

The OMG System

One More Game system, by Daryl Ehret

PROFICIENCY <small>5 x (APT + DSC) + 50</small>		vs.	DIFFICULTY <small>5 x (APT + DSC)</small>	
ROLL AT/UNDER THIS #	APT + DSC		BUT 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	
EXPERT	85	7	35	FORMIDABLE
	90	8	40	
MASTER	95	9	45	SUPREME
	100	10	50	

The Core Mechanic: Proficiency versus Difficulty

The OMG system uses a d100 roll to resolve the result of many or most actions that a character attempts to make in the game. To succeed is to roll *between a set of numbers*. Firstly, the roll must be *at-or-under* the threshold of one's predetermined Proficiency (PRO). Secondly, the target roll is modified by the present situation's Difficulty (DIF) number, that the *roll must beat*. This is in many games known as a “sandwich roll”, and for this game eliminates an unnecessary step in math or an additional dice roll to simulate opposition to the action being attempted.

As an example, if a PvD number is 70v20, then the player must roll *at-or-under* 70, but greater than 20. A 70v20 has a 50% chance of success (70-20=50). For any rolls using this mechanic, the chance of success is at best 95% (100v5), to 5% (55v50) at worst.

How Proficiency is determined: $5 \times (\text{APT} + \text{DSC}) + 50$

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. That score is translated into a percentage of Proficiency by multiplying by 5 and adding 50. In some cases, the score might be converted to an opponent's Difficulty (simply x 5), such as when attempting to dodge, parry, block or otherwise thwart an attack upon the player.

Degrees of Success

The general degree of success is measured by the 10's die of the die roll, higher is better. In a combat scenario, the 10's die represents the base damage dealt in an attack, before the weapon damage modifier (DMG) is added.

Dramatic Effects - Rolling Doubles

A natural d100 dice roll of doubles (11, 22, 33... 88, 99, 100) result in Dramatic Success or Failure, or a Success with Sacrifice. A natural roll of doubles awards 1 EXP (experience point) for the Discipline in use. 5 EXP will be spent to reward the character the next level of Discipline after a daily rest occurs. A natural roll of doubles also awards 1 Fate point to the character. Doubles rolled that are above a character's PRO are termed as "Success with Sacrifice".

Fate Points (Advantage, Luck Points...)

Rolling "with advantage" in other games often means that you roll with two dice (when one is normally required), and the better result of the two is chosen. In the OMG system, Fate points are a form of meta-currency that can be spent to reverse the d100 roll if it can be of benefit to the player. So as an example, if a "84" was rolled, the player can spend a Fate point to change the result to a "48", potentially turning a failure into a success. Expenditure of a Fate point can be decided by a player immediately after the roll is made, before the GM has narrated the result.

Experience Points (EXP or XP)

Advancing in a Discipline is achieved by lessons learned from Dramatic events during the character's development, whether from failure or success. 5 EXP will improve it's correlated Discipline by one level. After a character's daily resting period, Proficiencies on the character sheet can then be recalculated. EXP gain generally occurs when the "stakes are real" for the character. Picking the same lock on the same treasure chest over and over again, or sparring swords in the castle courtyard disregards any "doubles" rolls after the first level of EXP when learning a new skill. After the introductory level of 1, for advancement the risk must be real, the pressure to *complete the job* felt by the character. Advancing "Through Stress" is a maxim.

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

Maximized Disciplines & Aptitude Advancement

When a Discipline has reached it's highest attainable level of 5, A Drama roll would still award a Fate point, and EXP is still accounted for, until which 10 EXP can be spent to raise a corresponding Aptitude to the next level. Doing so then affects any related Discipline that utilizes that Aptitude. As with Discipline gains, Aptitude gains are not calculated until after the next daily resting period.

7 Core Aptitudes: The First Order of Attributes (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:

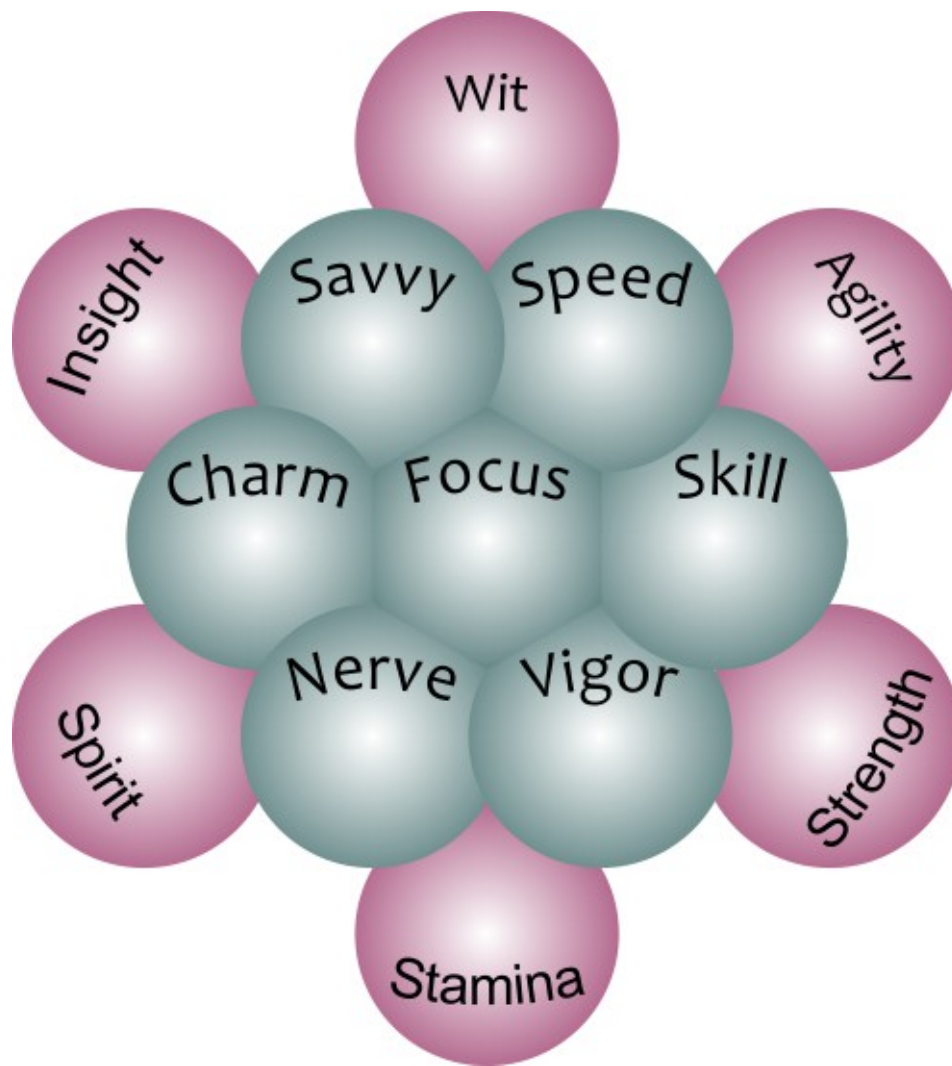
1. Roll 2d6 for each APT, and assign the higher of the two numbers. Any roll of “6” is regarded as a “5” with an additional Fate point awarded.
2. Roll 7d6, placing each result on the precise APT the player wishes to emphasize. Any roll of “6” is regarded as a “5” with an additional Fate point awarded.

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	Affinity, Empathy, Influence, Appeal, Sense Intent, Intuition, Elegance, Tact, Eloquence
Savvy	SVY	Intellect, Intelligence, Memory, Reasoning, Grasp

6 Composites: The Second Order of Attributes (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



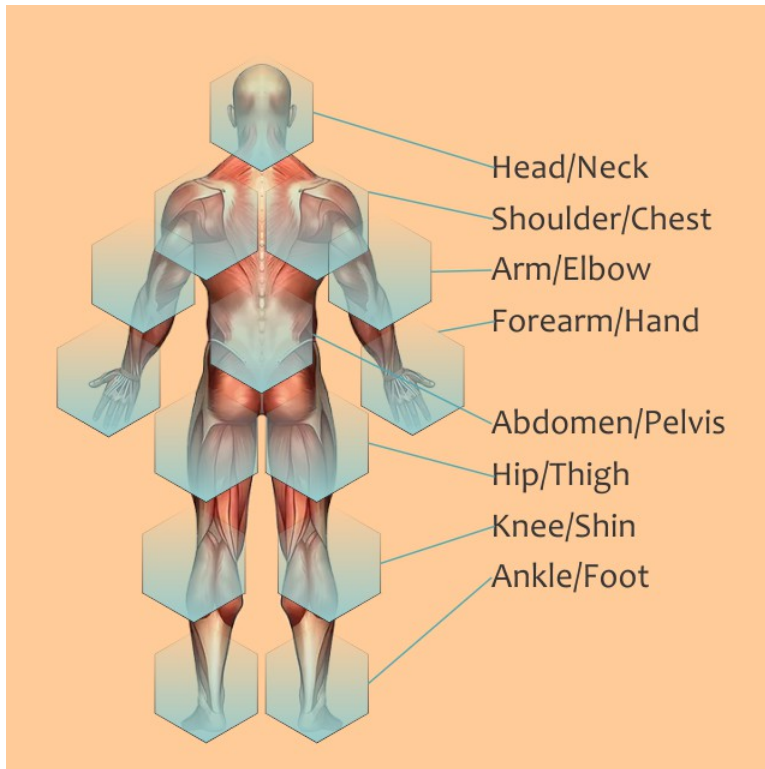
Derived Attributes

Derived Attribute		FORMULA	MEANING
Body Zone Factor	BZF	$1/14^{\text{th}}$ 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 “ubiquitous” wounds to the body. BZF is for most humanoid creatures $1/14^{\text{th}}$ of their body weight in pounds. The BZF is the number of damage points each body zone can accumulate before grievous wounds have occurred. When any particular zone exceeds this threshold, then actual Vitality points will be detracted, and “grievous” 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 beyond the first rank 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.

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

Defense	+SPD	+SKL	+VGR
Attack	Dodge	Parry	Block
+SPD	SUCCESS + FLIP HALVED DAMAGE	SUCCESS + FLIP FULL DAMAGE	SUCCESS + FLIP FULL DAMAGE
Fast	FAILURE + FLIP NO DAMAGE	FAILURE + FLIP NO DAMAGE COUNTERSTRIKE	FAILURE + FLIP NO DAMAGE ½PT WPN DMG
+SKL	SUCCESS HALVED DAMAGE NO ARM BONUS	SUCCESS FULL DAMAGE NO ARM BONUS	SUCCESS FULL DAMAGE NO ARM BONUS
Precise	FAILURE NO DAMAGE	FAILURE NO DAMAGE COUNTERSTRIKE	FAILURE NO DAMAGE ½PT WPN DMG
+VGR	SUCCESS FULL DAMAGE (x2 HALVED)	SUCCESS DOUBLE DAMAGE	SUCCESS DOUBLE DAMAGE
Mighty	FAILURE NO DAMAGE	FAILURE NO DAMAGE COUNTERSTRIKE	FAILURE NO DAMAGE ½PT WPN DMG

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 10's die 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+Weapon DSC	A fast attack, two same-hand attacks are made with ONE roll
Precision Strike: SKL+Weapon DSC	A precision strike, bypassing any armor within the Zone
Mighty Strike: VGR+Weapon DSC	To strike with might, double damage is incurred if successful

Ranged Attack

Ranged Attack: FOC+Weapon DSC	A thrown/launched attack; knife, hatchet, slingstone, arrow
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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

Situational Awareness: 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.

Advantage & Flipping 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. Unfortunately, the Fast Strike option eliminates the possibility of spending an Fate point for that action.

Abbreviations

GM – Game Master

PC – Player Character

NPC – Non-Player Character

APT – Core Aptitude (1 to 5)

CMP – Composite Attribute (2 to 10)

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

10 Casual Difficulty

20 Moderate Difficulty

30 Ambitious Difficulty

40 Formidable Difficulty

50 Supreme Difficulty

DrF – Dramatic Failure (doubles < DIF)

DrS – Dramatic Success (doubles >DIF & <PRO)

SwS – Success with Sacrifice (doubles > PRO)

EXP/XP – Experience

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

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 could be against the grain of the role chosen. 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 (STM)

Bushcraft (Weather sense, Shelters, Packing)

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

Warfare – Warrior Archetype (STR)

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 (SPR)

Specialized martial art (Kung Fu, Jedi Way)

- 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 (AGL)

Heist Planning/Infiltration/Distraction/Escape

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

Academic Studies – Wizard Archetype (INS)

Spellcraft (Aethyric Sense)

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

Performance Arts – Bard Archetype (WIT)

Captivate Audience, build suspense

- 01 Acting & Oration
- 02 Conversation
- 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, 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 be inclined to 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 (Flora & Fauna)

Tradeskills

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

Relatable Recommended Disciplines

There are many disciplines that could be considered not entirely out of the wheelhouse for certain archetypes. These are suggestions, not rules.

Outdoorsmanship – Ranger (Stamina)

Bushcraft (Weather sense, Shelters, Packing)

- 01 Boating, Canoeing & Kayaking
- 02 Butchering
- 03 Fletcher & Bowmaker
- 04 Horsemanship
- 05 Skiing & Sledding (dog team)
- 06 Taxidermy
- 07 Whitewater Swimming & Diving

Skulduggery – Rogue (Agility)

Heist Planning/Infiltration/Distraction/Escape

- 01 Alchemy – poisons
- 02 Alchemy – smokescreens
- 03 Alchemy – flash-bangs
- 04 Climbing & Rappelling
- 05 Economic Lore & Appraisal
- 06 Gymnastics & Acrobatics
- 07 Interrogation & Torture (*from Warrior)

Warfare – Warrior (Strength)

Warcraft (Tactics, Siegecraft, Logistics)

- 01 Archery
- 02 Body-building, Strength/Endurance Training
- 03 Cart, Coach Driving & Team Driving
- 04 Climbing & Rappelling
- 05 Horsemanship
- 06 Whitewater Swimming & Diving
- 07 Wrestling

Academic Studies – Wizard (Insight)

Spellcraft (specific spell, psionic, or rune)

- 01 Cartography
- 02 Culture Lore
- 03 Hypnosis & Meditation (*from Monk)
- 04 Language (each rank = 1 language)
- 05 Political Lore (historical & current)
- 06 Religious Lore – Theology & Prophecy
- 07 Zoological & Botanical Lore (Flora & Fauna)

Warrior Mystic – Monk (Spirit)

Specialized martial art (Kung Fu, Jedi Way)

No guidance, no restrictions

Performance Arts – Bard (Wit)

Captivate Audience, build suspense

- 01 Culture Lore
- 02 Economic Lore & Appraisal
- 03 Gymnastics & Acrobatics
- 04 Language (each rank = 1 language)
- 05 Political Lore (historical & current)
- 06 Religious Lore – Theology & Prophecy
- 07 Scribe – read/write

Name **Fen Haus Sunder**

Occupation **Mercenary Raider**

Appearance
 Sex **M** BZF **13**
 Age **24** ENC **91**
 Hgt **6-0** MOV **10**
 Wgt **182** ITV **17**

Blonde, blue eyes, ponytail,
 braided beard, completely
 tattooed right arm

Attitude, Backstory, Outlook & Objectives
 from the country of Mirthia, opportunistic, likes
 liquor, campfires, walking on the beach and telling
 dad jokes.



Equipment
 whetstone
 flint
 torch
 rope
 aleskin
 goat jerky

Currency & Property
 gp - 20
 sp - 10
 cp - 12

Arms & Armor
 iron helm
 chain coat
 steel bracers
 leather boots
 dagger
 axe
 longsword

DSC	XP	Discipline	PRO
4		Melee	80
1		Tactics	65
1		Brawling	65
1		First Aid	65
1		Demolitions	65
1		Torture	65

DSC	XP	Discipline	PRO

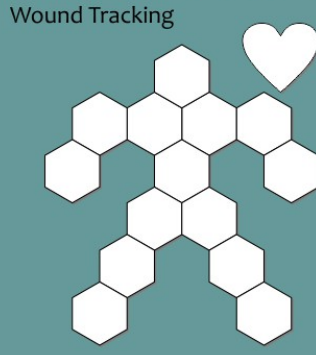
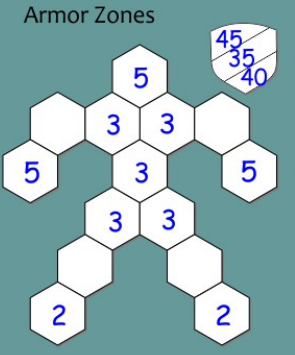
DSC	XP	Weaponskill	+SPD	+SKL	+VGR	DMG
2		Dagger	85	75	80	+2
3		Axe	90	80	85	+4
3		Longsword	90	80	85	+4

Proficiency & Difficulty Factors

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

Blessings & Curses

Grievous Wounds



The Mechanics of Social Encounters

The Proficiencies are determined by Spirit, Insight and Wit. Each interaction should depend on one of these three.

The 3 Composites of Social Interaction

1. Spirit – Inspire, Blessing, Curse, Intimidate, Resist Torture
2. Insight – Sense Intent, Persuade, Debate
3. Wit – Taunt, Humor, Bluff, Fast-talk (confuse)

The Social Goal: Investigations, Negotiations & Manipulations

1. Investigations – secrecy level
2. Negotiations – rapport (identifying common goals, associates, allegiances)
3. Manipulations – obfuscation, misdirection

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 it's 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 it's 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.

Monster Name

BODY: Speed/Skill/Vigor

MIND: Savvy/Charm/Nerve

ITV: Speed+Savvy+5/double on Alert

ATK: Fast-Strike/Precision-Strike/Mighty-Strike (weapon type and bonus)

DEF: Dodge/Parry/Block ratings

ARM: range of armor types typically worn

BZF: range of size

Goblin

BODY: 4/3/2

MIND: 2/1/2

ITV: 14/28

ATK: 75/65/0 (+2 dagger, +3 spear, +3 bow)

DEF: 25/0/0

ARM: 0-2

BZF: 4-5

Orc

BODY: 3/3/3

MIND: 3/2/3

ITV: 14/28

ATK: 75/0/75 (+4 sword, +4 axe)

DEF: 25/0/25

ARM: 2-4

BZF: 11-16

Ogre

BODY: 2/3/5

MIND: 1/1/3

ITV: 10/20

ATK: 0/0/80 (+4 club, +5 mace, +5 hammer)

DEF: 0/0/30

ARM: 0-4

BZF: 20-30