

The OMG System

by Daryl Ehret

PROFICIENCY ROLL AT/UNDER THIS #		VS. APT + DSC	DIFFICULTY ROLL OVER THIS #	
INEPT	55	1	5	CASUAL
CAPABLE	60	2	10	MODERATE
	65	3	15	
ADEPT	70	4	20	AMBITIOUS
	75	5	25	
	80	6	30	
	85	7	35	
EXPERT	90	8	40	FORMIDABLE
	95	9	45	
MASTER	100	10	50	SUPREME

Proficiency versus Difficulty (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). As example, if a PvD number is 70v20, then the player must roll at or under 70, but greater than 20.

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 it's 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.

Discipline: Swordsmanship = 3

Discipline: Melee Combat = 2

Aptitude: Speed = 3

Aptitude: Skill = 4

Aptitude: Vigor = 5

Fast/Precise/Mighty Attacks, ATK = 80/85/90

MANUEVER	SCORE	FORMULA	X5+50 = PRO
Fast	3 + 3	Speed+Sword	80
Precise	4 + 3	Skill+Sword	85
Mighty	5 + 3	Vigor+Sword	90

Dodge/Parry/Block Defenses, DEF = 25/30/35

MANUEVER	SCORE	FORMULA	X5 = DIF
Dodge	3 + 2	Speed+Melee	25
Parry	4 + 2	Skill+Melee	30
Block	5 + 2	Vigor+Melee	35

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 during game play, 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)*.

Epic Die Rolls

A natural roll of either the PRO or DIF of the PvD number are considered to be “Epic”, awarding the character Experience (EXP) for the next level of development, and either adding or detracting a Fate point, which is a form of meta currency.

	Degree of Result	Example: 70v20	
DrF	Dramatic Failure	11	
EpF	Epic Failure	20	+1EXP, -1Fate
DrS	Dramatic Success	22,33,44,55,66	
EpS	Epic Success	70	+1EXP, +1Fate
SwS	Success with Sacrifice	77, 88, 99, 100	

When a character improves in Proficiency, the chances of Dramatic Success improve, and Successes with Sacrifice decline. The Difficulty of the opposition though, will always dictate the odds of Dramatic Failure (as much as 4%).

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 a present 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. Even after a Discipline has maxed out, an Epic Success roll still awards one Fate point to the player, and an Epic Failure detracts one Fate point. A Fate point can be well timed in it's use, such as when an opponent scores a killing blow or Dramatic effect against the player. But hoarding any accumulated Fate points for too long can increase odds of losing them before they are put to good effect.

Experience

Advancing in a Discipline is achieved by lessons learned from Epic moments in the character's development, whether from failure or success. One EXP will improve said Discipline by one level. 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. Three Fate points can be spent to raise a related Aptitude to the next level, and would then affect any related Discipline that utilizes that Aptitude. As with Discipline gains, Aptitude gains are not calculated until after the next daily resting period.

Core Aptitudes (APT)

There are seven Aptitudes that can range from 1 to 5. For character creation, there can be multiple methods of generating scores per the GM's approval, but the default choices are:

1. Roll 2d6 for each APT, and assign the higher of the two numbers. Any roll of "6" is regarded as a "5" with an additional Fate point awarded.
2. Roll 7d6, placing each result on the precise APT the player wishes to emphasize. Any roll of "6" is regarded as a "5" with an additional Fate point awarded. The player has more agency, but "1" rolls may be more common with this method.

APTITUDE	Abv.	MEANINGFULL SYNONYMS
Focus	FOC	Vigilance, Observational Awareness, Sensory Acuity, Concentration, Cognition
Speed	SPD	Quickness of Movement and Thought, Frequency of neural pathways
Skill	SKL	Grace, Finesse, Precision, Steadiness, Coordination, Fine Motor Skills
Vigor	VGR	Constitution, Energy, Nutrition, Fitness, Physique, Hardiness, Toughness
Nerve	NRV	Mettle, Grit, Courage, Tenacity, Resolve, Drive, Willpower, Resilience, Fortitude, Temperance
Charm	CHR	Empathy, Influence, Appeal, Sense Intent, Intuition, Elegance, Tact, Eloquence, Affinity
Savvy	SVY	Intelligence, Memory, Reasoning, Grasp, Intellect

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	Optimize leverage in physical effort, Energy Efficiency
Stamina	STM	Nerve + Vigor	Physical & Mental Endurance, Cardiovascular Fitness
Spirit	SPR	Nerve + Charm	Leadership, Authority, Command, Presence, Motivate, Inspire, Intimidate, Compel, Passion, Fervor, Morale
Insight	INS	Charm + Savvy	Perceptiveness, Persuasiveness
Wit	WIT	Savvy + Speed	Trickery, Subterfuge, Intrigue, Cunning, Ingenuity

Derived Attributes

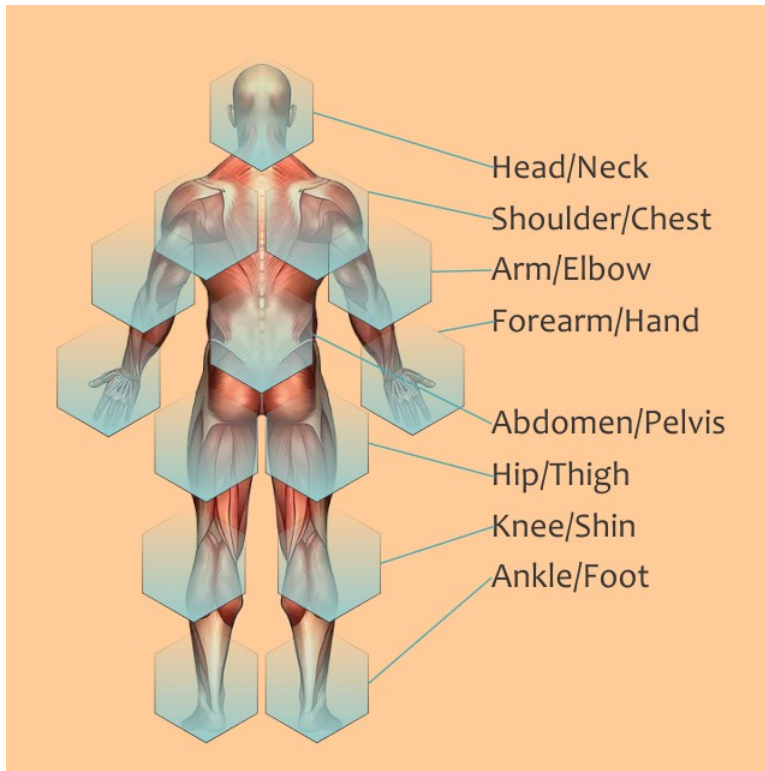
Some attributes are not a straight forward combination of attributes, but a derivative thereof or assigned by other means. Some are meta currencies to be depleted and replenished.

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	Aethyric 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

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 are designated for Armor and Wound Tracking

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 ONE roll
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.

Reversing the d100 Roll

In a combat scenario, a warrior may choose to do a Fast Strike, which is two attacks in a single turn, with emphasis on Speed, rather than Skill or Vigor. To achieve this in a single d100 roll, the result is simply reversed for the "2nd attack", without actually rolling a second time. A die roll result of "43" would be a "34" for the second part of the turn. This is done to speed up the efficiency in a round of combat among the players, so the wait for the players next turn is minimal.

	1	11	21	31	41	51	61	71	81	91
PvD 70v20	2	12	22	32	42	52	62	72	82	92
Fast Strike										
math mechanic	3	13	23	33	43	53	63	73	83	93
	4	14	24	34	44	54	64	74	84	94
white = miss	5	15	25	35	45	55	65	75	85	95
brown = DrF	6	16	26	36	46	56	66	76	86	96
yellow = 1 of 2 hit	7	17	27	37	47	57	67	77	87	97
green/red = 2 of 2 hit	8	18	28	38	48	58	68	78	88	98
red = DrS (1 of 2)	9	19	29	39	49	59	69	79	89	99
blue = SwS	10	20	30	40	50	60	70	80	90	100
pink = EpF										
purple = EpS										

This chart illustrates what occurs when the die roll is reversed. In effect, a normal single roll of 70v20 is 50% chance to hit (70-20=50). What reversing the roll does, is add another 25% (the green and red in the chart above, indicating a successful second hit). A second roll would essentially do the same, except it would also unfairly double the chance of a roll of "doubles", or chance of hitting an Epic result. And so, a "07" or "02" do not count as Epic for 70v20, Epic rolls are not read in reverse. And, a Doubles roll only affects one of the two results in a Reverse d100.

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

Bushcraft (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

Performance Arts – 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

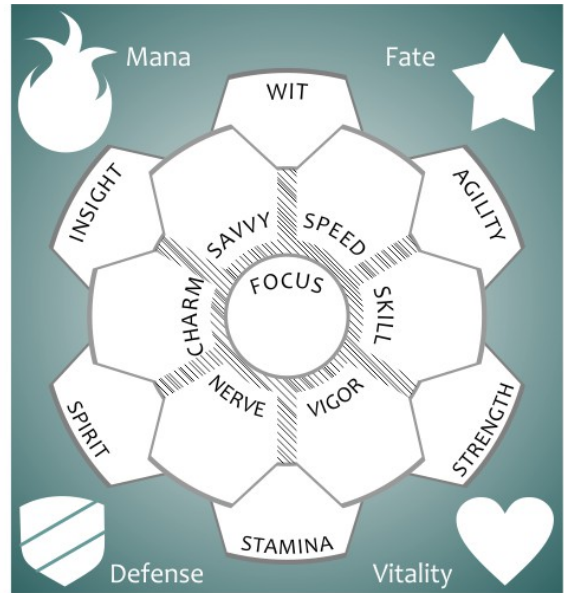
Name

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

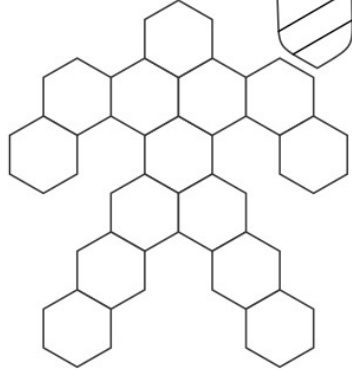
DSC EXP Discipline PRO

DSC EXP Weaponskill

+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

