

The OMG System

by Daryl Ehret

Proficiency versus Difficulty, or PvD number

The OMG system uses a d100 roll to resolve the results of actions that a character attempts to make in the game. The goal is to roll between a set of numbers, at or under the threshold of one's predetermined ability or *Proficiency* (55 to 100), while also rolling over the present situation's *Difficulty* number (5 to 50).

PROFICIENCY		SCORE	DIFFICULTY	
INEPT	55	1	5	CASUAL
CAPABLE	60	2	10	
	65	3	15	MODERATE
ADEPT	70	4	20	
	75	5	25	AMBITIOUS
	80	6	30	
EXPERT	85	7	35	FORMIDABLE
	90	8	40	
MASTER	95	9	45	SUPREME
	100	10	50	

If a character has a 70% Proficiency, a roll of 70 or under is potentially a success. A 71 or greater is a failure, unless the player rolls *doubles* (77, 88, 99, 100) which result in a *Compromise* or *Success with Sacrifice (SwS)*.

A Difficulty number is in the same instance incorporated into the die roll to thwart the probable success of a character's standalone Proficiency. The Difficulty is a number from 5 to 50, as number that a player must "beat" due to opposition or resistance.

As example, if a PvD number is 70v20, then the player must roll at or under 70, but greater than 20. For that roll, a "70" is the best success possible, and a "20" is the worst possible failure, and either of the two numbers is considered to be "Epic", resulting in 1 Experience point (EXP) awarded to the character.

How Proficiency is determined (APT+DSC=PRO)

A character has seven natural Aptitudes, and each is numbered from 1 to 5. Additionally, a character may have a number of learned Disciplines also numbered from 1 to 5. When a Discipline is employed through a character's endeavors, it is added to its most applicable Aptitude to form a score from 1 to 10. In the chart above, that score is translated into a percentage of Proficiency. In some cases, the score might be converted to an opponent's Difficulty, such as when attempting to dodge, parry, block or otherwise thwart an attack upon the player.

For more efficient game play, the player can prerecord Proficiency ratings with a commonly applied Aptitude on the character sheet next to their named Disciplines. The PRO number will remain unchanged until the character advances through game experience by 5% to the next level. Then, when a challenging situation arises, only the DIF of the PvD number needs to be determined so that the player can roll for their attempt.

Rolling Doubles

A natural d100 dice roll of doubles (11, 22, 33... 88, 99, 100) result in Dramatic Success or Failure. Rolls of doubles that are greater than the PRO number are a compromised success or complication known as a *Success with Sacrifice (SwS)*.

DrF – Dramatic Failure (Dramatic Failure effect)

EpF – Epic Failure (+1EXP, -1Fate, and Dramatic Failure effect)

DrS – Dramatic Success (Dramatic Success effect)

EpS – Epic Success (+1EXP, +1Fate, and Dramatic Success effect)

SwS – Success with Sacrifice (Compromised effect)

Fate Points

The player is allowed to change their character's fortune by expending Fate points. A Fate Point can be spent to allow a re-roll, to revoke the results of any previous roll of any party; self, friend or foe. To invoke this action, another turn or roll can not have occurred since the contested roll was announced. Unless a Discipline has maxed out, an Epic Success roll awards one Fate point, and an Epic Failure detracts one Fate point.

Experience

Advancing in a Discipline is achieved by lessons learned from Epic moments in the character's development, whether from failure or success. After a character's daily resting period, Proficiencies on the character sheet can be recalculated.

Maximized Disciplines

When a Discipline has reached it's highest attainable level of 5, an Epic Success would still award a Fate point, however an Epic Failure would no longer negate a Fate point. Three Fate points can be spent to raise a related Aptitude to the next level, and would then affect any Proficiency that utilizes that Aptitude. As with Disciplines, increased Proficiency due to Aptitude gains are calculated after the next daily resting period.

*Where we truly learn, is by the process of doing.
In the actual moment where consequences matter,
finding a balance between failure and success,
learning to manage risk to minimize our losses
and knowing our limits to take profit in our gains,
yet always challenging ourselves
to push those limits of experience.*

Core Aptitudes (APT)

There are seven Aptitudes that can range from 1 to 5. For character creation, each APT starts with 2 points, which the player can then spend 7 points to improve their preferred APTs.

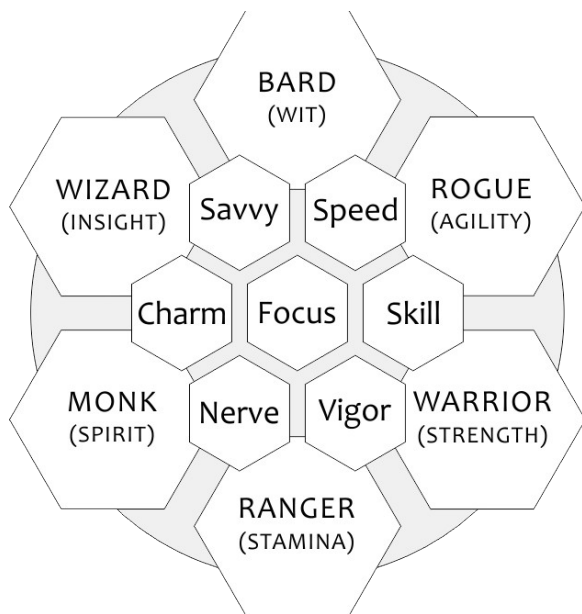
APTITUDE	Abv.	MEANINGFULL SYNONYMS
Focus	FOC	Vigilance, Observational Awareness, Sensory Acuity, Concentration
Speed	SPD	Quickness of Movement and Thought, Celerity, Frequency of neural pathways
Skill	SKL	Grace, Finesse, Precision, Steadiness, Poise, Coordination, Fine Motor Skills
Vigor	VGR	Constitution, Energy, Nutrition, Fitness, Physique, Hardiness, Toughness
Nerve	NRV	Mettle, Pluck, Grit, Guts, Backbone, Bravery, Tenacity, Resolve, Drive, Perseverance, Determination, Willpower, Resilience, Heart, Thick Skin
Charm	CHR	Social Perception, Empathy, Influence, Appeal, Sense Intent, Intuition
Savvy	SVY	Logic, Acumen, Intelligence, Memory, Comprehension, Reasoning, Cleverness

Composite Attribute (CMP)

Composites are combination of two APTs, and ranging from 2 to 10. These CMPs are designed to be in many situations used as a Proficiency “Test” to undertake some endeavor that doesn't require specialized training or experience, or as a Difficulty “Save” to oppose or resist some action being done toward the character.

COMPOSITE		FORMULA	MEANING
Agility	AGL	Speed + Skill	Quickness and Finesse, Reflexes, Muscle Memory
Strength	STR	Skill + Vigor	Best leverage of physical effort, Energy Efficiency
Stamina	STM	Nerve + Vigor	Physical & Mental Endurance, Cardiovascular Fitness
Spirit	SPR	Nerve + Charm	Leadership, Presence, Motivate, Inspire, Intimidate, Compel
Insight	INS	Charm + Savvy	Perceptiveness, Persuasiveness
Wit	WIT	Savvy + Speed	Captivate or confuse, entertain or shame, Taunt or Titillate, Delight, Disgust

Derived Attribute		FORMULA	MEANING
Body Zone Factor	BZF	1/14 th body-weight	BZF x 14 = character's weight in pounds
Encumbrance	ENC	STR X BZF	ENC X2= carry weight, ENC X4 = lifting weight
Movement	MOV	SPD X Yds-Hgt (2 avg.)	Number of yards distance can move per turn
Vitality	VIT	FOC + NRV + VGR	Sustainable Damage to life force
Mana	MNA	FOC + SVY + CHR + NRV	Aetheryc power, resets each daily rest cycle
Chi	CHI	FOC + SPD + SKL + VGR	Kung Fu power, resets each daily rest cycle
Initiative	ITV	FOC + SPD + SVY + d10	Determined after each daily resting period



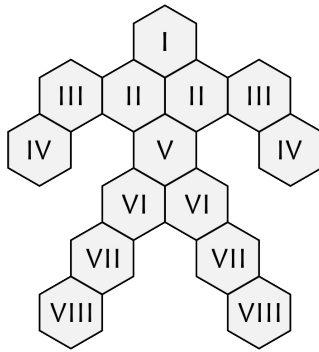
Archetype or Proclivity

Depending on the assignment of Aptitude scores, a player might decide on a certain proclivity or archetype that will best fit the character. If a character's highest scores were for example Skill and Vigor, then Strength would be the highest Composite, and a good example as a Warrior archetype. Each archetype is then assigned seven disciplines, and may choose up to seven other disciplines.

Body Zone Factor (6+2d6)

A character's BZF factor constitutes the physical structure portion of one's ability to withstand the accumulation of wounds to the body. BZF is for most humanoid creatures 1/14th of their body weight in pounds. The BZF is the number of damage points each body zone can accumulate before serious wounds have occurred. When any particular zone exceeds this threshold, then actual Vitality points will be detracted, a Stamina test might be required to avoid shock and retain consciousness, and critical wounds will occur that have lifetime affects on the character should he or she survive the encounter.

BZF	Wgt. #'s	Weight Category
8	112	Strawweight
9	126	Flyweight/Bantamweight
10	140	Bantamweight/Featherweight
11	154	Lightweight
12	168	Welterweight
13	182	Middleweight
14	196	Light Heavyweight
15-19	210-266	Heavyweight
20+	280+	Super Heavyweight



Body Zones designate Armor placement and Wound tracking

I.	Head & Neck	V.	Abdomen & Pelvis
II.	Shoulder & Chest	VI.	Hip & Thigh
III.	Arm & Elbow	VII.	Knee & Shin
IV.	Forearm & Hand	VIII.	Ankle & Foot

Armor Zones

Armor protection is provided for a rank of 1 to 5 ARM in each Body Zone on the chart, which is subtracted from the total damage dealt by an opponent's successful strike. Weapon damage is determined by rolling a d6 and adding the result to the weapon's damage factor (DMG), 1 to 5. As an optional rule, extreme quality crafted weapons or magically imbued weapons may include an additional bonus damage from 1 to 5. Magically crafted armors also may afford an additional 1 to 5 in ARM protection.

Wound Tracking

Any damage sustained after armor protection is denoted on the Body Zone that tracks Wounds accumulated. This amount of inconsequential damage that each zone can withstand is equal to the character's current BZF rating. Once the Wounds of a particular zone have exceeded the BZF, the remaining points are used to deplete the character's actual Vitality rating. It can be an attacker's advantage to focus any strikes toward a zone that is already damaged. Damage to a Body Zone that has not exceeded the BZF of the character is considered to be inconsequential. Any amount of damage taken to the character's Vitality rating may have long term effects.

Disciplines

Disciplines generally encompass skills or knowledge that is attained beyond the scope of one's innate abilities, and instead through experience, formal training, or memorization of certain lore. The level of Discipline one can achieve is from 1 to 5. Given that Experience is rewarded towards only disciplines that are employed in the course of one's adventures, there will be many Dramatic Successes and Failures during the development of one's mastery of a given Discipline. Epic rolls made by the player marks the Experience awarded toward the advancement of a Discipline.

Weapon Specialization Categories

- I. knife or dagger
- II. single edged sword
- III. dual edged sword
- IV. axe or hatchet
- V. hammer or mace
- VI. spear or polearm
- VII. two handed sword, axe, hammer, mace
- VIII. flail
- IX. whip

Combat Sequence

1. The highest Initiative determines the order of action sequence for all characters present.
2. Attacker designates the body zone targeted and Strike Mode: Fast, Precise or Mighty.
3. Defender announces specific Defense Mode: Dodge, Parry or Block.
4. The PvD number is determined.
5. Attacker's d100 PvD roll is made.
6. On Success, damage is derived from the SUM of the two d10's of the attacker's roll. Add to that, the weapon's DMG rating, and X2 multiplier if mode was Mighty Strike (w/Vigor). Subtract the target's ARM rating (if any) and halve the result if the target was Dodging.

Strike Mode

Fast Strike: SPD+Melee	A fast attack, two same-hand attacks are made with two rolls
Precision Strike: SKL+Melee	A precision strike, canceling any armor benefit within the Zone
Mighty Strike: VGR+Melee	To strike with might, double damage is incurred if successful

Defense Mode

Dodge: SPD+Melee	To avoid contact completely, but halving any damage incurred if struck
Parry: SKL+Melee	To deflect an attack, following with a counterattack before next round
Block: VGR+Melee	To force oppose an attack, damage weapon 1 pt if attacker Dramatic Fails

Tactical Maneuver

Feint (+SPD)	Project one attack before dispensing another vs. Focus + Melee DSC
Disarm (+SKL)	An attempt to disarm opponent w/o harm, spends next rd. retrieving weapon
Throw (+SKL)	Leverage an opponent of less than twice one's weight to the ground, no DMG
Stun (+VGR)	vs. Defense Mode, normal DMG & opponent makes Stamina test or KO'd
Grapple (+VGR)	vs. Defense Mode, no DMG but opponent is held (choke, arm-bar, leg-lock)
Shove (+VGR)	Force an opponent of less than twice one's weight half of Movement yds. away

Undisciplined Combat

A combatant isn't necessarily required to have a Weaponskill Discipline or a Melee Defense Discipline in combat, and can even use improvised weapons (torches, chair legs) at +0 DMG. A base Aptitude alone (SPD, SKL, or VGR) can represent the Proficiency, but the secondary benefit of doing such is forfeit. A Strike w/Speed will not result in two attacks, a Strike w/Skill will not circumvent armor, nor will a Strike w/Vigor double the damage incurred. In evasive maneuvers, Dodge will not halve the damage done, Parry won't allow a counterattack, nor will Blocking damage an opponent's weapon.

Dealing & Absorbing Damage

A weapon is assigned a damage rating that is added to the attack roll's SUM (two 10's dice of the attack) when rolled to strike the opponent. DMG also serves as a weapon condition rating, that can reduce its effectiveness until it is repaired. Blocking can damage a weapon 1 point, and if the DMG is reduced to zero, the weapon is totally destroyed and beyond repair.

Armor is assigned an armor rating (ARM), that is subtracted from the damage delivered on a successful strike. When a strike is met to a particular body zone, it is assumed to have struck the armored portion, unless a Precision strike has been made. ARM can also be damaged like weapons from a Mighty Strike, and so reduce their effective protection. If the ARM rating isn't sufficient to suppress all damage delivered in a particular zone, the armor's effectiveness is reduced by 1 point until repaired, or destroyed utterly when its value reaches zero.

Weaponskill	DMG
Knife	1
Dagger or Bowie	2
Short Sword	3
Long Sword	4
Sabre or Katana	4
Great Sword	5
Hatchet	4
Battle Axe	5
Mace	4
Flail	5
Two hand Mace	5
Hammer	4
War Hammer	5
Staff	1
Spear	3

Halberd	4
Sling	1
Blowgun	1
Shuriken	1
Arrow	3
Whip	1

Armor	ARM
Padded	1
Leather	2
Boiled Leather	3
Studded Leather	3
Ring mail	4
Scale mail	4
Chain mail	4
Plate mail	5

Daily Initiative Roll (FOC+SPD+SVY+d10)

Immediately after a character's daily rest cycle is complete, an initiative roll is made to last the character's activities until the next rest cycle occurs. This is calculated by rolling a d10, and adding the character's Focus, Speed and Savvy aptitudes. Some days, you're just not as spot on with it as others, and the randomness of a d10 will account for a portion of your ability to function as effectively as possible. The highest initiative in a group of participants indicates the order in which the actions of each party will occur. A character who is *on alert* has double their initiative during their act of vigilance, which is more difficult for *sneak* or *surprise* tests to prevail.

The Reserve Roll

In some situations, a GM needs to make a determination on a roll in which the player should not be aware of the target number range required for success. A reserve roll is a d100 roll that is marked on the character sheet for one such situation. During the progress of the game, the GM may call on the player to make a “reserve roll”, in which the character rolls a d100 result. At this time, the player can decide to either utilize the result that was just made, or the one that was “reserved”. The player might weigh the consequences of using the best result or not, but if choosing to use the written result in reserve, then the current roll replaces the RSV on the character sheet.

Arcane Spells, Psionic Abilities and Runic Powers

In a campaign incorporating powers or spells and runecrafting, each is considered to be a Discipline added to an appropriate Aptitude to determine one's Proficiency at their use. Individual spells or runes in the caster's repertoire improves with time and experience. Performance Difficulties are described as ARC, PSI and PWR, in multiples of 10 over five categories: CASual (10), MODerate (20), AMBitious (30), FORMidable (40), and SUPreme (50).

Mana – The amount of magical or psionic energies that are presently stored. The total Mana reserve is equal to caster's FOC + SVY + CHR + NRV, but can be sometimes boosted with the use of magical Potions or Artifacts. Mana is “spent” during spellcasting, and can be restored 1 point per hour normally, 2 points per hour's rest, or 4 points per hour's meditation via the *Aethyric Sense* Discipline. Artifacts can be recharged from a spellcaster's personal Mana reserve. Mana can also be “drawn” from available sources.

Magical Scroll – A particular spell and it's required Mana cost stored in a one-use disposable form. The proficiency in a scroll's use differs from that of spellcasting. An Arcane Language DSC is required (SVY+DSC) vs. the spell's ARC to cast, but possessing the actual spell DSC is not required. Only the scroll's manufacturer must be disciplined in the spell. A scroll can be manufactured by the same Challenge, from a spellcaster's repertoire of known spell disciplines, and is charged from the manufacturer's personal Mana reserve. The benefit of having a scroll for a possibly already known spell to it's user is that the scroll contains stored Mana that unhinders the caster's personal reservoir of energies.

Magical Potion – A particular spell and its Mana stored in a one-use disposable form. Non-spellcasters can consume a potion. Potions are distilled by use of an Alchemy discipline (SVY+DSC) vs. the spell's ARC. Reagents required in its manufacture may be rare or expensive, or require much time to process. The distilling process charges the magical energies required for the potion, rather than from an alchemist's personal Mana reserve. Alchemical recipes must be learned, they are not the same as knowledge of spellcasting or enchantment.

Artifact Enchantment – An armor piece, weapon or other item may be enchanted by the inscription of runes on its surface, to be used by spellcasters and non-spellcasters alike. Inscription of runes are accomplished with the use of an artisan's steady hand and Runecraft discipline (SKL+DSC) vs. the rune's power (PWR). Inscribed runes are not the product of a spellcaster's discipline from a known spell. But like spells, individual rune inscriptions are distinct Disciplines themselves for the enchanter to master, and for the wielder require no proficiency in their use. The wielder must only “know” what the power's effects are to activate them with a designated measure of Spirit vs PWR. The special metallurgical or other artisan processes involved allow the artifacts to be charged, and without a craftsman's personal Mana investments. Afterwards, artifacts can be recharged from the runesmith or spellcaster's personal Mana reserve.

Martial Talents

Martial arts masters teach their discipline in temples or dojos to students or disciples who wish to become monks or mystic warriors.

Chi (or Ki) – A reservoir of supernatural energy that can be drawn from one's physical “center” of body. The total Chi energy reserve is equal to a disciple's FOC + SPD + SKL + VGR, but can be sometimes boosted with the use of magical Potions or transferred from the life force of other persons. Chi is “spent” during performance of a martial art feat, and can be restored 1 point per hour normally, 2 points per hour's rest, or 4 points per hour's meditation.

There are many various martial feats available to the mystic warrior, depending on the “school” of the master they are disciple to. Like the fore-mentioned Spells, Psionics or Runes they are also classified in five levels of cost or Difficulty (10, 20, 30, 40, 50) in the terms of Chi spent to exercise them.

Abbreviations

GM – Game Master

PC – Player Character

NPC – Non-Player Character

APT – Core Aptitude (1 to 5)

CMP – Composite Attribute (2 to 10)

DRV – Derived Attribute (ENC, MOV...)

DSC – Discipline Level (1 to 5)

PRO – Proficiency (APT+DSC, 1 to 10)

DIF – Difficulty (1 to 10)

PvD – Proficiency vs Difficulty number

DC – Difficulty Category

CAS – 10 Casual Difficulty

MOD – 20 Moderate Difficulty

AMB – 30 Ambitious Difficulty

FOR – 40 Formidable Difficulty

SUP – 50 Supreme Difficulty

DrF – Dramatic Failure (doubles < EpF)

EpF – Epic Failure number (DIF %)

EpS – Epic Success number (PRO %)

DrS – Dramatic Success (doubles btw. EpF/EpS)

SwS – Success with Sacrifice (doubles > EpS)

EXP – Experience Mark

TAL – Talent Mark

SUM – the sum of d10's on a d100 roll

ARM – Armor Rating

DMG – Damage Rating

ARC – Spell Cost/Complexity

PWR – Rune Cost/Complexity

PSI – Psionic Cost/Complexity

CHI – Chi Cost/Complexity

Core Aptitudes

FOC – Focus

SPD – Speed

SKL – Skill

VGR – Vigor

NRV – Nerve

CHR – Charm

SVY – Savvy

Composite Attributes

AGL - Agility

STR - Strength

STM – Stamina

SPR – Spirit

INS – Insight

WIT – Wit

Derived Attributes

BZF – Body Zone Factor

ENC – Encumbrance Limit

MOV – Movement Limit

ITV – Daily Initiative

RSV – Reserve Roll

Character Disciplines

For new character builds, one of six archetypes is chosen. A character receives rank 1 in all seven under-listed disciplines for that archetype. Then, a character is allowed 7 more points to either purchase a discipline from another category or add those points to the ranks of any disciplines already acquired, to a maximum of 3 points on a single discipline.

When choosing a discipline from a non-proclaimed archetype, the cost is double. Disciplines that deviate from one archetype's pool to another are different in principal and slightly against the grain in one's approach to life situations. Crossing disciplines is not prohibited, just costly. The Monk Archetype is an exception to this rule, and may cross-discipline at no additional cost.

Outdoorsmanship – Ranger Archetype

Survival Skills (Shelters, Packing, Knots)

- 01 Archery
- 02 Camouflage/Concealment
- 03 Fishing/Trapping
- 04 Foraging (Food, Medicinal, Utility)
- 05 Hunting/Tracking
- 06 Mapping/Navigation
- 07 Scouting/Recon

Warfare – Warrior Archetype

Warcraft (Tactics, Siegecraft, Logistics)

- 01 Battle Tactics (Fortify position, Ambush)
- 02 Demolitions & Munitions
- 03 First Aid & Field Medicine
- 04 Interrogation & Torture
- 05 Melee Combat (Defense, Tactics)
- 06 Street Fighting & Brawling
- 07 Weapon Mastery – Specific

Warrior Mystic – Monk Archetype

Kung Fu, Jedi Way (or specified martial art)

- 01 Art (Sketching, Painting, Sculpting/Carving)
- 02 Agriculture & Farming
- 03 Brewing, Distilling & Wine Making
- 04 Gymnastics & Acrobatics
- 05 Hypnosis & Meditation
- 06 Religious Lore – Theology & Prophecy
- 07 Scribe – read/write

Skulduggery – Rogue Archetype

Heist Planning/Infiltration/Escape

- 01 Disguise/Fast Talk
- 02 Evasion/Shadowing
- 03 Forgery
- 04 Gambling
- 05 Lock-picking
- 06 Pickpocket/Sleight of Hand
- 07 Prowling

Academic Studies – Wizard Archetype

Spellcraft (specific spell, psionic, or rune)

- 01 Accounting & Mathematics
- 02 Aethyric Sense
- 03 Alchemy & Herbalism/Botany
- 04 Arcanum & Science (school specific)
- 05 Engineering & Mechanics (Tinkering)
- 06 Investigation & Research
- 07 Surgery & Anatomy

Arts & Performance – Bard Archetype

Captivate Audience, build suspense

- 01 Acting & Oration
- 02 Conversation – Gift of Gab
- 03 Dancing
- 04 Jesting
- 05 Musical Instrument
- 06 Singing & Songcraft
- 07 Storytelling & Puppetry

Secondary Disciplines

Skills acquired from the secondary discipline list require only one experience point each for advancement. These can be fallback abilities for employment, and certainly not an exhaustive list off all that is attainable.

There are other craftsman's disciplines that are not listed, such as lantern or candlestick maker, clock maker, tent maker, sign maker or printer that may depend on the technological level of advancement for a given culture in the campaign world. There are trade professions not listed below like thatcher, bee keeper, grounds keeper, servant or prostitute. All of these can be added and defined with the GM's approval.

Some of the disciplines listed are excellent accompaniments to the given archetypes above. A Wizard or Bard might lean heavily into the Scholarly Lore category and a Warrior or Rogue prefer Craftsmanship, Tradeskills or Athletics. A Bard of a traveling troupe might just as easily concentrate in Athletics in preference to Scholarly Lore.

Scholarly Lore

- 01 Accounting & Mathematics
- 02 Architecture
- 03 Cartography
- 04 Culture Lore
- 05 Economic Lore & Appraisal
- 06 Language (each rank = 1 language)
- 07 Political Lore (historical & current)
- 08 Religious Lore – Theology & Prophecy
- 09 Scribe – read/write
- 10 Zoological & Botanical Lore

Tradeskills

- 01 Agriculture & Farming
- 02 Animal Handling, Training & Herding
- 03 Butchering
- 04 Carpentry & Logging
- 05 Cooking & Baking
- 06 Masonry
- 07 Mining & Prospecting
- 08 Rat Catching
- 09 Seamanship
- 10 Weaving & Textiles

Craftsmanship

- 01 Blacksmithing, Armorer & Arms Making
- 02 Brewing, Distilling & Wine Making
- 03 Cartwright & Coach Building
- 04 Cobbler
- 05 Fletcher & Bowmaker
- 06 Jeweler
- 07 Saddlemaking
- 08 Ship Building
- 09 Tailor
- 10 Taxidermy

Athletics

- 01 Boating, Canoeing & Kayaking
- 02 Body-building, Strength/Endurance Training
- 03 Cart, Coach Driving & Team Driving
- 04 Climbing & Rappelling
- 05 Gymnastics & Acrobatics
- 06 Hang Gliding, Para Gliding & Wing Suiting
- 07 Horsemanship
- 08 Skiing, Snowboarding & Surfing
- 09 Whitewater Swimming & Diving
- 10 Wrestling

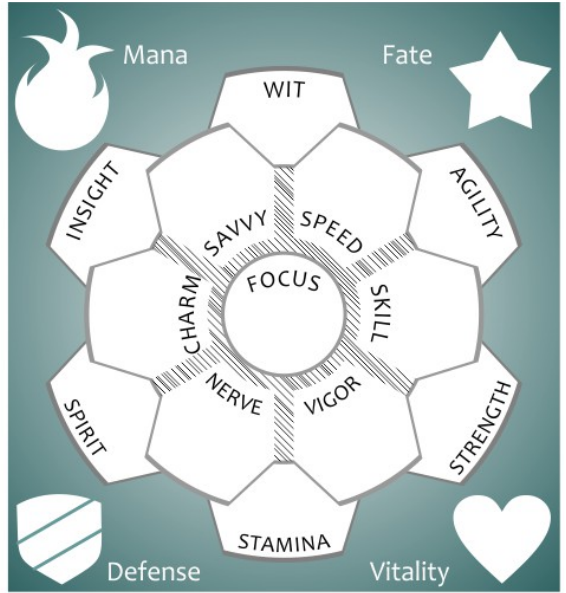
Name

Occupation

Sex Appearance
 Age
 Hgt
 Wgt

BZF
 ENC
 MOV
 ITV
 RSV

Attitude, Backstory, Outlook, & Objectives



Equipment

Currency & Property

Arms & Armor

Grievous Wounds

DSC EXP Discipline PRO

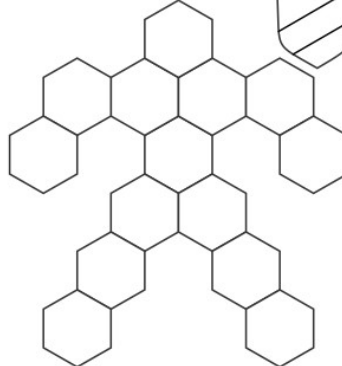
DSC EXP Weaponskill

DSC EXP Discipline PRO

+SPD+SKL+VGR DMG

	1	2	3	4	5	6	7	8	9	10
PRO	55	60	65	70	75	80	85	90	95	100
DIF	5	10	15	20	25	30	35	40	45	50

Armor Zones



Wound Tracking

