

TORG

ETERNITY



Beta Clearance Player's Primer



ULISSES
NORTH AMERICA

TORG

ETERNITY

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BETA CLEARANCE: PLAYER'S PRIMER

Delphi Council Clearance Levels aren't related to an individual's security rating or even their rank within the organization. Rather, field missions are rated by how difficult and dangerous they are, and an agent's Clearance is based on the level of missions he or she might reasonably accomplish. Quinn Sebastian came up with the levels and overruled objections at the beginning of the war. Sebastian argued that the higher levels didn't make sense because the Delphi Council didn't have anyone that qualified for anything beyond Beta Clearance.

CLEARANCE LEVELS

According to the Clearance Level doctrine an operative's ability to exert control over reality, whether that's expressed as direct combat potential or other special powers, grows and develops with usage like a muscle. Quinn wants to keep reality-rated agents in the field exercising these muscles, while at the same time doing as much good for the war effort as possible without sacrificing them against impossible odds.

ALPHA CLEARANCE

Requires: *Reality*-rated, 0+ experience.

Benefits: Standard Delphi Council requisitions.

Ords, even elite soldiers, don't even rank as Alpha Clearance. Such missions carry an expectation of contact with Stormers, other realities, and disconnection, which neutralize most of an operative's abilities. Reality-rated characters, even rookies with no combat training, have a good chance of succeeding or at least surviving contact with enemy forces.

The scale of such missions may be extremely large, but there's no expectation of contact with threats rated Beta or above. Note that there's no way to tell for sure what opposition may be encountered, and operatives on an Alpha Clearance mission are encouraged to avoid such threats if possible. Sometimes circumstances mean a team has to engage, and almost certainly perish—such is the price of heroism.

Meanwhile the operatives involved are assumed to be learning how to exercise their powers and

becoming accustomed to the rigors of combat in the Possibility Wars. Casualties during this period are unfortunate but inevitable.

BETA CLEARANCE

Requires: *Reality*-rated, 50+ experience.

Benefits: Storm Knights are now eligible for Beta Level Perks and equipment requisitions.

After 10 field missions, or the approximate equivalent, an operative earns Beta Clearance. Clearance may be nominated by any handler or other Beta Clearance Storm Knights in the field. Earning a new Clearance is worth celebrating, and the Delphi Council has funds set aside for cake and other celebratory expenses when possible.

A Beta Clearance operative is ready for special training referred to as "Pushing," where something technically impossible is taught and demonstrated by another Storm Knight capable of the feat—or simulated by Ords with special equipment. It's important in the latter case for the trainee not to realize any tampering or cheating is occurring until they can consistently perform the feat on their own. Such revelations can disrupt training and render future attempts at Pushing ineffective.

This Clearance Level also opens up eligibility to requisition reserved and rare items from the Delphi Council's stores. Common requisitions were listed in the Delphi Council's initial handbook, but at this level specialty items from different realms become available. These items are still on an "as needed" basis, and sometimes competing needs are difficult to weigh. A Shard vital to a mission might be provided at any level, this just allows the team to request something beyond a mission critical item.

Agents at this level are also expected to engage with the more dangerous opponents cataloged by the Delphi Council. Experienced Stormers, especially deadly monsters, and any threat encountered that's caused high casualties among Alpha Clearance teams are often rated "Beta Threats." Beta Threats aren't simply measured by raw power, but by the tactical ability and willingness to destroy Storm Knights.

GAMMA CLEARANCE

Requires: *Reality*-rated, 200+ experience.

Benefits: Storm Knights are now eligible for Beta Level Perks, and a known Eternity Shard may be requisitioned as a DN 25 persuasion test.

Gamma rated opposition has a history of taking down Beta Clearance Storm Knights or possesses a unique ability that warrants cataloging it as less deadly than a High Lord, but something to avoid during Beta Clearance Missions. Sapient Gamma Threats are considered potential High Lords themselves—and may be as much a threat to the current High Lord as they are to us.

A Storm Knight veteran of 40 or more missions qualifies for Gamma Clearance. These are elite operatives and eligible to be sent on any mission, even one categorized as Delta if the risk is justified. At Gamma Clearance an agent gains the right to request unique resources—even precious Eternity Shards. Of course taking an Eternity Shard into the field is considered high-risk and must be justified through the usual channels.

DELTA CLEARANCE

Requires: *Reality*-rated, 500+ experience.

Benefits: Storm Knights are now eligible for Delta Level Perks. Any restriction that would usually limit a single type of item to the group is ignored.

An operative who's survived over 100 field missions is an Ace of Aces—a "Delta Clearance" Storm Knight. There's no one in the world who can

"CLEARANCE ISN'T BASED ON WHAT WE'VE GOT, IT'S BASED IT ON WHAT'S POSSIBLE. MISSION CLEARANCE IS TO KEEP YOU PENCIL PUSHING NINNIES FROM GETTING MY STORM KNIGHTS KILLED BEFORE THEY REALIZE THEY CAN DO THE IMPOSSIBLE."

-QUINN SEBASTIAN

offer training at this level, but the Delphi Council is constructing facilities to allow Delta Clearance Storm Knights to create their own routines or research new ways to Push themselves and others.

The High Lords themselves are considered “Delta Level” threats, so with preparation a team of Storm Knights should be able to directly face these monsters and end the Possibility Wars once and for all.

OMEGA CLEARANCE

Requires: Reality-rated, 1000+ experience.

Benefits: Storm Knights are now eligible for Omega Level Perks. Any restriction that would usually limit a single type of item to the group is now ignored. The character may jump to another cosmverse where he or she doesn’t already exist. The transition resets the Storm Knight to 0 experience, but all memories of previous adventures in the alternate cosmverse are retained.)

This clearance level is purely speculative. It’s possible to imagine threats even more powerful and dangerous than High Lords, and so such threats must surely exist in some reality—perhaps if a being achieved becoming “Torg.”

There is no protocol for promoting a Storm Knight to Omega Clearance—rather it’s assumed such beings will declare it themselves once they reach this level. There is also no resource or training left for the Delphi Council to provide that could be significant to a being with this amount of influence over reality. They would simply “know” anything they needed to know. All handlers, operatives, and leadership should cooperate fully with any recognized Omega Clearance Storm Knight’s requests.

NEW PERKS

HUMAN

These Perks may be purchased by human characters from any cosm. Note that “The Race” from Tharkold are humans, even though they maintain that they’re a separate species.

Cosm: Any

DUMB LUCK

• **Prereqs:** Human

Some humans are just born lucky, and this character is one of them. When an opponent spends a Possibility on a test targeting or opposing this character, there is no minimum value of 10 for the added die. The same effect applies to any other targets of the same roll.

HUMAN COMPASSION

• **Prereqs:** Beta Clearance, Human, Charisma 8+

The character’s Charisma attribute increases +1.

HUMAN SPIRIT

• **Prereqs:** Beta Clearance, Human, Strong-Willed

Once per act, an Outstanding result of a Defeat roll means the character isn’t KOed, and instead recovers 2 Shock and may keep acting.

LEADERSHIP

Cosm: Any

LEAD FROM THE FRONT

• **Prereq:** Spirit 8+, at least one other Leadership Perk

The hero’s steady nerves and seeming disdain for the enemy inspire those around him. If not already Vulnerable or Very Vulnerable, he may become Very Vulnerable instead of spending a Possibility to activate any Leadership perk.

NOT ON MY WATCH

• **Prereq:** Charisma 8+, at least three adds in find

Some leaders can see trouble coming and draft a plan to react accordingly. When a new Drama Card is revealed, the character may spend a Possibility to eliminate the effects of the opposite Conflict Line. Positive effects like Flurry, Inspiration, and Up are eliminated. The friendly Conflict Line is completely unaffected.

INTENSE TRAINING

• **Prereq:** Beta Clearance, Charisma 8+, a follower from any source

One of the character’s Followers gains a +1 bonus to one Attribute, a +3 bonus to one Skill, a +2 bonus

to another skill, a +1 bonus to a third skill, and one Perk. This Perk may be purchased more than once, but each time it must be applied to a different Follower.

PROWESS

Cosm: Any

COSM ADAPTATION

- **Prereqs:** Beta Clearance and Realm Runner OR Gamma Clearance

The Storm Knight has adapted to an aspect of another cosm, either through high levels of training and exposure or a transforming experience. Choose one Perk category normally limited to a specific Cosm. The character may purchase Perks from that group as through she met the cosm prerequisite.

SHAKE IT OFF

- **Prereqs:** Beta Clearance, Endurance

When the character uses a Recovery Action, she regains the normal 2 Shock, plus Shock equal to the result of a Bonus Die roll. Note that a Recovery Action is only possible when there isn't a condition such as hunger, or an extreme environment, that prevents Shock restoration.

KILLSHOT

- **Prereq:** Double Tap

On an attack where Double Tap was applied, roll the Bonus Dice for damage (if any) two separate times and apply the larger result.

GUNS BLAZING

- **Prereqs:** At least three adds in fire combat

The character has strong fire-discipline and great control of weapon overheating and other issues that can arise during

sustained fire. Reduce the extended Malfunction range from any use of Rapid Fire with fire combat by one, down to a minimum of 1. This includes using the Two Weapons modifier. A roll of 1 still causes a Malfunction as usual, and Malfunction ranges from other modifiers are not affected.

QUICK

- **Prereqs:** Beta Clearance, Dexterity 8+

The Storm Knight is extremely quick on her feet. She may move up to her Dexterity x2 meters each turn, or up to Dexterity x5 meters per turn if using an Action to run.

RACER

- **Prereqs:** Beta Clearance, at least three adds in land vehicles

During a Chase where the Storm Knight is driving a land vehicle, he treats every Drama Card as if it had Step A printed on it.

DRIVE DEFENSIVELY

- **Prereqs:** Beta Clearance, at least five adds in land vehicles

The Storm Knight may attempt to Soak damage done to a land vehicle he's driving.

The reality test to Soak suffers a -2 penalty if the vehicle is Large and a -4 if it's Very Large, and another -1 penalty for each other passenger inside the vehicle.

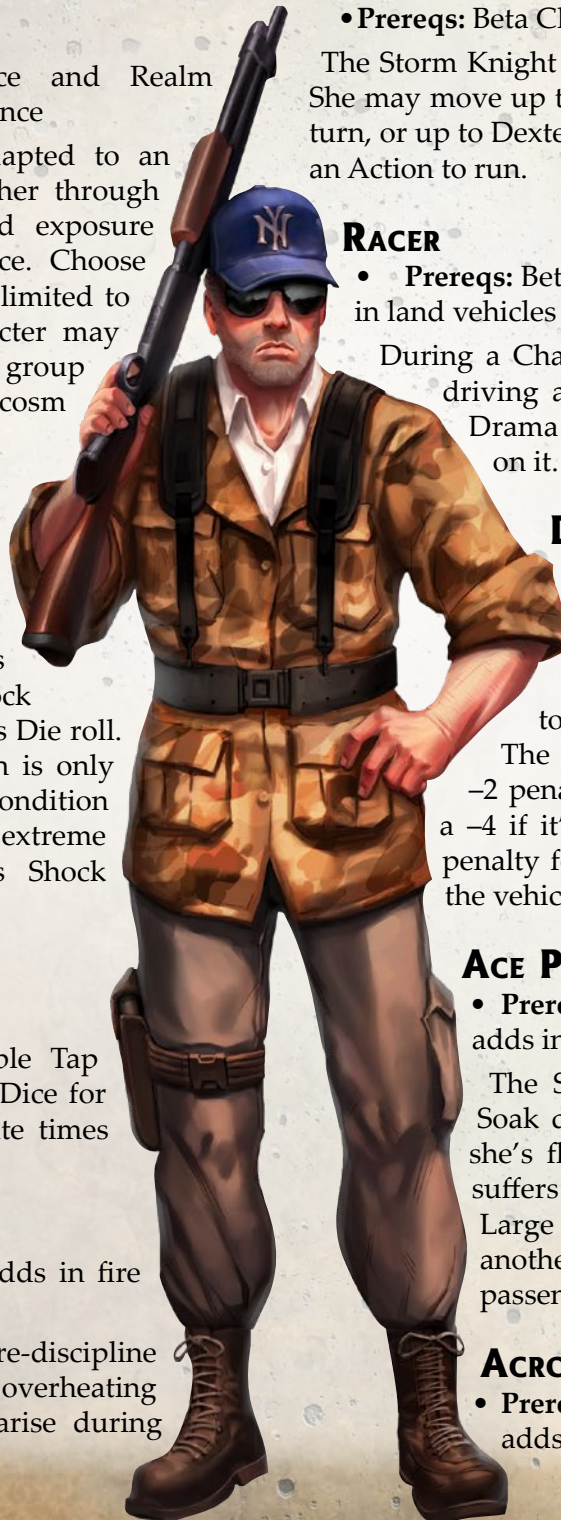
ACE PILOT

- **Prereqs:** Beta Clearance, at least five adds in air vehicles

The Storm Knight may attempt to Soak damage done to an air vehicle she's flying. The reality test to Soak suffers a -2 penalty if the vehicle is Large and a -4 if it's Very Large, and another -1 penalty for each other passenger inside the vehicle.

ACROBATIC

- **Prereqs:** Beta Clearance, at least five adds in dodge



Each time an attack or maneuver interaction misses the Storm Knight, she may move 2 meters. She does not become Vulnerable if this movement takes her out of contact with an opponent.

DUCK AND WEAVE

- **Prereqs:** Beta Clearance, at least five adds in maneuver

The Storm Knight may now move through enemies. She may not end her movement in the same space as a standard or Large opponent, but she may occupy the same space as a Very Large opponent. Leaving contact with a foe makes the character Vulnerable as usual.

DETACHED STRATEGIST

- **Prereqs:** Beta Clearance, Situational Awareness

Even in the heat of the moment this Storm Knight's keen mind for planning remains unclouded. When Playing for the Critical Moment any unused Destiny Cards remain in the player's Action Pool and aren't discarded.



REALITY

Cosm: Core Earth

ELUSIVE

- **Prereq:** Beta Clearance, Tenacious

The Storm Knight is hard to touch with words, bullets, fists, or anything else. She may wait until she sees the result of an attack or interaction attack that targets her before declaring the use of an Active Defense. More, if she's already had a turn she may still use an Active Defense at the cost of her next available turn.

REALM-DANCER

- **Prereq:** Beta Clearance, Realm-Runner

The character ignores his first Disconnection in each scene. Any subsequent Disconnections within the same scene function as normal.

LONGSHOT

- **Prereq:** Beta Clearance

The hero is so connected to Core Earth that the Law of the Underdog applies to him even in other realms. So long as he's outnumbered or at a disadvantage (GM's call) he may play a Destiny card into his Action Pool at the beginning of combat. This doesn't stack if the Law of the Underdog is already in effect, but it does stack with Surprise.

NULLIFY

- **Prereq:** Beta Clearance, Negation

When an enemy attempts to spend a Possibility to activate a Perk or Special Ability, the Storm Knight may spend one of her own to instantly negate it. This is a free action she can perform, so long as she's aware of the rival's action.

Nullify may not be used to stop a foe from Soaking Wounds with Possibilities.

SENSE STELA

- **Prereqs:** Beta Clearance, at least five adds in reality

The Storm Knight has become attuned to stelae and can now sense one when it's within one kilometer. This is automatic. The character senses the exact direction of the stela but not the distance. It's possible to triangulate the position of a stela with a map and two "readings" at least one kilometer apart by making a Very Hard (DN 16) science or survival test. A third reading at least another kilometer away drops the difficulty to Easy (DN 8).

Note that Dimthread Trees and Nightmare Trees both count as stelae for purposes of this ability. This Perk is available to reality-rated characters outside of Core Earth.

CREATE FOCUS

- **Prereqs:** Beta Clearance, at least five adds in reality

The reality-rated character may imbue one small object with a connection to her own Cosm. The object should have some significance within the cosm it reflects. A baseball card might work for Core Earth, while a tooth or claw may be appropriate for the Living Land, an amulet for Aysle, and so on.

The Focus takes half a day and one Possibility to create. It must be created in a space where the character's reality is Dominant or Pure. When the Focus is created the character may spend up to three Possibilities to "charge" it, and it works one day for each Possibility spent. The item may also charge on its own over time, one day for every day of charge.

Possession of a Focus grants a +4 bonus on an attempt to Reconnect. An Ord with a Focus may operate normally in an enemy Dominant or Pure Zone, similar to being under the effect of a Talisman (see Torg Eternity), but a Focus only affects the individual carrying it.

Special: This Perk is available to any *reality*-rated character, including those from outside of Core Earth. The character may only create a Focus for his own reality.

SOCIAL

Cosm: Any

FIRST RESPONSE

- **Prereqs:** At least three adds in first aid

Use an action and attempt a first aid test against any KOed character. This test suffers the target's Wound penalties in addition to any other modifiers. If the test succeeds the target regains consciousness and recovers 1 Shock. A Good Success increases the recovery to 2 Shock, and an Outstanding Success restores 3 Shock. Note that any Wounds and Injuries still apply.

PEP TALK

- **Prereqs:** Beta Clearance, Helper, at least three adds in persuasion

The Storm Knight can inspire others to do their best. He uses an action and tests persuasion against the target's Spirit. On a success, the target gains a +1 bonus to her next test. On a Good Success the bonus increases to +2, and on an Outstanding Success the test also becomes Favored. This bonus only applies to the next test the target attempts, and is lost if not used before the Storm Knight's next turn.

CLEAR THE ROOM

- **Prereqs:** Beta Clearance, at least five adds in intimidation

When Intimidation is an Approved Action, the Multi-Target penalties for intimidation interaction attacks are halved (-1 per additional target instead of the usual -2.)

TRASH TALKER

- **Prereqs:** Beta Clearance, at least five adds in taunt

When Taunt is an Approved Action, the Multi-Target penalties for taunt interaction attacks are halved (-1 per additional target instead of the usual -2.)

GEAR

Alpha Clearance assumes each Storm Knight may attempt a single requisition for one item. Note that if a requisition attempt fails the character still gets something, just a cheaper or more mundane equivalent that might perform a similar function. For example, a failed requisition attempt for an M-82 Barrett might still yield a hunting rifle. It's also worth remembering that requisitions are temporary, so after a mission concludes the team is supposed to turn in any equipment before filing any new requests.

At Beta Clearance each character may attempt two different requisitions, or a single attempt with a +1 bonus. Furthermore, one character (chosen before the test) gains a +5 bonus on one requisition test to represent the group's increased clout within the organization. Use it wisely.

NEW REQUISITION OPTIONS

Item	Clear	Value
Air Strike	Beta	(20)
Base of Operations	Beta	(15)
Blessed Ammunition	Beta	(10)
Fire Support Team	Beta	(15)
Flash Grenade	Alpha	(5)
Psychic Reading	Beta	(15)
Rare Stocks	Beta	+2
Stim Shot	Beta	(5)
Vehicle Customization	Beta	+2

ITEM DESCRIPTIONS

Air Strike: It's rare and dangerous, but there are pilots brave enough to risk disconnection to drop some serious firepower on the Storm Knight's foes.

Because of contradiction issues, an air strike cannot occur in any Pure Zone of Aysle, the Nile Empire, or Orrorsh, or any Pure or Dominant Zone of the Living Land. Requisitioning the strike provides communication gear (e.g. satellite phone, radio, or sending stone) useful only for calling in the strike. The attack craft is on stand-by at high altitude or in the nearest zone that supports Tech Axiom 23 or higher.

Calling in the attack is a Simple Action, and the fireworks start one minute later—take cover!

A single, devastating barrage strikes the entire combat area, including any heroes present. Roll a single *heavy weapons* 15 attack with a 1–4 Mishap range. A Mishap indicates a mission failure that prevented the aircraft from arriving within a minute. It may have been sent home for unexpected resupply or shot down, whatever makes the most sense. If the local Tech Axiom is below 23 then the Mishap range increases to 1–5. The strike has no effect at all and the aircraft is destroyed or transformed.

The attack deals 28 Damage to all targets, and is AP4 against anything Large or bigger.

Base of Operations: This represents a secured location within the Zone that Storm Knights may freely use. Part timeshare and part bunker, the property is both well disguised and protected—either by armor or camouflage—and stocked with food, ammunition, and other supplies that allow weary characters to recover Shock.

Blessed Ammunition: Gains 10 shots for any firearm that have been blessed by a Miracle worker for the Delphi Council. These rounds are +1 Damage against creatures of Supernatural Evil—including gospog. These bullets are still in short supply, but Beta Clearance teams have preferential access to them.

Fire Support Team: A group of five Soldiers (use the statistics from Torg Eternity) are assigned to the Storm Knights. They count as Followers for the mission. Each player controls one Soldier, with any extras controlled by the original requester. Only one Team may be requested per group of Storm Knights. Disconnected Soldiers are essentially eliminated, either by transforming and going native, getting taken out while being confused by the disconnection, or just returning to Core Earth territory. No matter what, their role in the mission ends. Note that they can't contradict within a Pure Zone at all.

Flash Grenade: These stun grenades come in various types, usually built around a bright-burning magnesium core. They do 8 damage and a Condition (Stymied or Vulnerable, target's choice) to targets in a Medium Blast. A Good hit increases

that to two Conditions, but doesn't deal any extra damage. An Outstanding hit does two Conditions and the affected targets lose their next action.

Psychic Reading: There are different kinds of psychics, most of them charlatans, but some have proven their visions of the future to be reliable—if vague. Those with a good track record are well protected by the Delphi Council and kept very busy. But a Storm Knight with enough clout might be able to arrange a reading with one of these special people to get clues about the future.

Mechanically, the player gets to draw the top five cards of the Drama Deck, look at them, and then replace them in any order. The GM and player are both encouraged to spout vague prophecies after the effects of each card are revealed.

Rare Stocks: As outlined in Torg Eternity, equipment from different cosms is rare or impossible to get at all. A Beta Clearance team has access to secret channels and caches that ease these problems and reduce any rarity penalty by two points.

Stim Shot: A Tech 23 hypodermic that delivers a blast of adrenalin and stimulants to get a Storm Knight back on her feet. It requires a simple action and a Very Easy (DN 6) first aid test to apply the shot. Once applied the Storm Knight recovers 1BD worth of Shock, and regains consciousness if KOed.

Vehicle Customization Options: Sometimes a stock vehicle just isn't enough, and a team needs something special from the garage. A customized vehicle is more expensive, but may offer a crucial edge during a mission. Choose a standard vehicle as a base, and then increase the Value of the requisition by +2 for each customization option:

- Increase Maneuverability Rating, Toughness, or Wounds by 1
- Increase Speed or Passengers by one Value Level
- Add a Ram Plate or a heavy weapon mount—weapon requisitioned separately.
- Increase the vehicle's Armor Rating by 4, up to a maximum of 10.

DIVISIONS

There are several different divisions within the Delphi Council organization. Most Storm Knights belong to the Hero Division, overseen by Quinn Sebastian himself. Only reality-rated field operatives are part of this section. Hero Division's mandate is exactly what's outlined in Torg Eternity as what Storm Knight's do: battle the High Lords, uproot stelae to protect Core Earth, and offer aid to the innocents caught in the middle. The very act of doing these things provides powerful energy to wage the war on other fronts.

There are other Divisions within the Delphi Council which engage in field work. Reality-rated members of those divisions might be pressed into service with Heroes, or may be attached to the team to help out with another specific agenda.

OPERATION: ERIS

Both sides are aware of a Delphi Council initiative known as Operation Eris, the brainchild of council-member Jayne Campbell. The only real distinction between a Storm Knight and a Stormer is how each behaves, and Eris is designed to exploit that, with special operatives joining the High Lords' forces, but funneling information back to the council.

This has had two main effects. High Lords are less likely to employ Stormers from Core Earth as mercenaries or trusted lieutenants, leaving many to become unaffiliated raiders or warlords. On the other side, Storm Knights are encouraged to leave enemy Stormers alive on the off-chance their evil ways are a front and they are informants.

In the throes of combat anything can happen. Eris agents may even kill a Storm Knight to get closer to information that could win the war. Likewise, Storm Knights aren't expected to stop using lethal weapons or put themselves at risk to take an enemy Stormer alive. Killing a captured foe is discouraged anyway, but the chance it's an ally makes it easier to let a Stormer fall back into enemy hands.

ARCHIMEDES

This is the research division, specifically regarding how reality functions. A team member from Archimedes is more likely to understand the exact mechanics behind World Laws, Axioms, Zones, and interactions with Possibility Energy. Any experiments that reveal new facts about how reality and Possibility Energy are manipulated is of extreme interest.

CASSANDRA

Members of this division are tasked with finding precious materials for the Possibility Wars, especially Eternity Shards. Those attached to field teams are always on the lookout for new connections, sources for items, and leads on possible Eternity Shards.

HOMER

Members of the Homer Division specialize in hope. When attached to a team it's usually to measure the mood of a population in the area, and to spread story seeds as much as possible. That's easier when the story teller was part of the amazing events that unfolded in the first place! Operatives from Homer tend to be more concerned about the team's morale as well, and always seek opportunities to buoy everyone's spirits.

MARATHON

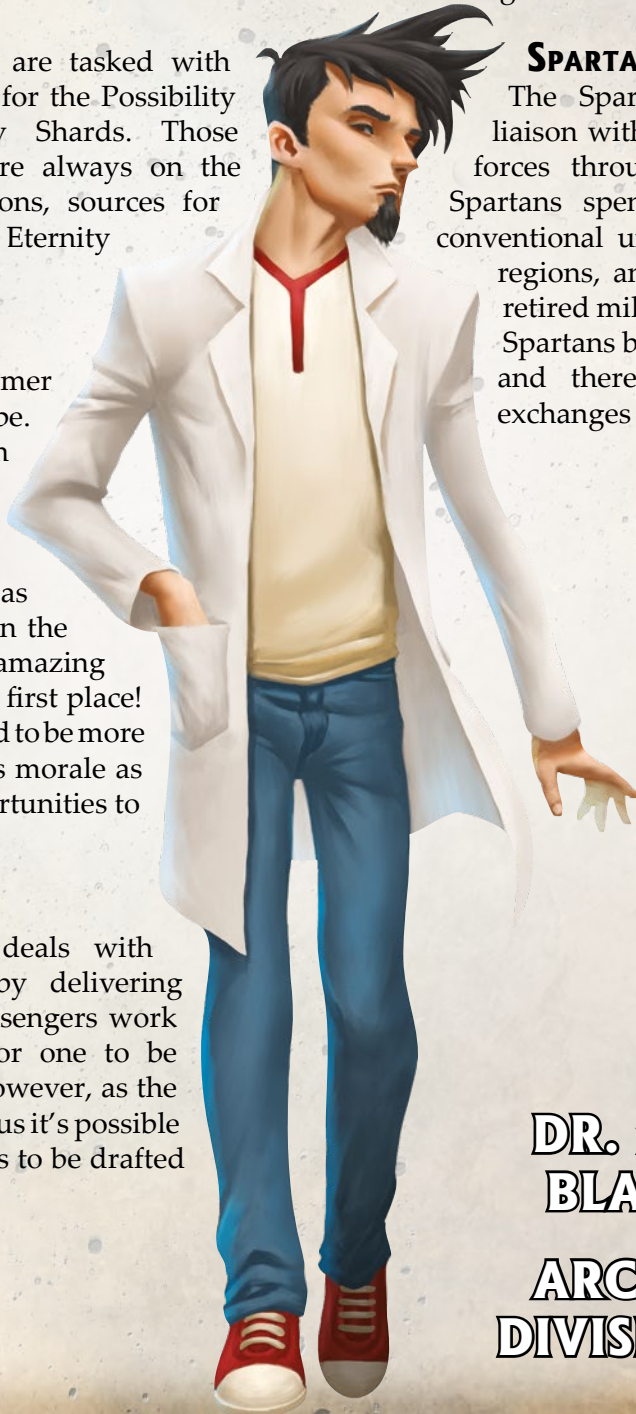
The Marathon Division deals with communication, usually by delivering messages face to face. Messengers work alone, and it's unusual for one to be attached to a field team. However, as the war becomes more dangerous it's possible for reality-rated messengers to be drafted into front-line service.

PYTHON

This division specializes in cataloging the locations and special defenses of stela. A Python attached to a regular team who discovers a stela not only wants to fix its exact position, but also launch a light attack just to see what surprises a true assault would face. Pythons know better than to succeed—unless the Zone is fully prepared—which can make escape difficult depending on just how far the team gets before they abandon the attempt.

SPARTAN

The Spartan Division is a direct liaison with government and military forces throughout Core Earth. Most Spartans spend their time supporting conventional units fighting along border regions, and almost all are active or retired military themselves. Detached Spartans blend well with Hero teams, and there are frequent personnel exchanges between the two divisions.



**DR. ZYTALIUS
BLACKBURN**

**ARCHIMEDES
DIVISION CHIEF**