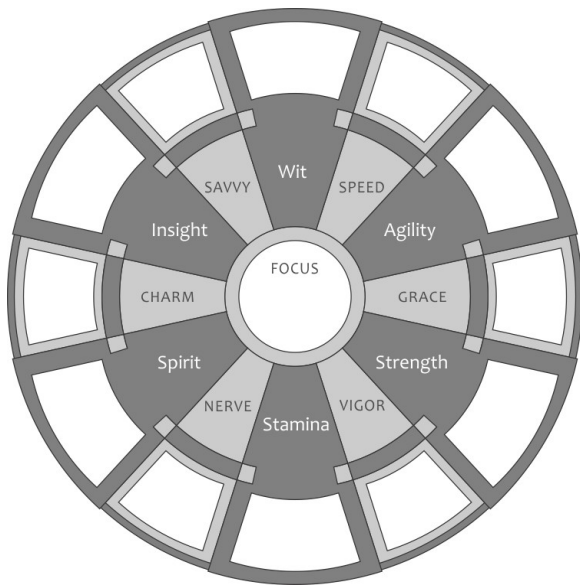


OMG Character Creation

Step 1: Roll 7d6. Any six's rolled will be a “5” score, plus a fate point to be later spent during play when a character needs a little luck to manipulate the results of a failed roll.

Step 2: Assign the seven results to the preferred aptitudes of choice. Aptitudes are baselines of natural ability that are added to skill levels of disciplines that the character has trained to perform.

Focus: vigilance and concentration
Speed: ability to quickly move
Grace: finesse, ability to move precisely
Vigor: physical health and energy
Nerve: mental strength and resolve
Charm: social affinity and empathy
Savvy: reasoning, efficiency of mind



Step 3: In the stat block, the composite attributes are determined by adding the two adjacent aptitude scores. Composites are used in the game to perform tests of a character's ability that don't require skilled training.

Agility: reflexes and coordination
Strength: optimized physical effort
Stamina: endurance, cardio fitness
Spirit: ability to motivate or intimidate
Insight: perceptiveness, persuasiveness
Wit: cunning and ingenuity

Step 4: To determine the character's weight class, roll 2d6 +6 points, and record this number on the BZF rating. Multiply the BZF by 14 to determine the character's weight in pounds.

Step 5: To determine the character's Vitality rating, add Focus and Stamina scores.

Step 6: Multiply the Strength and BZF, and record on the Encumbrance allowance. This is the packing weight for the character. ENC x2 is the buddy carry weight limit, ENC x4 is the lifting weight limit.

Step 7: The character's movement rating is determined by multiplying the Speed x2. This is the number of yards the character can move per turn.

Step 8: Initiative is d10 plus Focus and Wit, refreshed daily. This determines a character's passive situational awareness. The highest possible score is 25. When on 'alert', the score is doubled. After each daily rest cycle, the result is rolled again upon waking. Some gaming tables may wish to calculate initiative for each encounter.

Step 9: At this stage, you have a pretty good understanding of the natural abilities and characteristics, and can now designate an Archetype role to guide the character's worldly pursuits. Archetypes in OMG are just a general reference to how a character typically approaches the challenges they're faced with.

For the purposes of a fantasy setting, there are six beginning archetypes to choose from, guided by their typical emphasis in ability stats.

Rogue: Agility
Warrior: Strength
Ranger: Stamina
Monk: Spirit
Wizard: Savvy
Bard: Wit

Each presented are equipped with seven level 1 disciplines, and an additional seven points are allowed to distribute among them, or purchase from another list. Purchasing a new discipline from another list costs two points for the first level (a rule which does not apply to the monk). No discipline can be higher than level 3 for a starting character. Additionally, spellcasters must purchase any of their learned spells with the allotted 7 points.

Skulduggery – Rogue Archetype

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

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

Outdoorsmanship – Ranger Archetype

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

Warrior Mystic – Monk Archetype

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

Academic Studies – Wizard Archetype

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

Captivate Audience, build suspense

01 Acting & Oration
02 Conversation
03 Dancing
04 Jesting
05 Musical Instrument
06 Singing & Songcraft
07 Storytelling & Puppetry

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)

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

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

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 **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

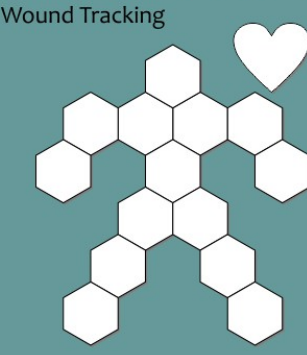
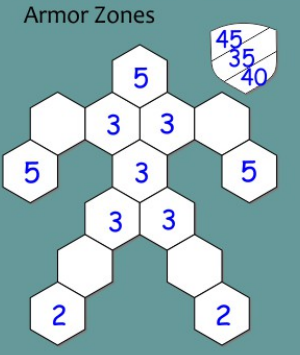
DSC	XP	Weaponskill	+SPD	+GRC	+VGR	DMG
2		Dagger	85	75	80	+2
3		Axe	90	80	85	+4
3		Longsword	90	80	85	+4

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



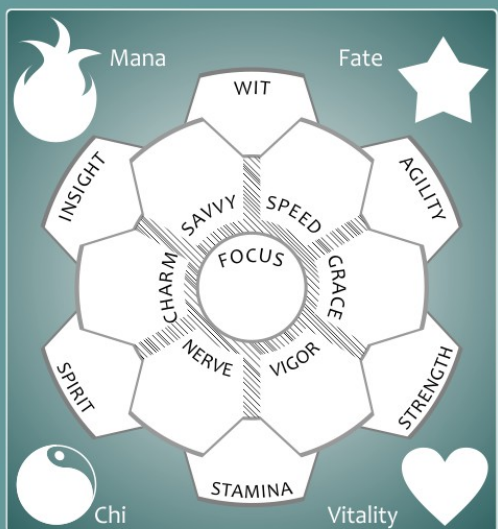
Name

Occupation

Sex Appearance
Age
Hgt
Wgt

BZF
ENC
MOV
ITV

Attitude, Backstory, Outlook & Objectives



Equipment

Currency & Property

DSC	XP	Discipline	PRO
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

DSC	XP	Discipline	PRO
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Arms & Armor

DSC	XP	Weaponskill	+SPD	+GRC	+VGR	DMG
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

