



2D10 DICE

JASYN JONES



2D10 DICE

Game Design: Jasyn Jones

Commentary and Inspiration: Travis Hall

Editing, Layout & Graphic Design: Jasyn Jones

Copyright © 2001-2010 by Jasyn Jones. All rights reserved.

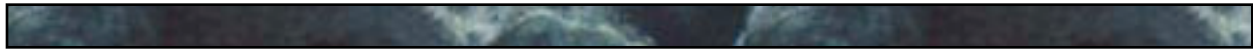
Produced under license from West End Games.

These are original rules, intended for use with *TORG: Roleplaying the Possibility Wars*. The most recent version of these rules (and other TORG resources) can be found on the STORM KNIGHTS website:

<http://web.me.com/stormknights/>

TORG is ®, TM, & © 2007 by Purgatory Publishing, Inc. (See the copyright section for more information.)

Updated: January 5, 2012



INTRODUCTION

TORG uses an idiosyncratic die rolling method: roll a 1d20 (possibly rerolling), compare the roll to a Bonus Number chart to determine the Bonus Number, then add the Bonus Number to the skill or attribute.

The mathematical reasons for this are several and varied, even so the mechanic is clumsy and time consuming. Players usually get the hang of it, most even memorizing the chart, but for most it's

something tolerated, not something loved: a wart on the system they put up with in order to play the game.

This article replaces the cumbersome d20 & chart method with a simple, elegant method that generates Bonus Numbers quickly and easily (and that, while closely matching the probabilities of the old TORG method).

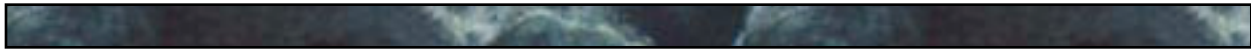
2D10 DICE

The 2d10 Dice method uses, oddly enough, 2 10-sided dice, one colored **blue** and one colored **red**. (The **blue** dice is the **cold** dice, the **red** dice the **hot** dice.)

Skills and attribute totals operate the same way as in regular TORG: To generate a skill or attribute total, the player generates a Bonus Number and adds that to their attribute or skill value (attribute + skill adds).

To generate a Bonus Number, the player rolls the two colored dice. Whichever die rolls the highest is discarded. If the dice are equal, both are discarded.

Example: If the **hot** die is a 5, and the **cold** die a 1, the **hot** die is discarded. If the **hot** die is a 3, and the **cold** a 4, the **cold** is discarded. If both roll 10, use neither.



HOT DIE	COLD DIE	RESULT	BONUS
5	1	Use Cold die	-1
3	4	Use Hot die	+3
10	10	Discard both	0

Example Die Rolls

The hot die is the “positive” die, the cold the “negative” die. A positive die is a positive Bonus Number, and the rolled value is added to the skill or attribute value. The cold die generates negative Bonus Numbers, which are subtracted from the attribute or skill value. The chart above summarizes how this works, using the same example rolls.

The benefit to this method is that nearly all players will be able to tell, at a glance, which die is higher. Then, by the color of the die, whether it’s a positive or negative Bonus Number. The time and effort this takes is negligible.

Quick. Easy. Simple. Painless.

Maxing a Die

The maximum positive or negative Bonus Number is +9 or -9. When a roll results in either of these, the player has *Maxed a Die*.

Maxing a Die allows the character to gain a reroll (similar to rolling a 10 or 20 using the old method). To reroll, they roll an additional d10 and add it to the +9 or subtract it from the -9.

If the additional die rolls a 10, the player has Maxed the Die again (with +19 or -19). This allows them another reroll, which they add to a positive total or subtract from a negative total.

Rerolls are “progressive”: so long as the player Maxes each additional die (by rolling a 10), the player can continue rerolling

indefinitely.

It is possible for the player to get +18, +28, +38 or more as a result of Maxing a Die. (Of course, it is also possible to get a -18, -28, -38 or less from Maxing the negative die.)

Stymie

During the game, special conditions can apply which modify the die rolling mechanic. One of these is a Stymie. Characters who are Stymied do not gain an additional roll if they Max the positive die. If they roll a +9, they add that to their attribute/skill and do **not** reroll.

(If the character is Up, or spends a Possibility, they gain a reroll from those conditions, just not Maxing the positive die.)

Note that Stymied characters do gain a reroll from Maxing the negative die. A Stymie caps their potential for success, but doesn’t limit the potential for disaster.

A Stymie most often occurs when a character is attempting to use a skill while Unskilled (lacking adds in that skill). Other circumstances can cause a single character or a whole party to become Stymied as well.

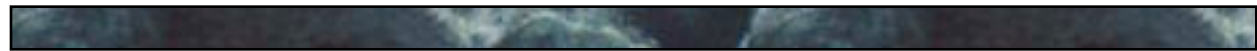
A Stymie limits the potential for success, but doesn’t limit the potential for disaster.

Up

When a character or party is Up, they gain an automatic positive reroll. Once the final roll has been computed (positive or negative), they roll another d10, re-rolling on 10’s, and add it to that total.

Possibilities

Reality-rated characters (whether a PC



or an NPC) have a reservoir of Possibilities that can be used to "buy off" damage and to gain additional rerolls. Reality-rated characters can spend a Possibility at any time, not just when they Max a Die.

When they spend a PE, they roll a positive d10 and add it to the total roll (no matter what the roll was). This roll is progressive: if the player Maxes the Die, they gain a reroll.

Canceling Possibilities

If a character expends a Possibility to gain a reroll, any other reality-rated character can cancel that Possibility by expending a Possibility of their own. Both characters mark off one Possibility, and no reroll is gained.

Characters cannot cancel rerolls gained from Maxing a Die, an Up, or any condition or event other than an opponent choosing to expend a Possibility to buy a reroll.

Disconnection

Because the 2d10 dice are not a d20,

1-case and 4-case disconnections are handled differently. Any time the final Bonus Number is **-7** or worse, that can trigger a 1-case disconnection (assuming the player is using a tool that causes a contradiction). A 4-case contradiction causes disconnection on any roll of **-4** or lower.

These two values closely approximate the probabilities of the original d20 roll: disconnection doesn't occur noticeably more or less often when using these rolls.

Ords

The easiest way implement this system is to treat ords the same as possibility-rated individuals. They reroll on the same results, they are treated the same for Stymies.

Gamemasters who wish can eliminate their positive reroll (i.e. they don't gain a reroll from Maxing the positive die). This is an individual choice, but it eliminates the opportunity for ords to roll really high, surprising their stormer or Storm Knight opponents.

This isn't recommended, however: ords face enough difficulties without sabotaging their chance to shine.

PROBABILITIES

The preceding is all the gamemaster will need to utilize the rule in play. For those wishing to delve further into the probabilities of the 2d10 Dice mechanic, the following should sate your curiosity.

d20 vs. 2d10

A d20 generates

RESULT	% CHANCE
0	10%
1	9%
2	8%
3	7%
4	6%
5	5%
6	4%
7	3%
8	2%
9	1%

a "flat" probability curve, where each number has an equal chance of occurring, 1 out of 20 times (or 5%). TORG modified this by using the Bonus Number chart, which made some results more frequent, such as 0, occurring on an 11 or 12, which is 2 out of 20 times or 10% of the time. This changed the probabilities in unique ways.

In contrast, the 2d10 dice method gives us results ranging from **-9** to **+9**, arranged in a pyramidal bell curve around 0 (summarized in the table right). Note that the results are mirrored, so both **+9** and **-9** have a 1% chance of occurring.



Using TORG's 1d20, a 0 occurred 10% of the time. As the table shows, using 2d10 a 0 occurs 10% of the time.

In fact, the probabilities for this method and TORG's track quite closely, from -2 through +9, always differing by less than 5%.

Most of the time, the 2d10 Dice

method will produce results indistinguishable from those of regular TORG. No sudden changes in gauging character power, no odd side effects of rolling different dice.

2d10 Dice is easier and quicker, it eliminates the cumbersome rolling and chart lookup, but leaves the rest of the game alone.

STORM KNIGHTS

Jasyn Jones' STORM KNIGHTS

- ☉ Cutting edge TORG game design.
- ☉ Officially licensed by West End Games!
- ☉ New and groundbreaking TORG material, now.
- ☉ Original, never-before-published TORG supplements.
- ☉ Based on the state-of-the-art *TORG Revised and Expanded* 1.5 rules.
- ☉ No art, no wasted space: page after page of high quality, well written material.
- ☉ And it's all free!

<http://web.me.com/stormknights/>

COPYRIGHT

This electronic document (and all other contents of the STORM KNIGHTS website) is copyright © 2001-2010 by Jasyn Jones. All Rights Reserved.

These rules are based (in part) on material published in the following TORG rulebook(s):

TORG Boxed Set

Original Mythos and Game Design: Greg Gorden

Mythos/System Development: Douglas Kaufman, Bill Slavicek

Additional Mythos/System Work: Christopher Kubasik, Ray Winninger, Paul Murphy

The Revised and Expanded TORG Rulebook, v. 1.5

Rule Book Design: Jim Ogle

Editing: Gareth Michael Skarka and Steven Marsh

Cloud tile, eternium pattern, and stone tablet background produced by Garrett Taylor:
<http://www.db.erau.edu/~taylorg/torg/>

TORG is ®, TM, & © 2007 by Purgatory Publishing, Inc.

Angar Uthorion, Aysle, Baruk Kaah, Core Earth, Cosm, Cosmverse, Cyberpapacy, Darkness Device, Dr. Mobius, Gaunt Man, Gospog, Heart of the Coyote, High Lord, Infiniverse, Kanawa, Living Land, Maelstrom, Maelstrom Bridge, Nile Empire, Nippon Tech, Orrorsh, Occultech, Pella Ardinay, Possibility Raiders, Possibility Storm, Possibility Wars, Ravagon, Stormers, Storm Knights, Tharkold, TORG and the TORG Logo are trademarks of Purgatory Publishing, Inc.

