

# TORRES NE



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# TORUS ONE

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Torus One RPG was written for the 24 Hour RPG Competition - Little Spaces, hosted at <http://www.1km1kt.net> and <http://www.thefreerpg.com>



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## iNTRODUCTION

*Welcome to Torus One! This is where you'll work and live. Here, your job will be keep things running smoothly. If there's a problem, you'll have to go and fix it. A rogue AI causing troubles? A riot on the streets? A malfunctioning sink? Yep, those are all your duties.*

*Vacations? Haha, that's funny, now start working!*

**Torus One RPG** is a science fiction role-playing game, where all the action happens in a crowded ring-shaped space station with a circumference of 1609 meters (that's 1 arcane-mile, for the uncivilized). Here, players will not be diplomats, space marines or romanticized scoundrels. Instead, they'll be the workers that do all the stuff that happens in the background. Uninteresting, you say? That's because you haven't been in Torus One before.

## THE STATION

When the Alliance of Free Planets was formed, Torus One was built as neutral ground where negotiations could take place. Here, the fate of entire systems is decided by the ambassadors and diplomats of the planet members of the Alliance.

The strategic position of Torus One also makes it an important center of commerce. Goods from all over the galaxy can be found here. Many mega-corporations also have representatives on the station. In fact, some of the big decisions mentioned before are influenced by this corporations.

This space station was created by a highly advanced civilization, the Kee-tonians. It orbits around a jovian planet, spinning to create artificial gravity. Torus One has a radius of 512 m, a circumference of 1609 m and is 200 m width. The sides of the ring are covered by a structure of hexagonal plates of the very resistant, almost invisible vibro-glass, also protecting the interior from radiation.

At the center of Torus One is a hub, with an Iridescentium reactor that generates the energy to power up the station. As a secondary residue, a soft, clear light is emitted. This emissions are programed so that they imitate the day and night cycles of the Kee-tonians planet: starts with four hours of purple dim light, followed by eight hours of bright white light, then four hours of pinkish light and eight hours of darkness.

Docking on Torus One is no easy task. The station has various piers on the external hull, but spins so fast that only the most experienced pilots can dock.

## LIVING ON TORUS ONE

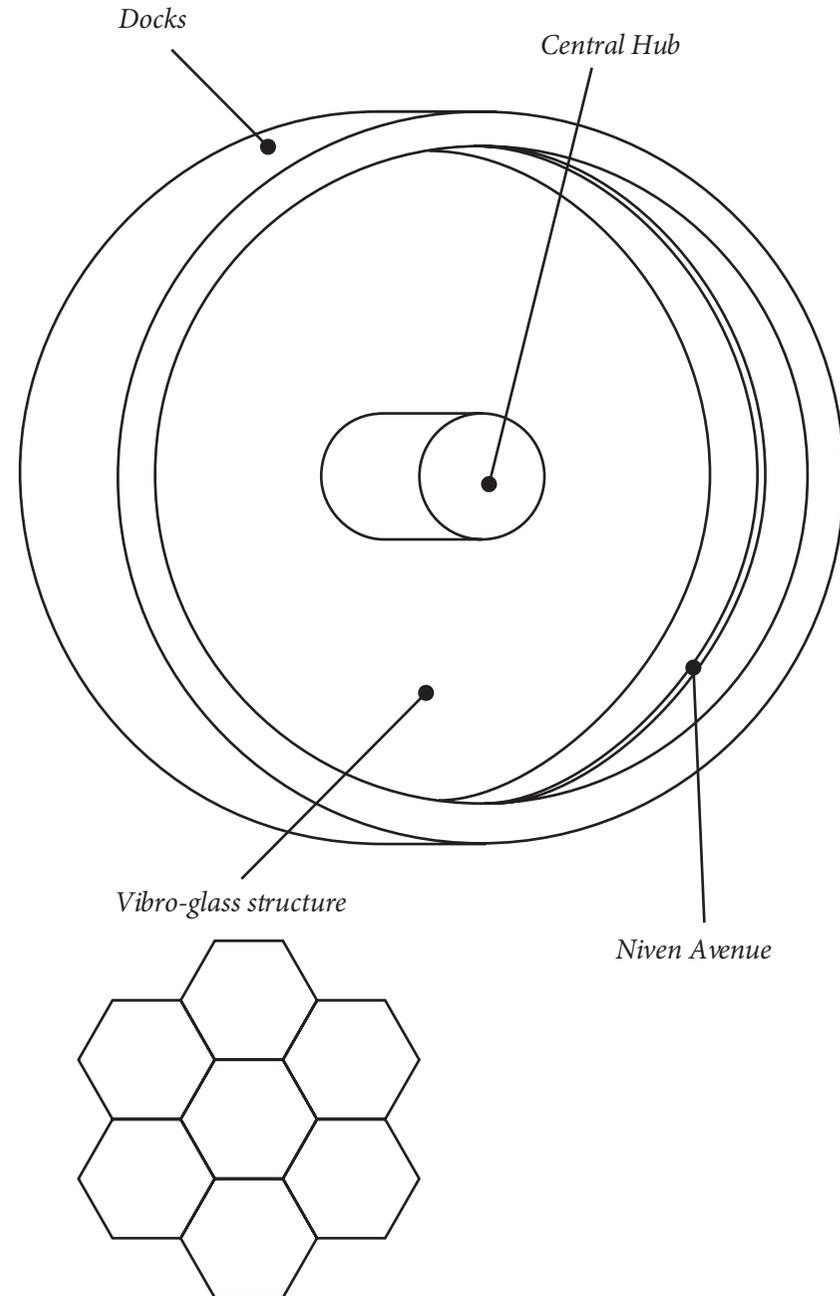
Torus One is home to about five thousand people from dozens of planets. Humans are only 3% of all its inhabitants (no, Earth is not the most important planet of the Alliance. Sorry, human-centrics). Many of the people living here work at the Administration; many others work as miners on the near Tannhauser Gate. A few people work as diplomats of the Alliance of Free Planets and less work at the little base of the Space Taskforce, the police of the Alliance.

The official language of the Alliance of Free Planets is Haplorhinian, you better speak it fluently!

Most of the people on the torus live on eight story buildings; on apartments of 20 square meters (having big families is not a very good idea). Around these habitational buildings are many other structures for leisure and entertainment. Not that most workers enjoy a lot of free time, but there are holo-cinemas, parks, restaurants and bars.

For moving from one place to another are many automated hover-taxis (if you really can't walk a few meters) transiting Niven Avenue, the street that runs through all Torus One. On their shift, workers can also drive the Administration hover-carts.

**Economics** The Alliance uses the Interplanetary Commerce Currency for trading between its member planets. There is no physical coin for this currency, it only exist as digital money. Every citizen of the Alliance has a small device (the size of today's credit card), used for transactions. The money is not in the device, it connects to your bank account whenever you make a transaction. For quick reference, the popular soft drink Slurm costs 1 ICC unit.



## GROUPS OF POWER

**The Alliance of Free Planets** The Alliance doesn't rule over Torus One. Ambassadors are in charge of the things that happen on the planets outside and don't usually care for what's going on inside the station (except when they don't have hot water on the tub). But still, many of these diplomats are the richest people on Torus One and are always preferred on any place; they don't even have to make any line on the offices of the Administration!

**The Administration** Now these are the people in charge of Torus One. A small part of the budget of the Alliance goes to the Administration to keep things running. Most of the people of Torus One work here, as clerks, guards, mechanics, janitors and other infrastructure jobs that no one cares about. Above all, it's the Director of the Administration and his Board.

**Kee-tonians** The mysterious inhabitants of planet Kee-ton are the most respected persons on the galaxy. They are the corner stone of the Alliance and many call them "the benefactors". There are just about a dozen of them on Torus One, but whenever one is at sight, silence is made. The kee-tonians are capable to communicate with machines and are covered by an adaptive body armor that responds to their thoughts.

**Yaa'tol** For every market, a sub-market grows. The Yaa'tol is an interplanetary mafia, trading illegal substances, technology and weapons. The Administration and the Alliance knows about them, but prefers not to interfere with their business on Torus One because, sooner or later, everyone will need something from them.

**Underground economics** Jobs at the torus are not well paid. If you want to make extra earnings, there are many other groups and people willing to hire you for some missions. Businessmen, gangs, bankers, everyone wants something. If you do their dirty job, they'll pay you.

## PLACES OF INTEREST

**The Alliance building** The headquarters of the Alliance of Free Planets is an enormous building. Not many people have access to its interior, where important decisions are made on carpeted rooms.

**The Administration building** All the offices of the Administration are on this building. If you don't have light on your apartment, fill out form LG-015a, go to the last door to the right and wait for your turn. If you want to open a business on Torus One, fill out form CG-008c, go to the next door to your left and wait for your turn.

**Saint Clarke Hospital** Chances are, you're going to get hurt on your work. Saint Clarke Hospital, with its many healing droids, is the place to go.

**Ambassador's Town** An exclusive area where all the ambassadors and rich people live. Their flats are larger than the average; streets are wider and cleaner and have many gardens.

**Herbert's Park** The largest park of Torus One, 200 meters by 200 hundred meters, with lakes and many exotic looking plants.

**The Marketplace** The biggest market on the station, here you'll find products from all the galaxy; spices, robots, weapons, Qo'noS wine, you name it.

**Ninja Taco Robot** People from all over the galaxy come to this famous restaurant-bar. The perfect place to recruit people searching extra earning and adventure within the torus.

**The under-ring** Beneath the surface of Torus One is a series of service tunnels and underground structures, known as the under-ring. Here light-sensitive beings live along criminals and the homeless.

# CHARACTERS

Each player, with exception of the Referee, will take the role of a single character, the protagonists of your adventures in **Torus One RPG**. Your character will have a series of characteristics, written down on your character sheet, that will represent her abilities and limitations.

## JOBS

Jobs are the main attributes of your character. They represent her skill sets and her capabilities. Jobs are ranked from 1 to 5, the higher the number, the higher proficiency.

**Clerk** A true bureaucrat, you spend most of you work time behind a desk and you know how to treat people (that usually means keep them waiting until they are completely desperate).

*You use your clerk ability when you:*

- Talk to someone
- Gather information
- Archive documents

**Guard** You keep this place in order, or at least you try. You received basic weapon training and you want to believe you're some kind of police.

*You use your guard ability when you:*

- Stun someone
- Self-defend
- Stand straight for a long period of time

**Tech** You are the one keeping this whole place running! Without you, Torus



One will surely fall apart. I mean, who else can clean those pipes?

*You use your tech ability when you:*

- Use strange looking devices
- Fix something
- Break something

Work at Torus One rotates frequently, so your character has some experience as Clerk, Guard AND Tech.

## TRAITS

In **Torus One RPG**, you are encouraged to play an alien individual. Why play a human when you can be anything! Traits are unique characteristics to your species that make you exceptional. As with Jobs, Traits are ranked from 1 to 5 and grant you special abilities.

Examples

- Extra appendages
- Comes from a high gravity planet
- Gelatinous body
- Telepathic powers
- Natural armor
- Membranous wings
- Small sized
- Eidetic memory
- Can chew and digest anything
- Biotic abilities

Your character can have as many Traits as you want (two is a good number). You can use a Trait instead of a Job if you think you can take advantage of it in a situation. For example: “I hide using my *mimetic skin*”.

## WOUNDS

Your character is capable of resist limited amounts of damage. Whenever your character is injured, as a result of falling, being attacked or other hazards, you take one wound. If a character takes four wounds, she is incapacitated or falls unconscious until at least one wound is removed through healing. If the character takes a fifth wound, then she is dead.

## CHARACTER CREATION

To create a character for **Torus One RPG**, you’ll need to follow two simple steps and fill out the character sheet (form CS-001a of the Torus One Administration, provided at the end of this document. For further questions, take a turn and ask the nearest representative of the Administration).

First, think of a concept for your character. Answer yourself questions like this: from what planet is she from? How does she behave? How does she look like? Does she have fur, scales or a slime body? Is she a robot, an anthropomorphic dog, a blue, bald, highly evolved plant? Remember, you can be anything, as long as it moves and interact with the other characters.

Secondly, distribute 12 points among the three Jobs and any number of Traits you may want. Remember, no score can be lower than one or go higher than five.

**Can I be a human?** If you insist in playing a human, you can do so. But don’t expect to have many Traits, unless your character has cybernetic enhancements. For example, “Gaiacard implant”. Because, let’s face it, Earthlets are pretty boring.

## EXPERIENCE

After every game session, players win an experience point (XP). After some time, they can use these points to improve their Jobs. The cost in XP to increase in one point a Job is equal to twice the new value. Just look at the table below.

New value	Cost
2	4 XP
3	6 XP
4	8 XP
5	10 XP

You usually can't use experience points to increase your Traits (tentacles don't tend to spontaneously grow), unless there's a really good reason to it or is part of your biological life cycle.

## THE RULES

Whenever the characters are attempting something difficult, risky or want to add some excitement to the game, players will roll dice to know if they were successful on their actions.

### CHECKS

When you want to overcome an obstacle, you must do a check. Roll a six-sided die and add the score of the pertinent Job or Trait. If the final result is 7 or higher, you succeeded in your attempt. If not, the check is a failure and you do not accomplish what you were trying to do. The player and the Referee will then decide what happens next.

**Complex actions** Some actions are more complicated than others and take more time to solve. For example, decrypting a security system or fixing a broken robot. To overcome these actions, you will require more than one successful check. With every failed roll, complications may arise.

### OPPOSED CHECKS

If you are trying to succeed over another character, you must do an opposed check. This means that both players will roll dice, adding their characteristics to their rolls. The higher number wins the check.

**Attacks** If one character is attacking another one, the same rules for all opposed checks apply. After the outcome is decided, the winner of the check deals one wound to the loser character.

# ADVENTURES

Imagine that you're walking on a very populated city of narrow alleys, with busy people going in every direction; and not any kind of people, but EVERY kind of people. Then you'll start to imagine Torus One. This space station might be a confined space, but is full of adventure! Here, players will have the opportunity to create and live compelling sci-fi stories.

## THE REFEREE

The Referee, sometime called Omniscient Being or game master, is the one in charge of running the game. His job is to create the adventures that players will live and to handle any characters encountered along the story. He describes the scenes and will decide with the players what happens after a failed or successful check.

Here are some recommendations for the Referees:

**Simple enough** When creating a story, create simple scenarios. Players will complicate things for you and will go to unexpected places and do unexpected things, always. And that's a good thing.

**Brief, evocative descriptions** When describing a scene, just describe it with one or two evocative adjectives and add the general outlines to give an idea of what's going on. Let the character ask and fill in the blanks accordingly.

**Meaningful rolls** Rolling dice is fun, but only make the players roll if what happens after the check is interesting, no matter if the action was successful or not. If it breaks the pace of the game, keep things moving.

## ADVENTURE SEEDS

**The dignitary** An important diplomat has arrived to Torus One. There isn't a lot of budget, so the players will be the ones protecting him. But everyone wants the dignitary dead, what secret is he hiding?

**The plague** There's a bug plague on Torus One and is causing lots of troubles. The players have to stop the plague, but the bugs are growing and eating everything! they'll have to hurry before the whole station falls apart.

**The lost artifact** An ambassador has lost an artifact of utter importance and the players will have to find it. But who stole it and why? Why is this apparatus so important?

**Robot rebellion** Robots are on strike, claiming that their rights are not being respected. In fact, they have no rights. Now robots claim a fair salary (they are not even paid!) and accident insurance. Players will have to negotiate with the robots, frak! maybe they'll join them on the strike.

**Conflict between friends** Political tension has appeared among many planets of the Alliance. The players are caught in between as ambassadors ask them to sabotage the plans of the others.

**The terrorists** Four bombs have exploded in the past week. Now the terrorist group behind the attacks has threatened to put a bomb on the Alliance building. The players will have to stop the terrorists.

**Uneasy alliance** A new cartel is introducing a very addictive drug to the streets of Torus One. The players will have to choose the lesser evil and join the Yaa'tol to stop these new smugglers.

**Dead kee-tonian** A kee-tonian has been assassinated and the players have to find the responsible of it. But the adaptive body armor of the kee-tonians

makes them especially difficult to kill. Whoever killed him is very skillful or powerful.

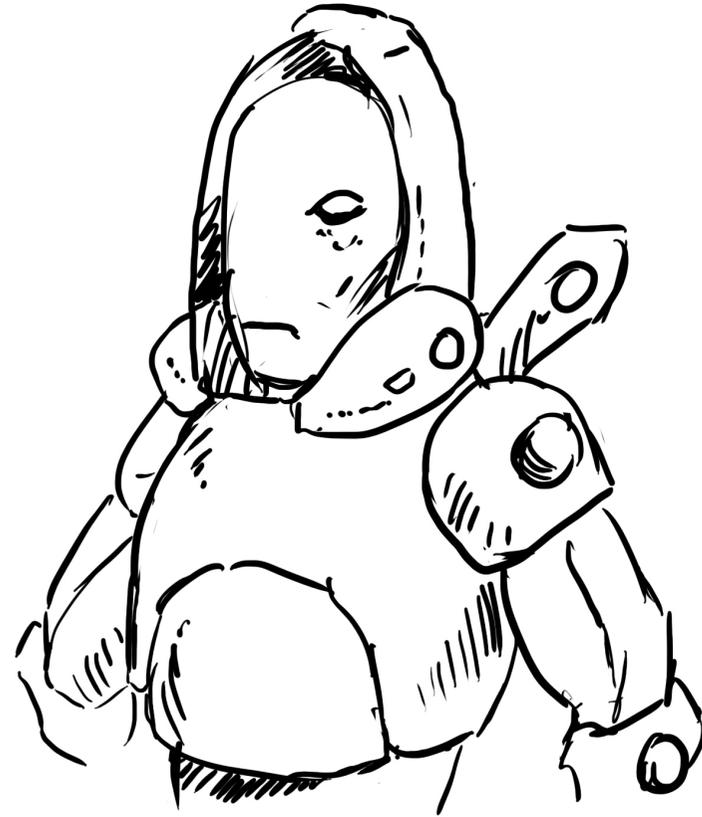
**The heroes** A warrior species has killed all the members of the Space Taskforce on Torus One and now they took over the place. Is the turn of the players to liberate the space station and be the heroes.

## NON-PLAYER CHARACTERS

More than five thousand persons live on Torus One and many others come to visit and do business. They come from very different planets and most of them are really strange looking. Amorphous sacks of tentacles, human-sized insects, furry squirrels, sentient fungi and so on.

These characters don't have characteristics, only when needed. Their characteristics, as with player characters, go from 1 to 5 and represent their main attributes and professions. For example, a military feline species might have a Warrior characteristic; a merchant can have the "trust no one" characteristic.

Most of the secondary characters can only take one or two wounds before falling unconscious. More resistant and dangerous antagonists can take four or even more wounds.





name

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**JOBS**

Clerk

Guard

Tech

**TRAITS**

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WOUNDS

XP



name

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**JOBS**

Clerk

Guard

Tech

**TRAITS**

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WOUNDS

XP



name

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WOUNDS

XP