

TORG ETERNITY

THE CASSANDRA FILES

#1

The Cassandra Files are a series of PDFs detailing potential rule changes, new rules that may or may not be used in the future.

These rules are not considered official until actually published in a print product, PDF, or the Torg Eternity FAQ online.

We encourage GMs and players to give these a try and let us know what you think. Feedback can be provided and questions asked on the Ulisses Spiele Torg Rules Discord Server.

STORM KNIGHTS

SKILLS

Unskilled: A skill test which a character attempts with no adds is Disfavored.

Skilled Only: A character who does not have adds in a “skilled only” skill can still attempt a test using that skill, but takes a Nearly Impossible (-10) penalty.

PROFESSION

A Storm Knight may use the profession skill with an appropriate attribute test, if appropriate (GM’s call). For example, someone with *profession (Olympic gymnast)* may add their profession adds to a Dexterity test involving a chase through crowded streets, as they dodge and weave through people and over topped cabbage carts.

Profession may only be used this way for attribute tests, not skill tests. It doesn’t replace skills already on the skill list. For example, *profession (thief)*

would not allow a character to use profession adds instead of lockpicking adds to pick a lock.

TRICK

A Storm Knight may make a *Dexterity+trick* test to do sleight of hand, or lifting and planting objects on a person.

PERKS

PREREQUISITES

Prereqs apply at all times. Should a character experience a permanent change (i.e. one which lingers after the end of an act) which invalidates a Perk with a Prerequisite, then that Perk is lost and another may be chosen to replace it.

DESTINY DECK

HAND SIZE

The base maximum number of Destiny cards a player draws at the start of an act, and refreshes down to at the end of an encounter or scene, depends on the number of players.

When there are two players, those players Action Pools start with one card in them.

HAND SIZE

# of Players	Max Cards
2	6*
3	5
4-6	4
7+	3

COMBAT

APPROVED ACTIONS

A player may only draw one Destiny Card for succeeding at an Approved action per round.

MOVEMENT

A character's base move is usually equal to their *Dexterity*. As long as the move is 6-10, the character can move up to 10 meters in a round.

They can rush (or run) up to 25 meters per round by taking an action (which can be part of a Multi-Action). If the character's move is 11+, they may instead move up to 25 meters without penalty.

If a character's movement is impaired (e.g. swimming without a swim movement ability or special equipment or having their move reduced to 5 or lower) they can only move 5 meters per round, and may not rush.

Other movement types seen in stat blocks such as swimming or flying apply the same rules to determine the distance moved per round.

Some characters (e.g. Rocket Rangers) have abilities that allow significantly higher movement, and those rules apply instead.

MOVEMENT

Movement	Distance (m)	Rush Distance (m)
1-5 *	5	—
6-10	10	25
11+	25	—

* Also applies for impaired movement such as swimming without a swim move or special equipment.

SIMPLE ACTIONS

One simple action may be taken per turn, but additional simple actions can be done as part of a Multi-Action,, applying a -2 penalty, even if there is no test for the simple action itself.

SUCCESS LEVELS

A Spectacular Success occurs if the result is equal to the DN+15 or higher. This Success Level is not included explicitly with most abilities (e.g. spells, miracles, and psionics). However, interaction attack results are changed (see below), and physical attacks have a standard effect:

- Attacks which do damage inflict an additional +1BD with a Spectacular Success.

INTERACTION ATTACKS

The result of interaction attacks is slightly altered. Standard and Good Successes are unchanged.

- **Outstanding:** Three levels of Stymied or Vulnerable are applied to the target or Player's Call if the target is a non-Elite Ord (i.e. Wounds: —).
- **Spectacular:** Three levels plus Player's Call

PLAYER'S CALL

If the target is at their Wound Limit (which for non-Elite Ords is always the case), they may be KO'ed or otherwise eliminated from the scene by fleeing, flying off a cliff, or (especially for *reality*-rated characters) surrendering.

COMBAT OPTIONS

ACTIVE DEFENSE

When targeted by an attack or a test, a character may sacrifice her next action to declare an Active Defense. She may still perform simple actions on her turn as normal.

An Active Defense turns any test targeting her into a contest. Normally this will apply to attacks (whether physical, interaction or otherwise) but can apply to other contests such as *find* vs. *stealth*. In a contest the defender makes their test after the attacker, and the defender gets a +4 bonus (which stacks with all other bonuses) to the test. However,

CONCEALMENT AND DARKNESS MODIFIERS

Concealment	Darkness	Modifier
Partial	Dim	-2
Medium	Dark	-4
Complete*	Pitch Black	-6

* Complete concealment applies the penalty to close combat attacks as well as ranged attacks.

the defender can't do any worse than their static defense or skill value.

If Defend is an Approved Action, it's successful only if the target is attacked and missed.

Designers Note: There is no minimum +1 bonus, and a roll must be made with each attack (instead of making one roll and applying that to all attacks).

AIM

A character can sacrifice his entire turn to aim (no movement or simple actions). If he only makes a ranged attack against a single target (no Multi-Targeting or Multi-Actions) he may ignore the Fire Into Melee rule and gains a +4 bonus to the attack.

COMBINED ACTION

Combined Actions increase any damage inflicted by an amount equal to the Combined Action bonus. This increase stacks with any damage bonuses (such as those that already add a damage bonus with a Combined Action).

CONCEALMENT

Often in battles, targets can become obscured, due to smoke, darkness, or the target is just flat out invisible. In these situations, a penalty is applied to ranged attacks.

The penalty taken is the higher of the Concealment or Darkness (see below).

Examples include:

- **Partial:** Thin smoke or fog.
- **Medium:** Thick smoke or fog.

• **Complete:** Attacker is blind, target is invisible or entirely behind cover. Complete concealment applies the penalty to close combat and maneuver attacks as well.

COVER

Sometimes targets (especially if they are unarmored) get behind cover for protection. Unless a Called Shot is made to hit the part of the target that isn't in cover, it is assumed to hit the cover (essentially hitting the torso).

Cover provides an Armor bonus as shown on the table below. If the target is wearing armor, the Armor bonuses do not stack.

COVER

Armor	Type of Cover
+2	Heavy table
+4	Car door (steel), 6"+ of wood, tree
+6	Concrete, thick metal, large tree.

DARKNESS

Darkness is a special kind of Concealment which can be mitigated by certain abilities (e.g. darkvision, lowlight goggles, or infrared sights). If the Darkness level is worse than the Concealment, the Darkness penalty applies instead.