □R 58, 95, 124-131; WB 15, 18, 24, 35
 find — □R 32, 34, 50-51, 53-54, 64; WB 37, 41
 fire combat — □R 8, 10, 18, 45-46, 50; WB 14, 37, 42
 first aid — □R 10, 19, 54, 76
 flight — □R 50; WB 46
 focus — R 58, 95, 123-131; WB 18
 heavy weapons — □R 13, 18, 50; WB 42
 improving — □R 20
 intimidation — □R 16-17, 23, 58, 62, 70, 74-75, 79-80; AB 9-11, 13, 18
 land vehicles — □R 12-14, 55; WB 42
 language — R 55; WB 42
 learning — □R 13
 lifting — □R 53; WB 42
 lockpicking — □R 12, 48, 50; WB 41-42, 55
 long-jump — R 31, 50-51, 119; WB 56
 long-jump, standing — □R 50
 macro — R 49, 51-52, 54, 57
 maneuver — □R 17, 23, 51, 62, 75, 80-81, 132; AB 9-10, 18, 41
 martial arts — R 48-49, 52; WB 54-56
 medicine — R 12, 48, 56, 76; WB 40-42
 meditation — WB 55
 melee weapons — □R 18, 28, 30, 32, 35, 51, 77-78; WB 14-15, 42
 missile weapons — □R 18, 51, 42
 persuasion — R 15, 17, 32, 35, 57, 62, 70-74, 104, 132; WB 52; AB 40
 agreement — R 72
 modifiers — R 72



- negotiated — R 72, 74; AB 40
 vow — R 72
 yes — R 72
prestidigitation — □R 51; WB 41, 55
reality — □R 10-11, 19-20, 58, 99, 101, 105-110, 141; AB 8
 round — □R 49
running — □R 5, 10, 44, 51-53; WB 46
 running, timed — □R 51
scholar — □R 48, 55, 132; WB 42; AB 44
scholar (computer science) — WB 36
science — □R 20, 56-57, 62-63; WB 42; AB 44
shapeshifting — WB 17-18
space vehicles — □R 55
stealth — R 48, 51-52, 54, 121; WB 36, 42, 52, 55-56
survival — □R 33, 48-49, 57; WB 42
swimming — □R 52
taunt — □R 17, 23, 57, 62, 66, 70, 75, 79-80; WB 2; AB 9-10, 13, 18
test (of wills) — □R 17, 20, 23, 57, 62, 66, 70, 75, 79-80; AB 9-10, 18, 41
track — □R 33, 48, 55
 transferring — R 88
trick — □R 17, 23, 56, 62, 70, 75, 79-80; AB 9-10, 18, 41
unarmed combat — □R 18, 52, 78; WB 41-42, 55; AB 35
water vehicles — □R 56; WB 42
weird science — WB 44; AB 44
willpower — R 15, 57, 70, 74
skills, narrowing the scope of — □R 58
Skill Charts — AB 24
Skill List — □R 49; AB 26
skill specialization — R 58
skill values — R 48
 parenthetical — R 80
slashers — WB 41
slicers — WB 41
Society of Engineers — WB 49
Sons of the Wind — WB 54
soulstain — R 88-89
sound-gun — AB 36
South Africa — WB 5-6
South America — WB 7-8; AB 34
South China Sea — WB 10
Soviet Union (Union of Soviet Socialist Republics) — R 138; WB 5-7, 29; AB 47
 Moscow — WB 5, 50
Space Vehicle Specification Chart — R 139
Spain — WB 7-8
Spartans — WB 21-22
spear guns — AB 41, 43
speed total — □R 13
spells — R 111-122; AB 9
 active — R 112
 altered fireball — R 116
 away sight — R 116
 axiom level — R 115-116
 bleeding blade — WB 30-31
 boiling blood — WB 16
 bullet — R 115
 casting — R 113
 charm person — R 114, 116
 cleanse — R 116-117
 conjured fireball — R 117
 designing — R 122
 detect magic — R 117
 disguise self — R 117
 doergamal — WB 31
 earth shield — R 117
 extradimensional gate — R 117
 floater — R 118
 fly — R 118
 focused — R 114
 fog — R 118
 impressed — R 114
 gain language — R 112, 118
 haste — R 118
 increase charisma — R 118
 jump — R 119
 lightning — R 119
 madness — WB 16
 mage dark — R 119
 mage light — R 119
 manipulation — R 116, 122
 multiple selves — WB 31
 noun — R 115
 on the fly — R 113-114
 open lock — R 119
 pathfinder — R 119-120
 possibility shadows — R 120
 ritual of mind preparation — R 120
 ritual of perception preparation — R 120
 skill — R 115
 slow — R 120-121
 spell bonus — R 113-114
 starting — R 113
 stay voice — WB 31
 stealth walk — R 121
 stone tunnel — R 121
 strength — R 112-113, 121
 sunstore — R 121
 sweet water — R 121
 thistledown — WB 31
 tracker — R 121-122
 transmute lead to gold — WB 16
 true light — □R 119, 122
 turn to stone — WB 31-32
 warding — R 112
 water scry — WB 31
 water spray — R 122
 weakness — R 122
 weather control — R 122
spirits, communication with — R 129-130
spiritual struggle — R 124
stacks — AB 20
stalenger — WB 23
Star Wars — R 126
stayer — WB 23
Stealth Chart — R 52
stelae — □R 66, 83-86, 88-89, 92, 102-105, 107, 110; WB 4-5, 7, 23, 43, 49
 boundaries — WB 4, 21, 29, 44, 49
 Orrorshan — WB 12, 14
 planting — R 84
 removing — R 104-105
Stelae Distance Chart — R 110
Stelae Placement Chart — R 84
Still World, The — WB 3, 7-9; AB 32, 35-36, 38
 climate — WB 8
 four days — WB 8
 one month — WB 8-9
 three months — WB 8-9
Stone Meeting — □R 15
Stormers — □R 5, 19, 103
Storm Knights — □R 1, 5, 14, 19, 65, 84-86, 89, 103-104; WB 4, 7-8, 13-14, 29
storm multiplier — R 105-106
Storm Results Table — R 40, 105
story-seed — R 104
Stuart, Prince of Worth — □R 50
stymied — □R 22, 61, 79-81; WB 18; AB 13
stymied/fatigued — R 80
Submarine Specification Chart — R 140
subplots — R 25, 66-68; AB 13, 20
 martyr — □R 67; AB 20
 mistaken identity — R 67-68; AB 20
 nemesis — R 67-68; AB 20
 personal stake — □R 67-68; WB 54; AB 20
 romance — R 66-68; AB 20
 suspicion — R 67-68; AB 20
 true identity — □R 68; AB 20
success, quality of — □R 39-40
 average — □R 39, 51, 53, 55-57, 106, 110, 120, 127
 continuing — □R 71
 failing — □R 41
 good — □R 39, 51, 53, 55-57, 106, 120, 127
 minimal — □R 39, 51, 53, 55-57, 106, 110, 120, 127
 superior — □R 39, 53, 55-57, 62, 106, 110, 120, 127

spectacular — □R 39, 53, 55-57, 62, 106, 110, 120, 125, 127
 temporary — R 71
Sudan — WB 5
 Bur Sudan — WB 7
Sumatra — WB 6, 13, 17
Sumeria —
 dagger — R 64-65
sun blades — AB 41, 43
Super Battlegroup Mobius — WB 49
supporter — R 107
suppressed tasks — R 85
surprise — R 78-79
 complete — R 78-79
 normal — R 78-79
Sutenhotep — See *Mobius*
Sweden — WB 4-5, 26, 29
 Mora — WB 4
 Stockholm — WB 4-5, 29
sweep attack — R 78
synonymous knowledges — R 112-113
Syria — WB 7

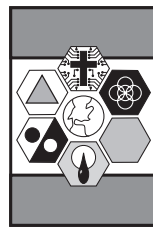


Takta Ker — WB 7, 20-22
talisman — R 99
Tamil — WB, pg 11
Tancred, Tolwyn — □R 20, 110
Tankhanic Corp. — AB 5
Tanya — WB 18
techno-demon — WB 13-14
Teth-net — WB 48
telephone — WB 14
templates — See *character templates*
10-point advantage — AB 9
Terra — WB 43-45, 47-49; AB 38, 40
terrain as cover — R 78
Terrain Chart — □R 57
Tewkesbury, Professor — WB 43
Thailand — WB 6
Thames River — WB 28
Thrachten — WB 8, 10, 13-14, 17; AB 31, 47
three-time bonus — R 104
Throckton, Dr. — □R 56

Time of Nothing, The — WB 1
Tobukai Algorithms — R 106
Torg — R 4, 89; WB 1, 3, 7, 10; AB 31, 44
torpedo pistols — AB 41, 43
Tosida Electronics — WB 52
Tracking Chart — □R 55
trademark item — R 58
transcendence — R 101, 103
transform number — R 104
transformation — R 86, 101-106
Transformation Table — R 86, 104; AB 26
tresir — WB 25; AB 1
Trieridge Mountains — R 127
trolls — □R 42, 62; WB 26, 32
Tunisia — WB 5
Turkey — WB 7



Udatok — WB 2
Ulster Defense League — WB 28
undead — R 112
Underground — WB 32
United Kingdom — WB 4
United Nations — WB 7
United States — □R 4, 99; WB 4, 7, 21-22, 50; AB 14, 33, 47
 Army — □R 48; WB 7, 52
University of Kyoto — WB 52
unskilled actions — □R 12, 48, 50-58, 79-80
up — □R 22, 60-61, 80; WB 18; AB 13
up/setback — R 79-80
Uthorion, Angar — □R 1, 4; WB 3-4, 26-30, 32, 34; AB 48



Valjean — WB 37
Valley of the Kings — WB 43

vampyre — WB 12, 18-19
Vancen — R 107
Van de Graaf generator — AB 37
Value Chart — □R 39, 41, 43, 130, 141; WB 2; AB 25
values — R 5, 11, 25
 action — □R 7, 77
 armor — □R 18
 attribute — □R 8
 weight — R 5, 41, 52
vampyres — R 131; WB 18-19; AB 10-11
Vancen — WB 1
variables — AB 19-20
vaulting and springing — R 49
Vaulting and Springing Chart — □R 49
vehicles — R 133-135, 138-140
 gliders — R 134
 hot air balloons — R 134
 jet-powered aircraft — R 135, 138
 Boeing 727 — R 138
 Boeing 747 — R 138
 F-15 — R 138
 F-86 — R 135
 Learjet L24 — R 138
 Mirage III — R 135, 138
 Mitsubishi J5 — R 110
 SR-71 — R 138
 military vehicles — R 138
 Jeep — R 138
 M1 Abrams — R 138
 M113A2 — R 138
 1938 Halftrack — R 138
 tanks — WB 44
 Tiger Tank — R 138
 T-72 — R 138
 piston-powered aircraft — R 134-135
 B-17 Flying Fortress — AB 41
 biplane — □R 73-74; WB 44
 DC-3 Dakota — R 135
 Fokker DVII — R 134
 G-21 Turbo Goose — R 135
 ME-109 F-2 — R 135
 PBY Seaplane — AB 38-42
 Sopwith FI Camel — R 134
 Spitfire VB — R 135; AB 40-41
 railroads — R 138
 bullet train — R 138
 1806 — R 138
 1907 — R 138
 1950 — R 138
 steam-driven — WB 14
 rotary wing aircraft — R 135
 Aerospatiale Lama — R 135
 Apache AH-64 — R 135
 autogyro — WB 44
 Avro C.8L Mk II — R 135

Bell AH-1G — R 135
 Bell H-13 — R 135
 Mi-24 Hind A-10 — R 135
 PA-19 — R 135
 self-powered land vehicles — R 138
 Allentown Roadster — R 99
 Daimler-Benz — R 138
 Ford Taurus — R 138
 Kenilworth Semi-Truck — R 138
 Lotus Esprit — R 138
 Model T — R 138
 motorcycle — WB 2
 Peugeot 707 — WB 2
 Suzuki Samurai — R 102
 Thunderbird — R 138
 space vehicles — R, ppg 138, 140
 US Space Shuttle — R 138
 Mitaya Corporation Low Orbital — R 140
 water vehicles — R 140
 aircraft carriers — WB 44
 Carribean Lady — AB 47
 Clipper Ship — R 140
 Coal Steamer — R 140; WB 14
 Diesel Steamer — R 140
 Galleon — R 140
 Los Angeles Class Submarine — R 140
 Luxury Liner — R 140
 Trireme — R 140
 Type 209 Class Submarine — R 140
 zeppelins — R 134; WB 14, 44
Victorians — WB 11-18; AB 19, 45-46
 and Earthers — Wb 16
 and magic — WB 15
 in battle — WB 14
 religion — WB 14-15
 technology — WB 14
Victorian Institute of Science — AB 48
Vietnam War — R 138
Vikings — WB 4-5, 27, 29-30, 32; AB 34
Villain Action Chart — R 62
virtual experiences (VX) — WB 35-37
vital blow — R 77-78; AB 41
Void, The — WB 1



Wales — WB 29
 Anglesey — WB 29
 Caernarvon — WB 29
 Pembroke — WB 29
war-stick — R 28
Water Vehicle Specification Chart — R 139
Weapons Specification Chart — R 136-137
weird science — □WB 5, 44 (for Nile skill, see entry under *skills*).
Wells, Dr. — WB 12-13
Wells, Jonathan — WB 21
werewolf — WB 11-12, 17-18
weretiger — WB 17
Western Land — WB 21
Wild Hunt — WB 4
will'o'wisps — WB 26
Wisconsin — WB 20
Wold, Eric — R 101
world rules — R 97
 Nile — WB 44
World War II — WB 6, 48-49; AB 40
Worth — □R 50
Wotan, Master of the Hunt — R 105
wrist guns — WB 41
Wu-Han — WB 5, 48-50



Yakuza — WB 54
Yellow Crab — □R 16-18, 20, 23, 25, 42, 44-45, 53, 62-65, 67, 71, 74, 76, 79, 99, 104, 106, 110; AB 1, 13
yen — WB 2
yorosai — WB 5
 Yuka, Lady — AB 47



Zaire — WB 6
Zelda V — WB 52
Zimbabwe — WB 5
zones — R 85, 102
 dominant — R 85, 98, 102
 mixed — R 85
 pure — □R 14, 85, 98-99, 102
Zoroastrian — R 124\

