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The Omni System™

THE OMNI SYSTEM - CORE RULES

WHAT THIS BOOK IS AND IS NOT

This book contains the core rules required to play a roleplaying game using the *Omni System™* mechanics. The *Omni System™* is a rules-lite game system that puts an emphasis in the social interactions of roleplaying and less on tomes of rules and complicated mechanics. Once the basics of the system are understood, players and GMs alike should be able to play the game without even referring back to this book. The *Omni System™* is not a complete game unto itself. It is a complete rules system but no setting information is provided. Omni is a set of generic rules that can be used to roleplay across multiple genres from traditional fantasy to gothic horror to science fiction to modern espionage. While this book provides players and GMs with the core mechanics required to play any *Omni System™* game, supplements are available that expand upon these rules by providing specific setting information (game worlds) or more specific rules relevant to a particular genre or another (super powers for a super hero game for example).

BASIC RULES

INTRODUCTION

The Omni System™ is a set of rules used to play pen and paper role playing games (or RPG for short). It is designed for two or more players. One person must play the part of the Gamemaster (called the GM), while the others take on the role of Player Characters (called PCs).

OBJECT OF THE GAME

Role playing games are like simulations of your favorite television series or book. The Gamemaster helps establish the setting and the basic premise of each adventure, while the Players take on the roles of the series' main characters. Together, the participants will create an ongoing series of adventures called a campaign. A campaign is open-ended, and can last as long as the Gamemaster and Players like. The only object of the game is to have fun. The core mechanics of the *Omni System™* may be used in any genre of roleplaying game. Players can take on the roles of medieval knights, modern spies, futuristic starship captains or wild mutants. The core rules are all contained in this book. Genre specific sourcebooks from Morrigan Press Inc. are available for various genres and settings.

THE ROLE OF THE GAMEMASTER

The Gamemaster plays a vital part in any *Omni System™* game, serving as a combination narrator, moderator, and role-player. As narrator, the GM must set the stage for each adventure the Players will undertake, helping to describe what the PCs see, hear, and sense about their surroundings. As moderator, the GM is required to judge the results of all actions undertaken by the PCs and to remain fair and objective at all times. As role-player, the GM must play the parts of all non-player characters (NPCs) and creatures that the PCs meet during the course of their game careers.

GMs have to know the rules of the game, as well as the details of the game world, or setting, in which their game is based. They have to be creative, and they should always remember that the PCs are the focal point of the campaign. If the players are enjoying the game, the GM is doing a good job.

THE ROLE OF THE PLAYER

The main role of each player is to choose and create a Player-Character that will serve as his or her game persona. Because every PC must interact with the setting, you should be familiar with your character's culture, homeland, and profession. Develop a personality for your PC: is he brave or cowardly, selfish or altruistic? What are his likes and dislikes? What is he afraid of, and what does he believe in? Does your PC have a goal in life? The more you know about your PC, the more interesting he or she will be to you and to the other players in the game.

Players should learn the basic rules of the game, particularly those that pertain directly to their character's Skills and Equipment. The guidelines in the Character Creation section will tell you everything you need to know about making a good PC.

MATERIALS

To play any *Omni System™* RPG you'll need only one twenty-sided die (called a d20). These can be found at any hobby or game store. Pencil and paper usually come in handy, too. Everything else you'll need to play has been provided in this book.

Getting Ready to Play

Like most RPGs, *The Omni System™* is not a "pick-up and play" type of game. To get the most out of your *Omni System™* game, the Gamemaster and players should spend some time to become intimately familiar with the game world in which their game is set.

THE OMNI TABLE

All actions in any *Omni System™* game are resolved by a single, simple procedure:

1. Compare the character's Skill or Attribute Rating with the Degree of Difficulty (the relative ease or difficulty of the action).

2. Take the difference (a positive number, a negative number, or zero) and add it to a d20 roll.

3. Consult the Omni Table for the result.

That's all you really need to know. All the rules in this book are just variations of the previous procedure. Players contribute by describing the Intent of their character's actions to the GM. Then it's the GM's job to interpret the outcome of the Omni Table and how it affects the particular scene the player characters are involved in. Guidelines and tips for interpreting these rolls are covered in Chapter 10: GMs Only.

THE OMNI TABLE	
ROLL	**RESULT**
0 or less	Mishap
1-5	Failure
6-10	Partial Success
11-19	Full Success
20 or more	Critical Success

Omni Table Key

Mishap: not only does the attempted action fail, but it fails miserably and may have additional negative consequences (accidental damage to the character attempting the action, opposite of the intended effect, etc.). It's the GM's job to determine the actual results of any Mishap, based on the circumstances surrounding the attempted action.

Failure: the action fails to achieve the intended result.

Partial Success: the action is only moderately successful, achieving part but not all of the intended effect (such as half-damage from an attack or partial effect from a spell).

Full Success: the action achieves the intended result.

Critical Success: the action is even more successful than intended, achieving the player's stated intent and also yielding additional benefits of some sort (attack causes a Critical Wound that disables the opponent, increased effect from a spell, etc.). It's the GM's job to determine the actual results and extent of any Critical Success, based on prevailing circumstances.

Omni Table Modifiers

Omni Table die rolls may be subject to bonuses or penalties for any of the following modifiers:

❋ Attributes
❋ Skill ratings
❋ Intent
❋ Degree of Difficulty
❋ Opposing Attributes or Skills
❋ Multiple actions
❋ Non-proficiency penalty

Attributes

Attributes represent natural abilities, such as strength, intelligence, and dexterity. Each has a numerical value, referred to as its Attribute Rating. In the *Omni System™*, the Attribute Rating for a human of "average" ability is "0"; an attribute rating of +1 or greater is above average, while a rating of -1 or lower is below average.

Attributes can be used as modifiers to specific Skills by adding the Attribute's numerical value to the level

of the Skill (the total is referred to as the Skill Rating; q.v.). Attributes can also be used to determine the result of actions for which there is no specific skill; for example, lifting a heavy object (a function of the Strength Attribute) or trying to locate a lost item (a function of the Perception attribute).

Whenever an Attribute is used by itself for an Omni Table die roll, it is always doubled. Note that this applies to negative-rated Attributes as well. Zero-rated Attributes remain the same.

Skill Ratings

Skills are abilities acquired through training and practice, such as combat or spellcasting. There are two terms used to describe Skills: Level and Rating. Skill Level indicates the character's degree of training, with "0" representing a basic level of proficiency. A Skill's Level can be improved with training and experience (see Improving Skills, in this section).

Skill Rating is the combination of a character's training (Level) and natural ability (a related Attribute). Each Skill has an Attribute that acts as its modifier; for example, the

modifier for the skill, "Sleight of Hand", is Dexterity. To determine your overall Skill Rating, add the level of the Skill plus its Attribute modifier. Whenever a Skill is used for an Omni Table die roll, always use its Skill Rating.

Intent

Intent is a player's description of what his or her Character hopes to accomplish by a particular action. This helps the Gamemaster determine the chance of success for the attempted action, as well as its actual outcome. For example, the Intent of an attack might be to injure, disarm, trip, or any of a dozen other stratagems. If the player informs the Gamemaster beforehand of the character's intentions, the GM will be better prepared to interpret the Omni Table die result. Intent is also important in helping the GM establish an action's Degree of Difficulty.

Degree of Difficulty

Degree of Difficulty (DoD) is a modifier determined by the Gamemaster. It is based on the GM's appraisal of how hard or easy it would be for an individual with an Attribute or Skill Rating of "0" to attempt a given action. The Degree of Difficulty modifier typically ranges between +10 and -10, with easy actions being given a bonus (+1, +2, etc.) on the Omni Table die roll, and difficult actions being given a penalty (-1, -2, etc.). The character's Intent and any extraordinary circumstances surrounding the proposed action are also factors in determining Degree of Difficulty.

Opposed Actions

Whenever a character attempts an action that is directly opposed by another individual or creature, the opponent's ability rating is used as the Degree of Difficulty. In such cases, the Degree of Difficulty will either be the opponent's Skill Rating or an Attribute Rating, whichever is most appropriate.

Rolando the thief wants to use his Stealth skill to sneak past a watchman. Because this is an Opposed Action, the Degree of Difficulty is the watchman's ability to detect the thief. The watchman has a Perception of +3. Rolando's Stealth skill rating is

+9. Rolando's player rolls a d20 and adds +3 (the difference between Stealth 9 and PER 6 (PER +3 is doubled because it is an Attribute and not a skill)) to the roll. If the watchman had a Perception of +5, Rolando's player would roll a d20 with a -1 modifier to the roll, instead.

MULTIPLE ACTIONS

As a basic rule, each character is allowed to take one action per round. However, players can take more than one action per round but suffer a penalty in so doing. For each action already performed during the round, characters suffer a cumulative -5 Omni Table penalty. Extra actions can be performed during a character's turn, or later in the round as responses to the actions of other characters. The GM decides what constitutes an "action" and what doesn't. Simple things like quickly looking around a room or dropping an item probably aren't actions that would add to the multiple action penalty. More complex procedures like drawing a weapon or exiting a vehicle probably would count as extra actions. In some cases, the GM may ask the player to make a skill or attribute roll to determine the success of ordinary tasks performed as part of a multiple action sequence (a DEX roll to quickly throw off a bulky cloak and still make an attack, for example).

Ahera the serving wench wants to throw her empty mug at a rude male across the bar, then stand up and punch him in the face. First, Ahera's player makes an attack roll to hit with the mug. This is a normal attack roll since it is Ahera's first action during the round. Next Ahera's player rolls to see if she punches the male. This attack roll suffers a -5 penalty (in addition to any other modifiers) since Ahera has already acted once during this round. If Ahera wanted to then take a third action, her player would roll for this with a penalty of -10.

Note that a result of Mishap on any Multiple Action die roll prevents any additional action from being taken in that round. For example, if Ahera's first die roll results in a Mishap, she does not get to attempt the second action.

OTHER MODIFIERS

Combat, Magic, Psionics and some of the more complicated Skills have additional rules and modifiers that the Gamemaster and players should know about. For more information see the corresponding chapters in this book.

NOTE TO PLAYERS AND GAMEMASTERS

The heart and soul of any *Omni System™* game is the interaction between the Players and the Gamemaster. It is the GM's job to help simulate in the game those things which make real life so unpredictable: a stroke of good fortune, a freak accident, the strange occurrences that defy all odds or lay waste to the most carefully laid plans.

Players can help the Gamemaster by offering specific information on their character's Intent before rolling on the Omni Table. It is also important for players to allow their GM to embellish Omni Table results without interfering in the course of the game. Gamemasters will earn the trust of their players by being fair and objective, and by maintaining a degree of moderation in their renderings. Imaginative and inventive narration is fine, even encouraged, as long as it's not overdone.

TIME IN THE GAME

In the *Omni System™*, time is measured in discrete units, called rounds. A round is roughly six seconds long, enough time for a character to trade blows with an opponent, cast a spell, or do anything else that can be accomplished in six seconds or less.

Except in combat and similarly critical situations, it is usually not necessary for the Gamemaster to keep such strict track of time. For example, a day's ride can be covered by the GM in a single sentence, if nothing special is planned for that day. The Gamemaster should feel free to take a flexible approach about time in the game and use detailed round-by-round descriptions of the action only as needed. Similarly, the *Omni Table* can be used to cover a few seconds of action, or an entire day of warfare.

ATTRIBUTES

In the *Omni System™* , there are seven different attributes that are determined randomly at the time of character creation (*see Character Creation*). These are:

INTELLIGENCE (INT)

This is a measure of the individual's intellect and powers of reason. Intelligence is the deciding factor whenever an individual attempts to deduce the basic meaning of obscure or unfamiliar maps, dialects, or writings, appraise the relative value of goods, solve puzzles and mysteries, and so forth.

PERCEPTION (PER)

This is a measure of the individual's sensory awareness, taking into account the abilities of sight, hearing, smell, taste, and touch, plus such intangibles as instinct, intuition, and psychic talents. Perception is the deciding factor whenever an individual attempts to detect unseen presences or ambushes, detect illusions, locate lost or hidden articles, notice important details or changes in surroundings, or utilize any sensory ability.

WILL (WIL)

This is a measure of the individual's willpower, determination, faith and wisdom. Will Rating determines how well a character is able to resist temptation, bribery, seduction, torture, coercion, interrogation, or spells of Influence.

CHARISMA (CHA)

This is a measure of the individual's powers of persuasiveness, including such intangibles as leadership and the ability to command the respect of others. Charisma Rating affects a character's ability to lead or persuade other individuals, make a favorable impression, negotiate, bargain, or haggle.

STRENGTH (STR)

This is a measure of an individual's physical power. Strength Rating determines how much weight a character can carry or lift, how much damage a character does with a hand-held weapon, and so forth. It is also the deciding factor in attempts to bend or break objects, force open or hold shut a door, and restrain other characters or creatures.

DEXTERITY (DEX)

This is a measure of the individual's agility, coordination and maneuverability. Dexterity Rating is an important factor in most physical skills and determines how well a character can perform acts of manual dexterity, dodge or evade an attack, keep his or her balance, or catch a thrown object.

CONSTITUTION (CON)

This is a measure of the individual's endurance, stamina, and durability. Constitution Rating determines how well a character can resist the effects of disease, wounds, poisons, toxins, exposure, hunger, and thirst.

SECONDARY ATTRIBUTES

Additionally, there are 6 other Attributes that players must track. These 6, unlike the others above, are not determined by a random die roll. Each of these 6 attributes begin with a base of +0 or are derived from the Primary Attributes. Secondary Attributes are further modified by selection of genre specific rules as they relate to social class, race, culture, profession and certain Talents. The secondary attributes are:

❋ **Speed**
❋ **Combat Rating**
❋ **Magic Rating***
❋ **Psi***
❋ **Nobility or Honor***
❋ **Piety***
❋ **Renown***
❋ **Hit Points**
  * Not used in all Omni System™ games.

SPEED (SPD)

This is a measure of how swiftly an individual is capable of moving, either on land, in the water, through the air, or by other means. Speed Rating determines Initiative in combat, as well as attempts to pursue others or escape pursuit.

COMBAT RATING (CR)

This is a measure of a character's natural ability in combat situations. It reflects a combination of physical and mental attributes, cultural and social factors, biological traits, and personal inclination. Combat

Rating serves as the modifier for most combat-related skills. Combat Rating affects a character's ability to attack as well as defend. A character's starting CR equals STR + DEX divided by 2 (rounded down).

Magic Rating (MR)

This is a measure of a character's natural affinity for Magic. Like Combat Rating, it reflects a combination of natural, cultural, and personal factors. Magic Rating serves as the modifier for using magical Orders and Modes. Characters with low or negative magic ratings have trouble determining when magic is used on or near them and may have a subconscious distrust of magicians in general. A character's starting MR equals INT + WIL divided by 2 (rounded down).

Psi Rating (PSI)

This is a measure of a character's natural mental powers. Psi Rating serves as the modifier for using, Psionic and other mind-based powers. Psi is most often used in science fiction and other far future settings although it may also be found in some fantasy settings. Characters begin with +0 in PSI which is modified by selection of race and sometimes Calling.

Nobility (NBL) or Honor (HON)

This is an abstract representation of the character's social standing and respect. It is a measure of his adherence to the norms of his society and culture. In many fantasy or historical games, this means the level to which the character lives up to the ideal of chivalry, bushido or whatever code of conduct might be used in your world.. A nobility rating of -5 indicates an utter pariah while a +5 would be a well respected and chivalrous Knight or King. A character's nobility rating will affect his reaction rolls in certain situations; penalties for those well above or below his rating and bonuses for reaction rolls with individuals of a similar nobility. In some game genres, Nobility may be referred to as Honor (HON).

Piety (PTY)

This attribute is a measure of a character's faith in their religion, or philosophy. A character's piety rating will affect his reaction rolls when dealing with the officials of the religion or other faithful. Piety also has an effect on some types of magic. (see Chapter 8: Magic).

Renown (REN)

Renown measures how well-known a character is among the general population of a neighborhood, town, county, nation or even continent wide. Renown of +1 might indicate the character is locally famous. Likewise a -1 indicates local infamy. A +3 renown might indicate the character's fame has spread to neighboring nations and cities while a +5 renown means his exploits are being told throughout the known world. Keep in mind, renown is not always an honest assessment of a character's skills or exploits. As word travels of his accomplishments, some bending of the truth takes place as rumor builds upon rumor. However, unless someone attempts to spread deliberately misleading lies, a character's Renown is largely based on his actual actions. Like Nobility and Piety, Renown will influence a character's Reaction Rolls in many circumstances.

Hit Points (HP)

This is a measure of a character's ability to sustain injury before dying. The average number of hit points that an individual or creature possesses is determined during character creation, normally by race. This total is modified, one time only for beginning characters, by adding or subtracting a number of points equal to the individual's Constitution Rating. Thereafter, Hit Points do not increase. Hit Points are not used as an Attribute Modifier or to make *Omni Table™* rolls.

Attribute Benchmarks

Most normal humans have attributes in the -5 to +5 range, with zero being the "average." Attributes greater than +5 are considered "superhuman" and attributes below -5 indicate a serious disability of some kind. There will also be instances where a particular Attribute is not applicable or is missing altogether. An example might be a tree's SPD or a non-corporeal spirit's STR.

Overview: Procedure for Attribute Checks

Any time a character uses a Attribute to determine the result of an attempted action, use the following procedure:

1. Player states Intent (which Attribute is to be used, and what is the character trying to accomplish?)

2. Double the Attribute's numeric Rating
3. GM determines bonuses or penalties (based on the Degree of Difficulty or opposing factors)
4. Player rolls to attempt the action
5. GM judges result.

ATTRIBUTE CHECKS

1. Stating Intent
Before rolling on the Omni Table to use an Attribute, the player needs to state his character's intent. Tell the Gamemaster which Attribute you're using, and what it is you're trying to accomplish.

2. Doubling the Attribute's Rating
Whenever a Primary Attribute is being used as the primary modifier for an action it is always doubled first. This rule applies to plus-rated (positive) and minus-rated (negative) Attributes. Zero-rated Attributes remain the same (two times zero = 0).

Jolaan the Aesir needs to make a Strength roll to attempt to lift a massive boulder. Jolaan doubles his STR attribute of +5 for a total of +10 to his roll.

3. Determining Bonuses and Penalties
After the player indicates which Attribute is being used and describes the character's intent, the Gamemaster must determine if any bonus or penalty will be applied. This is done before the player rolls on the Omni Table.

First, take the character's doubled Attribute Rating and apply it as a modifier — positive, negative, or zero. Then, you'll need to determine the Degree of Difficulty. If the character's action is being opposed by another individual or creature, decide which of the opponent's abilities will be used as the Degree of Difficulty. If it is a Skill, the opponent's Skill Rating is used for this purpose. If it is an Attribute, the opponent's Attribute Rating is doubled and used as the Degree of Difficulty.

If the action is unopposed, then the Degree of Difficulty is based on how simple or difficult it will be for the character to achieve his stated intent.

When Jolaan tries to lift the boulder, his player rolls his doubled Strength rating (+10) versus the Degree of Difficulty for the weight of the stone. The GM decides that the stone is extremely difficult for a normal (0 STR) man to lift, so he sets the difficulty at -10. Of course, since Jolaan is an Aesir and possessed of strength above most men, he suffers no penalty to his Omni Table roll but neither does he gain any bonuses. (+10 STR -10 Degree of Difficulty = 0)

Other factors that may apply include the character's physical condition (wounded, tired, etc.), the footing (slick, unstable, etc.), and so on. Comparing applicable bonuses and penalties, the GM arrives at a single figure. This is the modifier that will be applied to the player's Omni Table roll.

4. Making the Attribute Roll
To determine whether the Attribute is used successfully or not, the player rolls a d20 on the Omni Table, applying the GM's modifier to the die result.

5. Judging the Result
With all Omni Table rolls, it is the GM's job to interpret the results, taking into account the modified die roll total and the player's stated intent, and any other relevant factors. Review the information on Omni Table results later in this chapter for examples.

ATTRIBUTES AS MODIFIERS
Attribute Ratings are used as modifiers for applicable Skills, increasing or decreasing the affected skill accordingly. The total of Skill level and its Attribute modifier is referred to as the Skill Rating.

Ahera has a level of +3 in the skill, Acrobatics, and a DEX of +2 (DEX is the modifier for this skill). Ahera's Skill Rating in Acrobatics is therefore +5.

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SPD	ft/rd	mph	SPD	ft/rd	mph	SPD	ft/rd	mph	SPD	ft/rd	mph
-6	0	0	+24	490	55.7	+54	4490	510.2	+84	35850	4073.9
-5	5	0.6	+25	530	60.2	+55	4810	546.6	+85	38410	4364.8
-4	10	1.1	+26	570	64.8	+56	5130	583.0	+86	40970	4655.7
-3	15	1.7	+27	610	69.3	+57	5450	619.3	+87	43530	4946.6
-2	20	2.3	+28	650	73.9	+58	5770	655.7	+88	46090	5237.5
-1	25	2.8	+29	690	78.4	+59	6090	692.0	+89	48650	5528.4
+0	30	3.4	+30	730	83.0	+60	6410	728.4	+90	51210	5819.3
+1	40	4.5	+31	810	92.0	+61	7050	801.1	+91	56530	6423.9
+2	50	5.7	+32	890	101.1	+62	7690	873.9	+92	61850	7028.4
+3	60	6.8	+33	970	110.2	+63	8330	946.6	+93	67170	7633.0
+4	70	8.0	+34	1050	119.3	+64	8970	1019.3	+94	72490	8237.5
+5*	80	9.1	+35	1130	128.4	+65	9610	1092.0	+95	77810	8842.0
+6	90	10.2	+36	1210	137.5	+66	10250	1164.8	+96	83130	9446.6
+7	100	11.4	+37	1290	146.6	+67	10890	1237.5	+97	88450	10051.1
+8	110	12.5	+38	1370	155.7	+68	11530	1310.2	+98	93770	10655.7
+9	120	13.6	+39	1450	164.8	+69	12170	1383.0	+99	99090	11260.2
+10	130	14.8	+40	1610	183.0	+70	12810	1455.7	+100	104410	11864.8
+11	150	17.0	+41	1770	201.1	+71	14090	1601.1			
+12	170	19.3	+42	1930	219.3	+72	15370	1746.6			
+13	190	21.6	+43	2090	237.5	+73	16650	1892.0			
+14	210	23.9	+44	2250	255.7	+74	17930	2037.5			
+15	230	26.1	+45	2410	273.9	+75	19210	2183.0			
+16	250	28.4	+46	2570	292.0	+76	20490	2328.4			
+17	270	30.7	+47	2730	310.2	+77	21770	2473.9			
+18	290	33.0	+48	2890	328.4	+78	23050	2619.3			
+19	310	35.2	+49	3050	346.6	+79	24330	2764.8			
+20	330	37.5	+50	3210	364.8	+80	25610	2910.2			
+21	370	42.0	+51	3530	401.1	+81	28170	3201.1			
+22	410	46.6	+52	3850	437.5	+82	30730	3492.0			
+23	450	51.1	+53	4170	473.9	+83	33290	3783.0			

Normal human maximum

SPD Scale

IMPROVING ATTRIBUTES

Like skills, a character's attributed may also be increased by expending XP. The cost to improve a Primary is 5 times the new attribute rating. Improving an Attribute requires a number of weeks equal to the new rating in training time.

Secondary Attributes may not be improved by spending XP although derivative attributes like CR and MR will improve as the character improves the Primary Attribute that affects the relevant Secondary Attribute. Secondary Attributes like Piety, Renown and Nobility may be improved or reduced by the GM as a result of in game activity of the character. This is always at the discretion of the GM.

Abilities Related to Attributes

Reaction Rolls

The first impression that a character makes on any new acquaintance is determined by making a Reaction roll on the Omni Table. Normally a Reaction roll is based on the sum of a character's CHA and REN. Failure indicates an unfavorable or even hostile reaction; Success indicates acceptance (or at least ambivalence), while Critical Success will always yield the most favorable response possible under the prevailing circumstances. At the Gamemaster's discretion, Reaction rolls can be employed for encounters of almost any sort. In some situations, skills such as Etiquette or Diplomacy can be used in lieu of Reaction rolls, depending on the nature of the individuals being encountered, their native culture, and other factors.

Movement

Individuals and creatures can move up to 30 feet in one round's time, plus 10 feet per +1 Speed Rating or minus 5 feet per -1 Speed Rating. This rate of movement assumes an even surface, a straight course of travel, and limited encumbrance. When using a character's or creature's Speed Rating to determine distance traveled, remember that one mile per hour is equivalent to about nine feet per round. It is only rarely necessary to keep track of movement on a foot-by-foot basis, however.

Vehicles use the same SPD scale as characters. In most circumstances, a vehicles range is more important that its SPD Rating. A Vehicles SPD is generally only used in vehicle vs. vehicle combat as most vehicles are able to move much faster than a human and therefore there is rarely a contest between the two.

The table at left should be consulted whenever a player or Gamemaster needs to figure out the amount of ground a character or vehicle can cover in a given time frame.

A SPD Rating of -6 indicates an immobile creature or object. The Table to the left should cover any possible living creature, ground, naval, flying vehicle as well as all but the fastest spacecraft. This SPD scale assumes the normal laws of physics. For faster-than-light travel, a different SPD scale is required. This type of scale is provided in any *Omni* settings requiring such movement rates.

See the "Movement" sections of the Combat and Equipment chapters for more details.

Encumbrance

The maximum amount of weight that a human with average ("+0" Rating) Strength can carry is their own body weight, plus twenty-five pounds per each additional +1 Strength Rating or minus ten pounds per -1 Strength Rating. Negative encumbrance is not possible. A creature whose weight limit is negative can lift and carry less than one pound. At maximum encumbrance, individuals suffer a penalty of -5 on all *Omni Table* die rolls related to movement of any sort (including all combat and spellcasting that requires gestures).

Combat Damage

Damage totals for physical attacks employing natural or other melee weaponry are modified by adding the attacker's Strength Rating to the weapon's Damage Rating (DR). Damage totals for device-propelled missile weapons such as arrows are not modified by the user's Strength, although hand-thrown weapons such as javelins are.

COMBAT

In an *Omni System™* game, as in real life, Combat can be a very deadly affair. Although drawing your sword or blaster pistol should be considered a last resort when more sensible means of settling a dispute fail, there will inevitably be those instances where it is necessary. When this occurs, a familiarity with this section will greatly increase your character's chance of survival.

Like all actions in the *Omni System™* games, Combat results are determined by rolling a d20 on the Omni Table. However, the level of detail required to simulate Combat in the game is significantly greater for Combat than for Skills or Attributes.

As with all Skills, Combat Skills also have an Attribute Modifier, which is called Combat Rating (CR for short). The term, Combat Skill Rating, always refers to the combination of a Combat Skill's level plus the character's CR modifier.

COMBAT ROUNDS AND TURNS

During combat, time is measured in rounds. A round is roughly six seconds long: enough time for combatants to draw weapons and exchange attacks, move up to the maximum allowable distance based on their Speed Rating, or cast a spell. During a combat round, each character is given a chance to take action.

A single character's action within a round is called a turn, as in "it's Gor's turn to attack." Once all characters involved in the combat have taken their turn, the round is over.

DAMAGE & PROTECTION

In the *Omni System™*, it is not necessary to make a separate die roll to determine how much damage an attack does. Instead, weapons and other forms of attack do a set amount of damage based on their Damage Rating (DR for short), and the Omni Table die roll.
Protection Rating (PR) describes the protective value of armor. In *Omni System™* games, armor is rated according to the number of Hit Points it absorbs per attack.

DAMAGE RATING

A weapon's Damage Rating (DR for short) is equivalent to the maximum number of Hit Points it is capable of doing in the hands of an individual or creature of "average" (0-rated) Strength. For example, a longsword with a DR of 8 will do a maximum of eight HP damage. When using hand-held weapons, combatants add their Strength Rating (STR) to the Damage Rating total. For example, a knight with a STR of +2 will do a maximum of 10 HP damage with that same longsword (DR 8 plus STR +2 = 10). Remember that damage totals for most ranged weapons, such as bows, firearms or laser weapons, are not modified by the user's STR, although many hand-thrown weapons such as javelins are. Details are provided in the Equipment chapter

The *Omni Table* result indicates how much of the total DR a weapon does on a given attack, as follows:
  ❋ Partial Success: Half the total DR.
  ❋ Full Success: Full Damage Rating.
  ❋ Critical Success: Full DR + Critical Wound.

MISCELLANEOUS DAMAGE RATINGS	
Body Slam	DR 3+ STR
Choke	DR 4/rnd
Kick	DR 2 + STR
Punch	DR 1 + STR
Head Butt	DR 1 + STR
Shield Bash	DR 3 +STR
Burning	DR 4/rnd
Drowning	DR 2/rnd
Falling	DR 6/10 ft. drop
Thirst	DR 2/day
Hunger	DR 1/day
Exposure	up to DR 10/hr

A complete list of Damage Ratings for weapons can be found in the Equipment chapter.

EXCEPTIONAL WEAPONS

Not all weapons are created equal. The quality of weapons can vary greatly, even between weapons of the same type. Exceptional weapons may either be an ingenious design or may just be crafted with a greater care. Most exceptional weapons will grant the bearer a bonus of +1 to DR. Rare weapons may grant a bonus of up to +2 to both DR and the Attack roll.

ENCHANTED WEAPONS

In settings where magic is present, a weapon can be enchanted to increase its DR, its chance to strike or even to give it spell-like abilities (such as a flaming sword). For example, a longsword with an enchantment of DR+1 has a DR of 9 - one point better than a non-magical longsword. There really is no limit to the enchantments that may be placed upon a weapon. In all but the most magic-common settings, however, the number of magical weapons should be fairly limited. Not every dragon will have a +5 Flaming Sword of Wrath in his hoard.

PROTECTION RATING

In *The Omni System™*, armor is rated according to its ability to absorb and reduce damage, which is referred to as its Protection Rating (or PR for short).

The PR of any type of armor is equivalent to the amount of damage it will absorb, in Hit Points from each successful hit. For example, armor with a Protection Rating of +3 will reduce the damage of an attack by three HP. This will apply to most attack forms but there may be some exceptions which will be detailed in the appropriate chapter.

Heavier types of armor usually have a higher PR, but will cause the wearer to suffer a penalty for Encumbrance unless he or she is strong enough to carry the additional weight. Detailed information on the Protection Rating of various types of armor can be found in the chapter on Equipment.

EXCEPTIONAL ARMOR

Some few suits of armor are exceptional. It is rare that any particular suit or piece of armor far exceeds its peers. Sometimes a suit will be made thicker than is normal, providing it with a higher PR, but this often has the effect of also making it much heavier. Occasionally, a suit will simply be designed to distribute its weight better and thus is treated as if it were lighter than it actually is when being worn.

ENCHANTED ARMOR

Armor can be enchanted to increase its Protection Rating or to render it impervious to a specified form of attack (such as fire, cold, etc.). For example, chain mail with an enchantment of +1 has a PR of 6 - one point better than non-magical chain mail.

SHIELDS

Hand-held shields provide additional protection by making the bearer harder to hit. A shield reduces an attacker's Combat die roll by the shield's rating. The disadvantage is that while using a shield the defender suffers a penalty of -2 on all Dexterity-related die rolls.

OVERVIEW: PROCEDURE FOR COMBAT

Anytime a character engages in Combat, use the following procedure:

1. Combatants roll for Initiative (each makes an Attribute roll using Speed Rating; the opponent with the highest roll goes first)
2. Player states Intent (what kind of tactic is the character attempting, and what is its specific intent?)
3. GM determines bonuses or penalties (based on the character's and opponents Combat Skill Ratings, and other factors)
4. Player rolls to attempt the action
5. GM judges result.

COMBAT ROLLS

1. Rolling for Initiative

At the beginning of any Combat situation, each combatant makes an Attribute roll using their respective Speed Ratings. This is called rolling for Initiative. The character with the highest Initiative total is allowed to act first, and may choose a Tactic based on the slower opponent's Intent (see #2). The combatant with the next highest total goes next, and so on until all the combatants have taken their turns.

MISCELLANEOUS COMBAT MODIFIERS

On occasion, circumstances will have an effect on combat, resulting in a penalty or bonus on the combatant's *Omni Table* die rolls. Here are some examples:

❋ Attacking from above: +2.
❋ Defending from below: -2.
❋ Mounted vs. unmounted opponent: +3.
❋ Limited visibility*: -1 to -10.
❋ Unstable footing: -1 to -10.
❋ Using an off hand: -5
❋ Wounded. Character is at half normal hit points or lower: -5
❋ Attacking from a moving vehicle : -5

If you prefer a high degree of detail in your game, combatants can roll for Initiative each round. If you prefer a simpler approach, have the combatants roll for Initiative only for the first round of Combat, to establish who goes first, second, and so on. Then have all opponents proceed in turn for the remainder of the fight.

2. Stating Intent

Before rolling for Combat the character must state his character's Intent. This is done by choosing a weapon or Combat Skill, and a Combat Tactic. There are four categories of Combat Tactics in the *Omni System™*: **Attack**, **Defend**, **Movement**, and **Stunt**. Each has a number of variations, as described in the chapter on Combat. For example, a character's Intent might be to throw a spear, parry with a shield, retreat, or try to trip or distract an opponent.

The winner of the Initiative roll can choose to declare Intent first or wait until other combatants have done so, in order to anticipate their opponents' moves and act accordingly. Either way, the individual who has the Initiative rolls first.

3. Determining Bonuses and Penalties

After the player indicates the weapon and tactic being used and describes the character's Intent, the Gamemaster determines if any bonus or penalty will be applied before the player rolls on the Omni Table.

Apply a bonus based on the Combat Skill Rating chosen by the character. To save time during the game it's a good idea to have players figure their characters' modified Combat Skill Ratings in advance and record these numbers on their Character Sheet.

Apply a modifier based on the Degree of Difficulty. If the Combat tactic is being opposed by another individual or creature, the Degree of Difficulty is always based on the defender's abilities. Decide which ability is most appropriate, based on the following considerations:

If the defender is using a weapon, use the defender's Skill Rating in that weapon as the Degree of Difficulty.

If the defender is unarmed, use the defender's Brawling or Martial Arts Skill Rating. If the defender has no such talent, use his or her basic Combat Rating Attribute as the Degree of Difficulty.

If the attack is unopposed, then the Degree of Difficulty is based on how simple or difficult it will be for the character to achieve his or her stated intent. For example, if Dayn The Forgotten is trying to hit an unwary opponent with an arrow, the Degree of Difficulty would be based on such factors as the targets' range and degree of cover, not the opponent's combat abilities.

Compare applicable bonuses and penalties, and use the total as the modifier that will be applied to the player's Omni Table Combat roll.

4. The Combat Action Roll

To determine whether the Combat action is successful or not the player rolls a d20 on the Omni Table, applying the GM's modifier to the die result.

5. Judging the Results

After the player rolls, the GM will interpret the Omni Table result, taking into account the specific circumstances surrounding of the action, and other factors. Combat actions intended to cause damage will produce one of the following results:

Mishap: the attack fails due to a mishap of some sort; the attacker stumbles and falls, hits himself, hits an unintended target, breaks the weapon being used, etc. (GM's ruling)

Failure: the attack misses the intended target. Partial Success: the attacker scores a glancing blow that only does half the attack form's total Damage Rating (rounded-up to the nearest whole number).

Full Success: the attack does its full Damage Rating.

Critical Success: the attack does full Damage Rating and achieves the attacker's stated Intent. If the Intent was to injure or kill, the victim suffers a Critical Wound, and must make a roll using his Constitution Rating to determine how badly he is hurt. Subtract the Damage Rating of the attack from this CON roll. Partial Success means the victim suffers a penalty of -5 on all further actions until healed of the Critical Wound. Failure or Mishap means the victim is incapacitated until healed. See the chapter on Combat for more information of Critical Wounds.

LIFE AND DEATH IN THE GAME

HIT POINTS (HP)

This is a measure of how much injury a character can sustain before dying. The average number of hit points that an individual possesses is determined by social class. This total is modified, one time only for beginning characters, by adding or subtracting a number of points equal to the individual's Constitution Rating. Thereafter, Hit Points increase slowly with character level. Hit Points are not used as an Attribute Modifier or to make Omni Table rolls.

Healing

The average individual or creature heals at the rate of 5 Hit Points per day, adjusted by their CON Rating (the minimum rate of healing is one point per day). This assumes reasonably good conditions and treatment as well as no strenuous activity. Note that specific injuries such as broken bones may take longer to heal than simply regaining the hit points lost. This is left to the GM's discretion.

Death & Dying

Individuals or creatures reduced to zero or less Hit Points are rendered unconscious and on the verge of death. Should this happen the Gamemaster should immediately roll on the Omni Table, using the victims Constitution Rating and current Hit Points as modifiers. The total will yield one of the following results:

Mishap: barring a miracle of some sort, the victim's career has come to an untimely end. If the victim was a PC, the player can create a new character.

Failure: things are looking grim. The victim is fading fast and will need to make another CON roll every minute at a cumulative penalty of -1 per minute. A result of failure or worse on any of these subsequent CON rolls results in death. A result of partial success or better, and the victim gets to live for another minute. At best, the victim will suffer a permanent injury of some kind (as per a result of Partial Success).

Partial Success: the victim will recover, but will suffer some sort of permanent injury. Possibilities include disfiguring scars, a 1-point reduction of one of the victim's Attributes, amnesia, or some other disability appropriate to the circumstances surrounding the victim's "near-death experience" (GM's ruling)

Full or Critical Success: the victim will recover completely, with or without medical attention, and suffer no permanent damage.

These rules should be reserved only for PCs or important NPCs. Any other individual reduced to 0 HP or less can simply be considered dead at once.

Combat Tactics

In a game where a character's stated intent can dramatically affect the chances of success or failure, the choice of tactics plays an important role. For example, why stand toe-to-toe with a Giant and risk getting flattened when you can attack from a safe distance with a bow, or use your quickness to dodge the big brute until he's too worn-out to hit you?

There are four basic categories of tactics available to characters using the *Omni System™*: Attack, Defend, Move, and Stunt. Each counts as a single action; using more than one Tactic in a single round of combat requires the attacker to take the standard penalty for Multiple Actions (see Rules section). Attacks (and any spellcasting), Movement, and Stunts can only be performed during the character's turn. Defensive tactics can be used at any time during the round.

The following section contains descriptions of each of these tactics and their most common variations.

Attack

An attack can be defined as any action intended to injure, restrain, stun, or otherwise hamper an opponent. There are four kinds of attacks in *The Omni System™*, close attacks, ranged attacks, grappling attacks, and subdual attacks.

Close Attacks

A Close Attack is a maneuver that attempts to cause damage to an opponent at close range. Any type of hand-to-hand combat, with or without weapons, is considered a Close Attack. Unless the intended target is unaware or incapable of defense, a Close Attack is considered an Opposed Action.

To simulate a Close Attack, the attacker rolls on the *Omni Table*, adding the Skill Rating for the weapon or attack form being employed. The defender's Skill Rating is used as a negative modifier (see Defense, q.v.).

A Close Attack can be used against multiple targets, at the standard penalty for Multiple Actions (cumulative -5 per extra target). Alternately, a single target can be hit multiple times with a "rapid fire" attack, with the same penalties being applied. "Rapid fire"

attacks can be dodged or parried as if they were a single attack.

Francois the beggar stabs at a city watchman who is attempting to evict him. Francois has a Skill Rating of 17 with Small Blades (the appropriate attack skill in this case). The watchman had not drawn his mace so he must defend with his Brawling Rating of +9. The total attack roll modifier is +8 (17 - 9 = 8). Francois' player rolls a 10 for a total of 18: Full Success. The GM describes how the knife cuts into the lightly armored abdomen of the watchman.

RANGED ATTACKS

A Ranged Attack is defined as any attempt to hit an opponent or target from a distance. Common Ranged Combat attacks include shooting with a projectile weapon such as a bow or crossbow, firing a catapult or other siege weapon, using a firearm or laser weapon or using hand-hurled weapons such as javelins, rocks, or knives.

If the intended target is unaware of the Ranged Attack or is immobile, the Degree of Difficulty is based on the target's range and availability (size, visibility, degree of cover, etc.). If the defender is actively trying to dodge or evade a Ranged Attack, the Degree of Difficulty is based on range and availability plus the defender's modified defensive Combat Skill or Attribute Rating. Penalties for range and availability are as follows:

► Target is within half effective range: no penalty.
► Target is beyond half effective range: -5.
► Target is beyond effective range: -10.
► Target is beyond 2 times effective range: -20.
► Target is moving: -3, plus an additional -1 per point of target's Speed Rating.
► Target is protected by cover: -1 per 10% cover.
► Target is smaller than man-sized: -1 to -10.
► Target is larger than man-sized: bonus of +1 to +10.

All penalties for range and availability are cumulative. For example, if a target is beyond half effective range and is moving at a SPD of +1, the total penalty is -9.

Depending on their rate of fire, some missile weapons can be used vs multiple targets, or for "rapid fire" Ranged Attacks. The standard penalty for Multiple Actions applies to Ranged Attacks as well.

The effective range for hand-thrown weapons is 50 feet plus 10 feet per +1 STR. Ranges and firing rates for all other missile weapons can be found in the chapter on Equipment.

Flynn is firing his pistol into a charging group of gang bangers while the celebrity he is protecting tries to make her escape. The lead banger is a mere 75 feet away, which is within the effective range of Flynn's pistol. The gane banger knows he is about to be shot at, so he rolls to one side as he moves in. Flynn takes a penalty equal to the banger's Defensive Skill Rating of +9. Flynn's Pistol skill rating is +14, for a total Omni Table modifier of +5. Flynn's player rolls a d20 and gets a 5 for an attack total of 10: Partial Success. Flyn's bullet does only half damage as it grazes the gang banger's thigh.

GRAPPLING ATTACKS

A Grappling Attack is any attempt to grab, restrain, or throw an opponent through the use of strength, leverage, or special grappling weapons. Grappling Attacks are handled as per Close Attacks. However, a defender who has been grabbed or restrained may take no further actions until he attempts to escape by making a successful *Omni Table* roll using his Strength Rating (doubled), Brawling -3, or Martial Arts skill -3. If the defender's escape attempt is unsuccessful, on the next turn the attacker can either throw or choke the defender without the need for a second attack roll. A thrown defender can be hurled up to 5 feet away (+1 foot per +1 STR), and/or body-slammed (DR 3 +STR). Choking causes 4 DR per round until the defender escapes or is rendered unconscious.

Grappling Attacks cannot be used against multiple

targets. A single target can be both grabbed and choked or grabbed and thrown in the same turn, at a -5 penalty for the extra action. While engaged in a Grappling Attack, the attacker has a -5 penalty to his defensive skill rating and the victim has an effective 0 defensive skill rating.

Sigurd the Norseman is having a few drinks in a bar, and has had the misfortune of drawing the attention of the local tough, Darby. Sigurd knows that Darby, who is far larger and stronger than he, will try to get him in a hold and choke him. Sigurd, who is faster, decides to be the first to try to get a hold. He jumps on the back of the brawny tough and attempts to apply a choke hold. Sigurd's Brawling Rating is +14 while Darby's is +8. The GM decides that since Sigurd is attempting a very daring maneuver (tumbling through Darby's defenses to get at his back) he receives a -3 to his Omni Table roll. Sigurd's player rolls a 7 and adds the modifier of +3 for a result of 10: Partial Success. The GM rules that Sigurd has successfully grappled Darby but his chokehold causes no damage.

Because of their unusual nature and wide variety of effects, Grappling Attacks have different *Omni Table* results than standard Close Attacks as follows:

When Attacking:
Mishap: The attacker has twisted himself into an awkward position and failed to effectively hold his opponent. The opponent receives a +5 bonus on their next attack vs. the grappler.
Failure: The attacker fails to grab the defender.
Partial Success: The attacker gets a partial hold but has little leverage. No choke or throw attacks may follow this attack. The defender gets a +5 bonus to his or her attempt to escape this hold.
Full Success: The attacker achieves the hold they were attempting. They may throw or choke the defender with their next action, or simply continue to hold.
Critical Success: The hold is especially well-placed and strong. The defender takes an additional -5 penalty to an escape attempts.

When Escaping:
Mishap: The defender twists himself into an even worse position. He takes an additional -5 penalty to any further escape attempts. Note that further Mishap results do not add to this penalty. The maximum is -5.
Failure: The defender remains in the hold.
Partial Success: The defender slips part-way out of the hold. Add +5 to his next escape attempt.
Full Success: The defender escapes the grapple.
Critical Success: The defender performs a perfect reversal. The defender may make an immediate attack on his opponent at full skill, flee, or perform any other action.

SUBDUAL ATTACKS

A Subdual Attack is an attempt to knock-out an opponent by non-lethal means. This Tactic requires the use of a blunt weapon (such as a club, staff, mace, punch, kick, etc.) and can be used as part of any attack. Damage from a Subdual Attack is tallied the same as for other forms of attack. However, if a subdual attack causes an opponent to be reduced to 0 HP, the victim is merely rendered unconscious for 1-20 rounds. HP lost as a result of a Subdual attack is restored shortly after the victim regains consciousness (1-10 minutes, or with a successful CON roll against Difficulty 10, per the GM's ruling).

DEFENSE

A Defense can be defined as any action intended to avoid or block an attack. There are two types of defense tactics in the *Omni System™*: Dodge and Parry.

An opponent who does not have the initiative or who willingly surrenders the initiative can elect to either Dodge or Parry an impending attack. To do so, the defender must declare the intent to defend before the opponent rolls for the attack.

The procedure for defense is the same as for attacks. The defender rolls on the *Omni Table*, adding their defensive skill rating and subtracting the attacker's skill rating. Read the *Omni Table* for the outcome of the Defensive tactic. Note that in the case of a full or critical defensive success, there is no need for the attacker to roll to hit.

DODGE

Dodging is a defensive maneuver that moves the character out of harm's way. This may be as simple a maneuver as ducking, or as complex as a backflip. Dodging is effective against close, ranged, and grappling attacks. Any of the following Skills or Attributes can be used for a Dodge attempt:

► Evade Skill Rating
► Acrobatics Skill Rating at -5
► Defensive Martial Arts Skill Rating
► Dexterity Rating or Combat Rating (as per rules for substituting Attributes for Skills)

Flynn manages to disable all but one of the bangers before the gang reaches the fleeing celebrity The last gang banger leaps aboard the pickup that Flynn is in, tearing at him with his dirty knife. Not wanting to lower himself to fighting like an animal (or being dragged from the bed of the pickup) Flynn elects to dodge the banger's attack. Flynn's Brawling Skill Rating is +10. The gang-banger's Brawling skill rating is +9. Flynn rolls with a +1 bonus (10 - 9 = 1) and gets a final result of 8: Partial Success. The evasive maneuver doesn't entirely avoid the gang banger's attack, so Flynn will take 1/2 damage if the banger's attack roll succeeds.

PARRY

A Parry is a defensive maneuver that interrupts an attack by putting something in the attacker's path, such as a shield or weapon. Shields are designed expressly for this purpose, and give defenders who have a Shield a +2 bonus when used for Parrying (or +1 for individuals who don't have Parry skill and are attempting this tactic). This maneuver is known as a Shield-Parry. Note that Enchantment increases the Shield-Parry bonus according to its plus-rating. For example, a +1 shield would confer a bonus of +3 to Shield-Parries.

Any of the following Skills or Attributes can be used as the modifier for a Parry attempt:

► Parry Skill Rating
► Weapon Skill Rating at -5
► Defensive Martial Arts Skill Rating.

► Brawling (no penalty if parrying a Brawling attack; penalty of -5 if parrying a weapon attack)
► Combat Rating (substitution)

Ranged Attacks can also be parried, but at an increased Degree of Difficulty (penalty of -5 to -10). Attacks by exceptionally large and powerful opponents that overwhelm the defender cannot be parried, such as blows from an Frost Giant's club, or a charging elephant.

Note that a result of Mishap when attempting to Parry means that the defender is not only hit by the attack, but whatever was being used to parry has been damaged or destroyed (GM's ruling).

After Rolando's attacks, the watchman decides to hit back with his fists. Rolando chooses to actively defend against this attack, by parrying with his knife. Rolando's Small Blades Skill Rating is 17 He does not have the Parry skill and so uses his Weapon skill at -5 to parry) and the watchman's Brawling Skill Rating is 10. However, Rolando has already performed one previous action in the round, so he takes an additional -5 to his Parry roll for a total modifier of -3 (17 - 5 - 10 - 5 = -3). Rolando's player rolls a d20 and gets a 14 for a total of 11: Full Success. Rolando will take no damage from the watchman's attack and there's no need to roll to see if it hits.

MOVEMENT

Movement is a tactic intended to increase or close the distance between attacker and defender. There are three variations: Retreat, Flee, and Advance. Note that in all three cases, rugged or difficult terrain can decrease the maximum distance that can be covered in a round, and may even require DEX or skill rolls to navigate safely.

RETREAT

A Retreat is an attempt to disengage from an attack in an orderly and measured manner. The retreating opponent can move up to half her normal Movement Rate per round while continuing to fight or defend against attack without penalty.

Flee

Fleeing is an attempt to disengage from an attack without regard for considerations of defense or attack. Instead, the main goal is to escape as quickly as possible. A Fleeing opponent can move up to his full Movement Rate per round, but may not attack or defend while doing so. Attempting to Flee while engaged in Close Combat of any type exposes the fleeing opponent to one Unopposed attack from each opponent within range. A successful Dodge or Parry will allow an individual to Flee on the following round without being exposed to a Close Attack.

If a Fleeing character is being pursued, both the character and pursuer(s) must make Attribute Rolls vs their respective Speed Ratings once for each round of pursuit. Compare *Omni Table* die rolls and Speed Ratings to see if the Fleeing individual escapes or gets caught, using the following guidelines:

Mishap: stumble and fall; you're injured and cannot continue next round.

Failure: stumble and fall; you can get up and continue next round.

Partial Success: move up to half your maximum Movement Rate.

Full Success: move up to your maximum Movement Rate.

Critical Success: maximum Movement Rate plus you gain an additional 50' on opponent.

Note: for Mishaps and Failures that occur during aerial or aquatic pursuits, substitute stumbles for collisions, unfavorable wind/water currents, and/or crashes as applicable.

Advance

An Advance is an attempt to close with an opponent at half maximum Movement Rate or less. This tactic allows the individual to attack or defend while moving, without penalty. It is also possible to use this tactic to Advance under cover, making it more difficult for opponents to target the advancing individual with Ranged Attacks (q.v.).

A high speed Advance is called a Charge. This tactic allows the individual to move up to his maximum Movement Rate, though at the expense of any attempts at defense. Attacking while Charging is possible, at a penalty of -3 for Close Attacks and -5 for Ranged Attacks. When making Close Attacks while Charging, add the character's Speed to the damage rating, as well as Strength. See the Combat Skill, Mounted Combat, for additional modifiers.

Stunts

A Stunt can be defined as any type of unconventional maneuver attempted during the course of Combat. This tactic includes such flamboyant maneuvers as leaping from high places, swinging from ropes or chandeliers, vaulting over opponents, and the kind of daredevil moves that are commonly seen in most action-adventure movies. It also covers "dirty tricks" like tripping, throwing dirt in an opponent's eyes, and so on.

Any applicable Skill or Attribute can be used as a modifier for a Stunt, though most actions of this sort carry a stiff penalty for Degree of Difficulty (GM's ruling applies in all cases). Characters who possess Martial Arts, Acrobatics, and certain Performing Skills generally fare better at Stunts than those who do not have such specialized abilities.

Under certain circumstances, a Stunt can be combined with another tactic without incurring a penalty for Multiple Actions. For example, leaping over a bar counter and kicking an enemy can be accomplished in one fluid action, and need not entail any added penalty for multiple actions. However, leaping over a rail, swinging from a chandelier, and kicking an enemy who was across the room would count as an additional action, resulting in the standard -5 penalty.

Since every stunt is different, we won't provide you with an exhaustive list here. It's always up to the GM to determine what the Degree of Difficulty is for any given stunt, based on the specific circumstances and how "cinematic" she wants the game to be. It's usually a good idea for the GM to tell her players ahead of time just what sorts of stunts will be allowed.

Rolando cuts a rope with a thrown knife, bringing down a bazaar stall on the heads of two guardsmen. (Weapons (thrown): Difficulty -10 for a small target).

Stefan the Gypsy whirls his cloak in the rushing guardsmen's faces as he jumps behind the bar. Hopefully, the cloak will momentarily stun and blind the guards, allowing Stefan to seemingly vanish. (Acrobatics; Difficulty -15 to confuse all three guards).

AIMED SHOTS

An aimed shot is an Attack intended to hit a very specific target and/or cause a very specific effect. Almost any Combat Tactic can be used in conjunction with an Aimed Shot. A Ranged Attack intended to cut a ship's sail, disable a moving automobile, or knock a weapon from an opponent's hand, is an Aimed Shot. So is a Close Attack intended to disarm an opponent by striking his hand, or a Shield Parry used to deflect a missile in a specific direction. The ability to temporarily stun or subdue an opponent with a single blow, a staple of the action-adventure genre, can also be accomplished with an Aimed Shot.

Aimed Shots are handled much like other Combat Tactics, the main difference being that maneuvers of this sort usually carry a pretty severe penalty for Degree of Difficulty — not surprising, given the fact that an Aimed Shot is by its nature much more difficult to accomplish than a standard attack. A result of Success or Critical Success is required to achieve the intended effect; for Aimed Shots, an *Omni Table* result of Partial Success is the same as Failure.

Aimed Shots can also be used to hit the small parts of an opponent that are not covered by their armor, and thus ignore its Protection Rating. The additional Degree of Difficulty penalty for this tactic is equal to the total PR of the armor worn. For example, to strike through a seam in Full Plate Armor (PR 7) the attacker would take an additional -7 to his or her attack roll.

FIREARMS & AUTOMATIC WEAPONS

In the case of a game set in the modern or later eras, gunpowder weapons will likely come into play. High rate of fire guns and automatic weapons are handled a bit differently than single shot ranged weapons such as bows, muskets, crossbows, flintlocks and slings.

Modern firearms like handguns, sub-machine guns and assault rifles can fire at a much higher rate of fire than muskets and bows. In all *Omni System™* games, the multiple action rule is applied differently to rapid fire firearms. Characters are able to fire a number of shots per round up to the listed rate of fire (RoF) of the weapon used, representing a single action. These shots must be fired at a single target. In the case of shotguns and similar area effect weapons, shots must be fired into a single 10-foot target area. If a character changes targets, the multiple action rule applies.

Automatic weapons can obviously fire more than 2, 3 or even 10 bullets in a single round, however this is abstracted in the *Omni System™* in that it is assumed a large number of bullets are being fired but only the number up to the RoF will possibly strike a target. For the purposes of tracking the amount of ammunition used, the actual number of bullets fired by an automatic weapon is equal to 3 times the RoF.

CRITICAL WOUNDS

Any attack that is made with the intent to "kill" or injure that yields an *Omni Table* result of Critical Success will cause a Critical Wound. Assuming the victim has not been reduced to zero or less Hit Points, he must make a roll vs his CON Rating (minus the DR of the attack) to determine the extent of the injury, as follows:

Critical Success/Success: victim can continue without penalty.
Partial Success: victim can continue, but suffers a penalty of -5 on all die rolls until the Critical Wound damage is healed (by magical or non-magical healing, or through rest and recuperation).
Failure/Mishap: victim is incapacitated and rendered incapable of movement, regardless of actual Hit Point total. No further actions can be taken until the Critical Wound damage is healed.

In the case of minor NPCs, a critical hit can cause instant death or knockout (GM's ruling) without the need for a CON roll.

RECOVERY

As mentioned in Chapter 1, healing occurs at the rate of 5 Hit Points per day, plus one additional point of healing per +1 Constitution Rating. Individuals with negative Constitution Ratings heal at the rate of 5 HP per day, minus one point of healing per -1 CON Rating (the minimum rate of healing is 1 HP per day).

Individuals who have suffered a Critical Wound, a permanent injury, or a close brush with death may require a period of convalescence. If the victim receives immediate magical or medical healing, he or she may be fully recovered after just a few hours of sleep. Otherwise, recovery time could range from a day or two to a week, several weeks, or even longer. The amount of time required to make a full recovery in such instances is up to the GM to decide, based on the nature and extent of the victim's injuries.

CREATIVE COMBAT

All too often, combat in the game consists of little more than "I hit him with my sword", "I do 13 damage", "I dodge", "I parry". With the dramatic opportunities combat presents in *The Omni System™*, this monotonous approach fails to enliven the game, or fire the imagination. Role-playing need not stop when combat begins.

DESCRIPTION IS EVERYTHING

Combat is full of sensations. Describe the grunts and cries of combatants, the thud and clash of weapons, the expressions on individual faces, the moves opponents make, their actions and reactions, the smells and emotions.

No combatant is ever completely aware of everything going on around them in a fight. A good GM trick is to occasionally, secretly, tell one player that their character notices something another character doesn't, such as a pit their colleague may be about to step backwards into, a hidden sniper drawing a bead on their friend, an opponent blindsiding their unsuspecting compatriot, and so on, and give them a round or two to do something, even if only to quickly shout a warning. This trick can bolster the sense of camaraderie and teamwork among the players surprisingly well, and adds more dynamism to the conflict.

CONSIDER THE CONSEQUENCES

Only psychopaths and other miscreants enter combat at the drop of a hat. Use of force should be appropriate to the situation, and bear in mind the character's outlook on life. Like people in the modern world, most people in all but the most psychotic post-apocalyptic or horror settings are almost always aware of the possible consequences of their actions, and if their actions go counter to morality, local law, or common sense. Lethal force should only be used when faced with little recourse, unless the character is a deviant, or a native of a violent culture. For example, someone using a knife in a barroom brawl would be considered a sick thug, unless their assailants were also brandishing such lethal weapons. Characters who behave in violent fashion, or react with disproportionate force, should expect to be reviled, hunted or executed, by local authorities, relatives and allies of

their victims, and so on. Consequences are something every character should consider and expect.

THINK ABOUT THE ENVIRONMENT

One of the most overlooked aspects of any combat, and the first that should be born in mind, is the actual location of the fight. Considering the characters' surroundings for a moment can add a whole new dimension to a conflict. Ask yourself such questions as:

❋ That can be ducked behind, jumped on, off, or over, interposed between the attack and target, or that might impede a combatant, such as boulders, tables, pillars, trees, balconies, etc.?

❋ Are there perils in the surroundings that might harm, kill, or otherwise inconvenience an incautious or unlucky combatant, such as a cliff-edge, open pit, lava flow, untriggered trap, or patch of ice?

❋ Does the environment in any way prohibit the use of certain weapons, or make their use more difficult? Some weapons, for example, require considerable space to be swung effectively, such as greatswords, so a fight in a short, narrow corridor would make their use very difficult. Similarly, fighting in close formation may make it hazardous to use some weapons, as the space needed to use them may be occupied by an ally.

❋ Weather conditions, such as powerful gales, thick fog, etc. can make the use of missile weapons problematic at best, and even melee combat can be effected if you can't see any opponent more than a yard away, or if a lot of flying debris, sand, etc. makes life difficult.

With a good grasp of the environment comes the ability to bring it into the conflict. Imagine how it can be used to the benefit or detriment of the combatants. Opponents can be forced towards perils, boulders can be used as cover, and so on. A Mishap on any roll during the combat may also involve the environment somehow, such as a trip or blunder into an object, suddenly finding oneself maneuvered to the brink of the lava flow, a missed attack resulting in the weapon

getting stuck in a tree or pillar, etc.

Avoid getting caught up in precise details; keep the play fast and fluid. Accurate distances are not important; use vague terms such as "close", "a stone's throw away", or "right next to you", and if ranged combat or distance matters, simply make a rough judgement of how long (in rounds) it will take to cover the area, or if the attack is basically close, short, or long range. You don't even need to consult the ranges of the weapons to make such a call. Just keep things moving. Stopping to check ranges, the amount of area someone with X SPD can cover in a single round just slows the action down.

Beware of Bystanders

The presence of bystanders during a fight is also often overlooked. Crowds often gather to watch fights, and may goad the opponents on, and even place wagers on the outcome. Not only can bystanders get in the way, they can easily be hit by stray shots or blows, taken hostage or used as shields by nefarious individuals, or even enter the combat themselves on either side, or against both, the classic example of which is the local military or law enforcement attempting to stop the conflict and incarcerate the combatants.

Firing into any melee, whether bystanders or involved or not, is a very dangerous proposition, due to the continual movement of the combatants. Missed shots may easily hit an unintended target, such as an ally. Aside from intelligent bystanders there are always cases of animals becoming involved somehow. Herd animals may stampede, posing a threat to everyone, while a predator may leap unexpectedly into a melee, in the hopes of taking a wounded individual on the periphery of the fight. Certain motive plants can also provide an added element to a fight, especially if they are not recognized as such from the onset.

Use Your Surroundings

The character should also exploit the environment of the fight. Many objects, such as chairs, rocks, ropes, nets, wall hangings, and pots of oil. may be used as impromptu clubs, missiles, entangling implements, incendiaries, and so on. Rugs may be pulled from under assailants, barrels of oil spilled to create slick patches, chandeliers shot down to fall on assailants below, and so on. Even an unskilled or unarmed combatant can be terribly effective if they make intelligent use of their surroundings.

Wanton Destruction

A battle can take a serious toll on the surrounding environment, and the effects are worth thinking about. Use of fire in any form may ignite combustibles, and create a hazard. Attacks that miss their intended target may hit something else, thereby damaging it, and the use of items as cover, fighting platforms, etc. will almost certainly result in them being ruined in some way. A fight will practically always leave signs of its occurrence, even if only in the form of splashes of blood.

Fight with Style

The majority of weapons can be used to perform a variety of strikes, in a variety of ways. Give some thought as to what form an attack takes. Is it a thrust, a lunge, a wild swing, an overhead blow, a feint, or a backhanded swipe? A weapon can even be used in unorthodox ways. A strike may be made with the flat of the blade, possibly subduing or intimidating an opponent. A staff may be used to thrust. A blow to knock out can be made with a weapon's handle or pommel. Many melee weapons can even be thrown if the situation is desperate enough.

The reach of a weapon (its comparative length) is also worth bearing in mind. A character with a notably longer weapon than their opponent (such as a halberd being used against an opponent with a sword), may not only keep their opponent at bay, and strike them first, but they may effectively prevent their opponent from attacking, if the opponent is unable to get inside the reach of their weapon. However, should the opponent with a shorter weapon manage to step inside the reach of the longer weapon, they may make its use next to impossible as well.

The sword the character bears is not their only weapon. Try and add the occasional unarmed strike into a combination of blows; it is more interesting, and can surprise an unexpecting opponent. A swift kick can force an opponent back, giving the character room to maneuver or flee, while a solid punch can stun, and a headbutt can bring you in so close that your opponent cannot bring any weapon larger than a dagger to bear.

Consider how a combatant can be taken out of the fight quickly without necessarily being gradually bludgeoned or sliced in a protracted melee. Opponents can be disarmed, tripped, pinned, grappled, thrown, knocked out, entangled, or knocked over, for instance.

Few combats should ever be to the death; only the most deeply unintelligent, insane, frenzied, or foolishly courageous combatants will continue fighting when badly wounded or outclassed. A hasty retreat is a key survival strategy for practically every living being. Particularly bloodthirsty or lethal maneuvers, such as attempts to slice an opponent's head off, pierce their eyes, or eviscerate them should be rare, and used only when dramatically appropriate. Should players continually attempt such maneuvers against every opponent, they should expect all of the NPCs they fight to respond in like fashion.
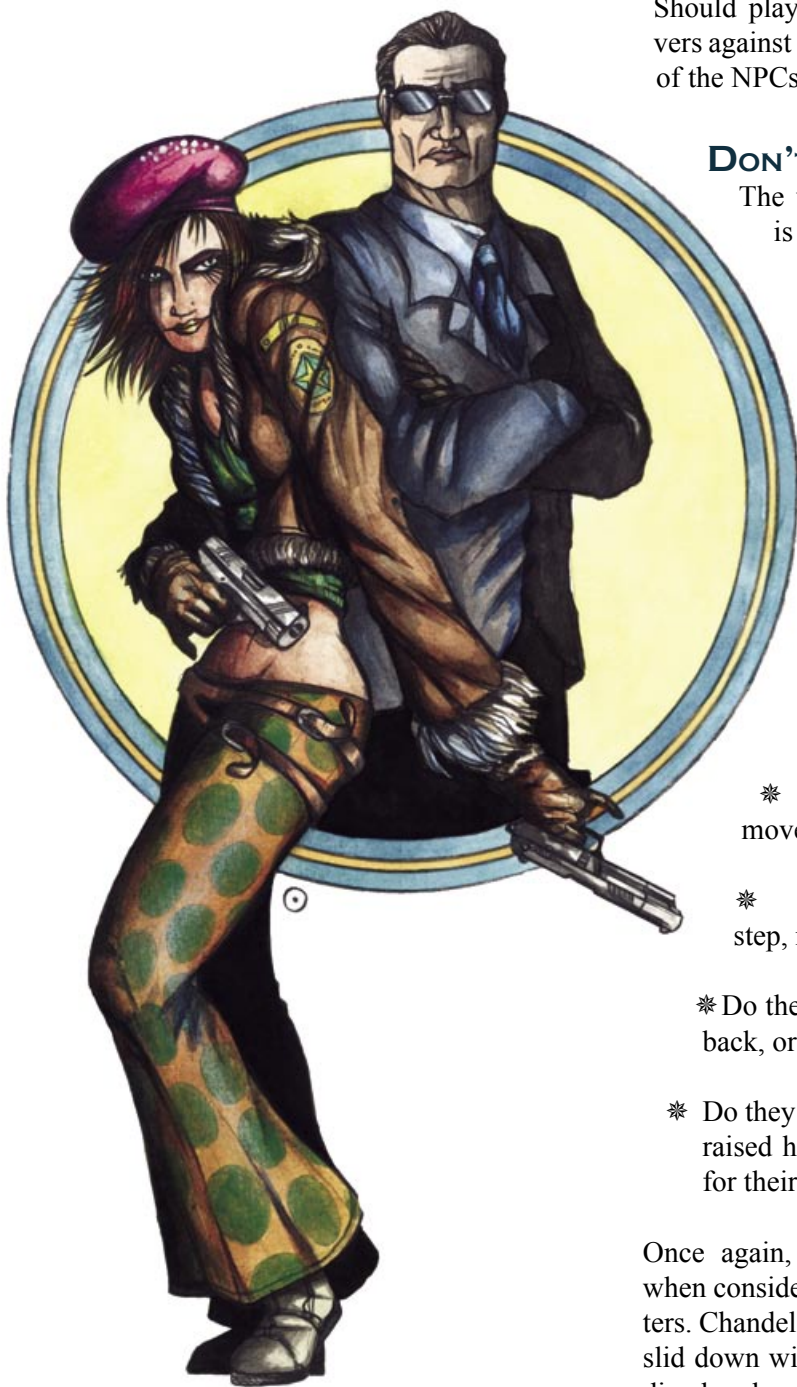
Don't Just Stand There

The way some combats are conducted, it is hard to imagine the combatants doing much more than standing toe-to-toe trading blows. In truth, combat is continually in motion. Bear some thought as to how the characters move about, and how this can be used to advantage or disadvantage.

� Do they try and outflank an opponent, or move to a better attacking position?

� Do the combatants circle each other warily?

� Do they attempt to close in, or move away?

� How do they dodge: duck, sidestep, roll, or leap?

� Do they press an opponent, forcing them back, or yield and give ground?

� Do they charge or leap into a fight, weapon raised high, calmly walk forward, or wait for their opponent to come to them?

Once again, the environment is very important when considering the motion of the various characters. Chandeliers or ropes may be swung from, sails slid down with a dagger, pillars ran around, tables dived under, jumped on or over, and so on. Charac-

ters with the Acrobatics skill can make particularly impressive use of motion, such as cartwheeling, backflipping, somersaulting, and going into elaborate springs or rolls, although anyone can roll, leap, or dive.

Combatants who find themselves on the ground may be in peril if their opponent is still standing, and may be forced to roll or flail wildly in an attempt to avoid being struck, and provide themselves with the moment needed to regain their feet.

Motion in certain environments can add a whole new dimension, quite literally, to a fight. Airborne combats, for example, can feature attacks from above or below, diving attacks, swoops, and so on, while underwater combats also occur in three dimensions, but slow down motion, and make non-thrusting weapons far less effective.

Keep Talking

Just because the action has started, doesn't mean the talking has ceased. Characters should engage in appropriate dialogue when fighting, hurling expletives, insults, and imprecations at opponents, shouting warnings and encouragement to colleagues, screaming battlecries, engaging in the cut and thrust of witty repartee with like-minded antagonists, and so on. Just as players speak the words of their characters when roleplaying any other situation, they should do so in combat sections of the game.

Combat is a Bloody Affair

The damage opponents suffer can be as detailed or vague as befits the gaming group's tastes, playing style, and campaign style.

Never simply state the amount of Damage inflicted by any blow —describe it. Small amounts of damage comparative to the character's HPs might be cuts, nicks, grazes, or bruises, while heavy damage can be bone-crunching impacts, deep slices causing blood to flow, and so on. GMs of truly Grim campaigns may even inflict penalties on a character's actions if they are significantly hurt, and may interpret particularly damaging strikes as incapacitating or mutilating. Likewise, Heroic campaigns may seldom involve damage worse than bad cuts, or broken bones, all of which they

recover from very quickly. At worst, a Heroic character might lose an eye or limb, giving them a dramatic reason to seek revenge.

Combat in a game can, and should, be as gripping and exciting as any fight scene in an action movie, and if given as much thought and effort as possible, will take its place alongside any other roleplaying scene for a sense of character and drama.
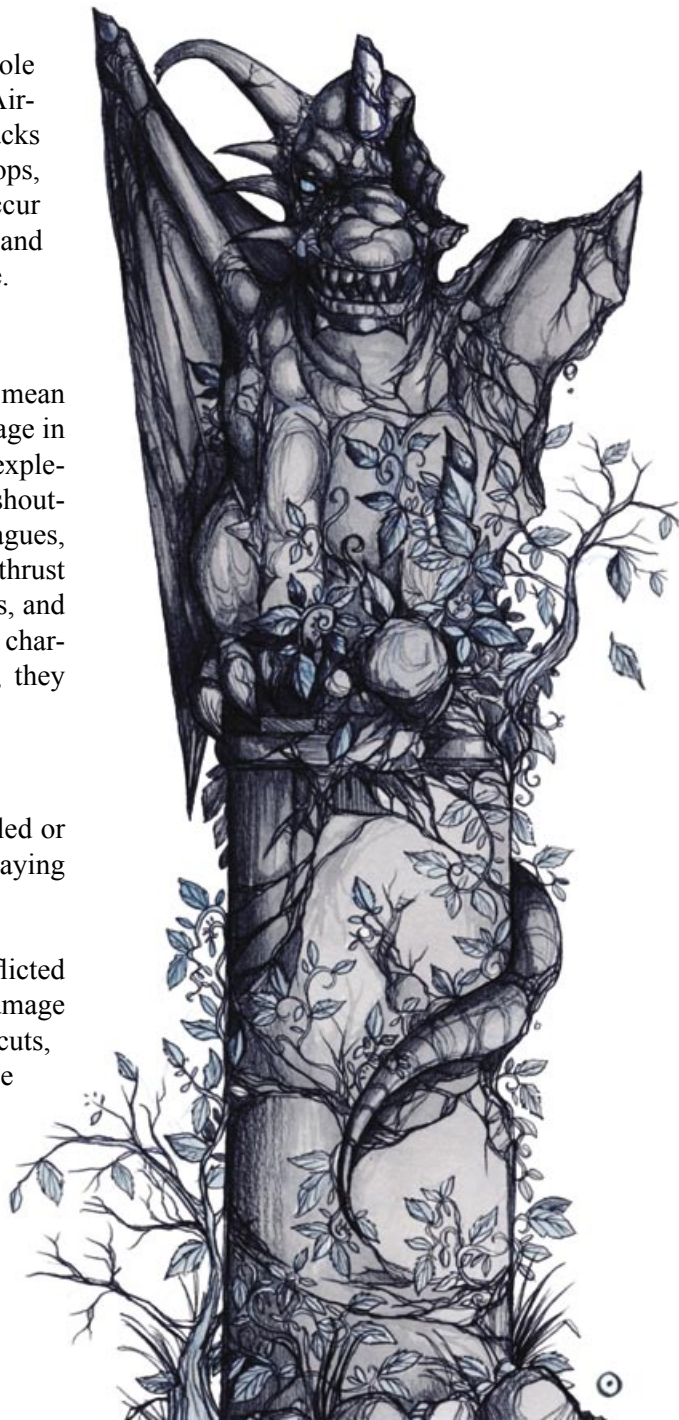
CHARACTER CREATION

The following outline provides a general overview of the procedure for character creation. More specific information can be found in the corresponding sections, as indicated.

1. ATTRIBUTES

In the *Omni System™*, there are eight different primary attributes that are determined randomly at the time of character creation. These Attributes are determined randomly and may be further modified by a character's race or culture. To determine your base ratings in the randomly generated attributes, roll one twenty-sided die (d20) for each attribute and compare the results to the following table:

Roll (d20)	Attribute Score
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20	+5

Finally, players may raise any negative value by subtracting an equal amount from any one positive value. For example, a player who rolled a 4, thereby getting a -3 attribute may increase this attribute by decreasing another where he may have rolled a 17 giving him a +3. The player may elect to reduce the +3 to +1 and raise the -3 to -1, he may lower the +3 to +2 and increase the -3 to -2 or he may simply make both attributes +0, effectively cancelling each other. Attributes may only ever be moved towards the average in this way. A positive Attribute may not be raised and a negative Attribute may not be lowered. It is also perfectly acceptable to lower several positive Attributes in order to raise a single very low one.

Individual Gamemasters may allow variations on the above method. Some popular variations include allowing players to roll 8 twenty-sided dice and assigning the various results as per the table above to any Attribute they desire. Another is allowing players to roll 10 twenty-sided dice and dropping the highest and lowest results. All methods are fine as long as the players and Gamemaster are in agreement. Other Gms may simply allow players to begin play with +0 in all Attributes and give them from 1 to 5 points to spread amongst their Attributes.

2. SELECT A RACE

The *Omni System™* allows for a great number of playable races and cultures. The types of races and cultures will be determined by the genre and game world used. For example, a fantasy game might have traditional elves, dwarves and halflings while a modern espionage game will have only one race (human) but which may have multiple human cultures fill the role of race. A Space opera style game may numerous alien species available for play or perhaps even sentient machines, robots and androids.

A player's choice of race or culture will determine the character's general outlook on life. Additionally,

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each Race will have a list of attribute adjustments, preferred skills, bonus talents, etc. These serve to differentiate the races and cultures from each other.

Players should record any Preferred Skills, Attribute penalties or bonuses, bonus Talents and other vital information from their selected Race on their Character Record Sheet.

3. SELECT OR CREATE A CALLING
Players should now review Chapter Six: Callings with the goal of selecting one of the sample Callings or using the rules contained in this chapter to create their own custom Calling. A Calling is akin to a character's life experiences including such things as background and occupation and grants a list of preferred skills and Talent trees of its own.
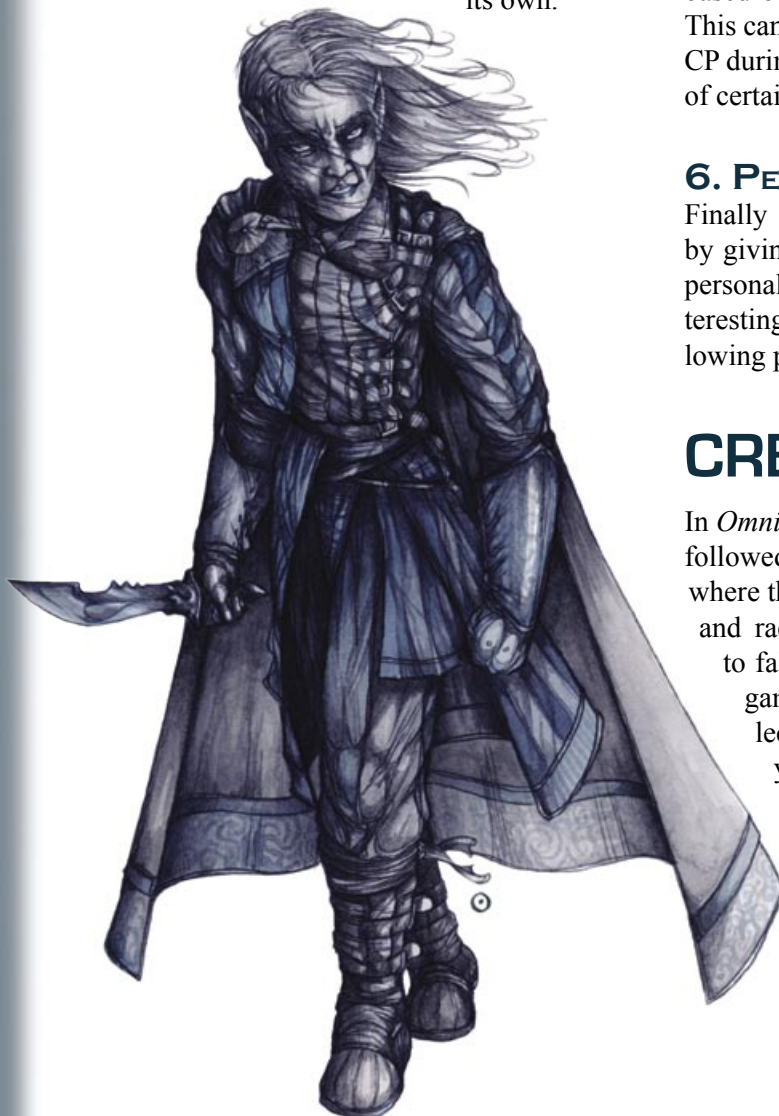
Players should record all relevant available Talent Trees, Talents, preferred skills, skill ranks, etc. received from their Calling on their character sheet.

4. DETERMINE OTHER CHARACTERISTICS
Review the section on Attributes in this chapter, and follow the guidelines to determine your character's Hit Points (HP), Movement, and Encumbrance ratings.

5. PURCHASE EQUIPMENT
The player may now purchase any required or desired equipment including such things as: weapons, armor, supplies, vehicles or mounts, hirelings, etc. Starting wealth is normally determined by the GM based on the genre and style of game to be played. This can also be modified through the expenditure of CP during character creation or through the selection of certain Talents.

6. PERSONALIZE YOUR CHARACTER
Finally players should personalize their characters by giving them a name, background and interesting personality traits. Some helpful hints on creating interesting player characters can be found on the following pages.

CREATING A CALLING

In *Omni System™* games, beginning characters have followed career paths and personal choices to arrive where they are today. All beings, no matter their age and race, have some measure of skill and talent to fall back on and use in day-to-day life. In the game, this is represented by Callings; the collections of Skills and Talent Trees unique to your character.

Callings are not simply careers that a character is bound within. A Calling is the sum total of your character's life experience to date, and based on several factors such as region of birth, family background, career paths and the character's own personality. These are the main aspects when determining your

Calling and the Skills and Talents that comprise it. In effect, you build a unique character class that applies to your character, constructed from the game mechanics most suited to his past, rather than selecting a template career.

CREATION POINTS

In the following section, each Skill and Talent is valued at a certain number of Creation Points (CP). These represent the cost of selecting the trait at character generation. For most *Omni System™* games. Callings are limited at character creation to 50 CP (modified by Intelligence at +2 CP per +1 INT), which can comprise any balance between Skills, Talents and Attribute or Wealth boosts that the player desires. Some characters will have a focus on Skills, others on specific Talent Trees, while the majority will likely find a good balance at half and half. This procedure may be modified in certain *Omni System™* games. Games like *Heroes™* and *Mutant™* have additional rules at character creation that take things like super powers and mutations into account.

A few Talents cost more than others, and this is included in their description. This relates to the rarity or difficulty in mastering such a trait, be it ruthless combat skills or a proficiency in the arcane arts. This is also to preserve game balance, so that a character that spends his points on being a qualified lawyer still amasses many useful skills and can assist the group as often as a spell-casting master of magic.

Building the traits for a Calling require some thought and knowledge regarding what the character's life has been life up until the beginning of play. This can best be addressed by considering the following four aspects:

Background: What was the character's family life like? Was he born into money, or was he part of a peasant working family in his youth? What kind of opportunities were presented to him to learn and experience new things?

Personality: What kind of pastimes hold the character's interest? Does he learn everything from the careers he has entered, or does he have hobbies and personal interests that he devotes his time and attention to? Does most of his knowledge derive from areas of personal interest rather than the jobs he has worked?

Region: What nation (or star system or island or what have you) was the character born in? Does he know much of his own nation's history and place in the world? Does he hold fast to the national traditions and customs, or is he a traveller, taking in the cultures of many nations and learning what each has to offer?

Career: What jobs has the character worked over the course of his life? Is he the kind of person to stick at one career and devote himself to excellence, or does he switch paths in order to learn a little of everything?

ATTRIBUTES

A player may spend CP to improve his character's Attributes at character creation. By spending 10 CP, the player may increase any one primary or secondary Attribute by +1. HP are not changed in this way (see below)

SKILLS

Once the basic questions about a character's past are answered, the selection of Skills and Talent Trees can begin. The Skills selected with CP during character creation are known as your character's Preferred Skills. These are in addition any Preferred Skills granted by Race or other bonuses. Each Skill costs 2 CP to initially purchase at +1. Once a skill is purchased, further increases cost only 1 CP.

For example, a character with Acrobatics +5 has spent 6 CP (2 CP to purchase the skill at +1 and 4 CP to raise it to +5.) If the character also wished to purchase Administration +2, it would cost 2 CP to purchase initially, and 1 CP to raise to +2 (for a total of 3 CP).

Note: All Weapon (including Brawling) and Mode Skills cost double CP. It costs 4 CP to purchase the skill at +1, and 2 CP per +1 increase after that. Aerial Combat, Mounted Combat and Aquatic Combat do not count as costing double CP, only basic "Weapon" Skills.

Talent Trees

Talent Trees are more expensive. Initial purchases cost costs 5 CP (unless specifically noted in the text), and this allows the player to choose one Talent within the Tree for which he possesses all required prerequisites. Further purchases cost 3 CP, allowing the player to select another Talent within the same Tree and reflecting the degree of familiarity the character possesses in the area. Beginning a new Talent Tree always costs 5 CP unless stated otherwise in the text, as do all Open Talents but there is no need to purchase entry into the Open Talents Talent Tree.

For example, a character spends 5 CP on the Academia Talent Tree, and selects Antiquarian as his first Talent. Then the player decides he also wants the Diligent Talent from the Academia Tree, and spends a further 3 CP, for a total of 8 CP. If he also wished to purchase Brew Potion, it would cost another 5 CP (for a total of 13 CP) as that Talent is located within the Alchemical Sciences Talent Tree. By also adding Diehard, an Open Talent at 5 CP, the total rises to 18 CP.

Starting Wealth

All characters begin play with 100 cu (or equivalent units of currency) with which they may equip themselves for their upcoming adventures. At the discretion of the GM, players may expend CP to create characters that begin play with more wealth.

For each 2 CP expended on wealth, the character begins play with an extra 100 cu in coin, credit or other valuables.

Starting Hit Points

All characters begin play with 20 hit points (plus CON). This number is modified by possible bonuses or penalties from the race selected. It may also be further modified by a character's Calling by expending CP. It costs 3 CP to purchase an additional 5 HP and this purchase may only be made twice (.i.e. a maximum of 6 CP may be spent on Hit Points).

Sample Callings

The following Callings are examples of the characters that can exist across multiple genres and game worlds. In keeping with the Creation Points System, many are region-specific, representing a life spent living and working in a certain place, as part of a specific culture, and performing a clearly-defined trade. These are not generic templates so much as Callings based upon an interpretation of a character's personality and proclivities; for example, the Asterean Ivory Hunter is a Calling that could produce any number of skilled bowmen and excellent archers, but the Calling below is an example of a character dedicating more CP to crafts and hunting skill at character creation.

Each of these Callings is constructed to the 50 CP standard.

Asterean Ivory Hunter

(from the Antediluvian world of *Atlantis: the Second Age™*)
There are predators and then there are predators. You are the one that hunts the hunters; no prey too large, no beast too dangerous. You're not just in it for the money, of course. You understand the delicate balance of the natural world, and you see the beauty and grace of an animal in both life and battle. But understanding the natural world doesn't put food on the table, and you are rightfully proud of your skills on the hunt. Most hunters are in this game for the money alone, but you are also known for your craftsmanship in carving the ivory you hunt for, and this added talent means your hunts are more prosperous than those of your peers.

Skills

Handicraft (Fine Arts: Sculpting)	+5
Handicraft (Bowyer/Fletcher)	+5
Lore: Nature	+5
Lore (Region: Asterea)	+5
Tracking	+6
Weapon (Bows)	+1
Survival (Savannah)	+6
Survival (Forest)	+4

Talents

Wilderness Lore Talent Tree
◈ Survival of the Fittest (Savannah)

AESIR STORYTELLER

(from the Antediluvian world of *Atlantis: the Second Age™*)

Bards, storytellers and skalds are the heart of any Aesir community, providing entertainment and a vital link to the past through the arts of song and story. You are one of the few to be trained by an elder Storyteller, and are destined to continue the tradition of lore-keeper and historian for your people after your mentor has passed on. While some Storytellers are focused in their talents, showing aptitude for one method of scholarly study or entertainment above all others, you are still unsure of which path you will follow. As such, you have some talent in oratory and instruments, as well as knowledge of both your people's folklore and world history. Your time to choose which to follow exclusively may come in time, or you may continue to spread your expertise among several areas.

SKILLS

Deception	+3
Diplomacy	+5
Intimidate	+4
Perform: Oratory	+5
Etiquette	+4
Perform: Instrument	+4
Lore: History	+4
Lore: Folklore	+5

TALENTS

Mime & Music Talent Tree
- ◈ Naturally Charming
- ◈ Taunt

WASTELAND SCAVENGER

(from a post-apolcaypse genre game)

It isn't easy living life as a wanderer in the Wastelands, but you not only manage it, you excel at it, and are building up a reputation as scavenger with all the Old World artifacts you've recovered so far. It doesn't matter who hires you, be they scholar or scum; all you're looking for is money in your hands and a few handy relics that might just come in handy some day. Times can be hard and the money doesn't always flow steady, but a keen blade and a keener eye have served you well so far.

SKILLS

Appraise	+2
Climb	+2
Cryptography	+3
Lore: History	+2
Lore: Region (Borders)	+3
Lore: Region (Wasteland)	+4
Search	+8
Literacy	+2
Survival: Desert	+3
Weapon: Blades, Small	+1

TALENTS

Wasteland Warriors
- ◈ Scavenger

Open Talents
- ◈ Die Hard

MOB ENFORCER

(from *Organized Crime™*)

Normally, you don't look for any trouble. You do what you're told and leave it at that. Like most gangsters, you have a nasty disposition sure, but you don't go looking for trouble. Unfortunately, your brawn means you are perfectly designed to act as muscle for the Boss and your penchant for following orders keeps you in the good graces of the Boss, Consilieri and Capos. When called upon, you will break legs, take out an eye or sometimes even kill those who have crossed your family. Again, not that you necessarily enjoy these tasks but hey... it's a living.

SKILLS

Brawling	+6
Command	+2
Deduce Motive	+2
Intimidate	+4
Ride	+2
Survival (urban)	+4
Torture	+3
Weapon (Blades, small)	+3
Weapon (Pistols)	+6

TALENTS

Brawler Talent Tree
- ◈ Sucker Punch
- ◈ Cheap Shot
- ◈ Intimidation Tactics

CREATIVE CHARACTERS

Many players new to any *Omni System™* game may feel constrained by the rich cultural details the particular game presents, and can find it difficult to portray their character as anything but a stereotypical member of its culture. However, the cultural details presented in the game are merely representative of the broad traits ascribed to those cultures, and just as people in our own world rarely fit a stereotype exactly, the same is true of those native to the many game settings available.

Even in cases where a character is fairly typical, many aspects of personality, not to mention background and appearance, are not mentioned in the cultural guides, such as sense of humor, personal quirks and preferences, and so on. These present any player with a wide number of ways in which to personalize the archetype they choose, without contradicting the broad cultural description if they don't wish to.

Three factors contribute to the overall quality and depth of any given character: Background, Personality, and Appearance. When creating a character it is not necessary to write chapter upon chapter, painstakingly detailing the character's life, outlook, and appearance, but by simply considering the questions put forward in this document, and writing a handful of short answers, a character can be given a life and personality beyond that of a simple archetype. Each of the three sections will present twenty appropriate questions, not all of which need be answered, and not all of which will necessarily be applicable. If possible, the player and GM should work together to create the character, ensuring it is playable and not overly disruptive to the game they wish to play.

Background

Arguably the most important aspect of character creation, a character's background provides a sense of personal history and it is often the character's upbringing and experiences in life that most define their personality and outlook. Remember: significant events, personages, and the like, need not necessarily be notable for good reasons; bad events can be just as memorable.

Family

* What were the character's parent(s) or guardian like?
* Does the character have any siblings?
* Does the character have a family of their own, or did they?
* If no, do they ever intend to settle down?
* What about other relatives; were any memorable for any reasons?
* What is the current status of any of the character's relatives, i.e. alive, dead, missing, estranged, ill, enslaved, imprisoned, or divorced?
* Were there any skeletons in the family closet?

Home

* Where was the character raised?
* What was the family's status in terms of wealth, social, and local standing?
* Did the family move at all?
* Does the character have a home of their own?

Childhood/Adolescence

* What was the character like as a child/adolescent?
* Were any childhood/adolescent friends or enemies particularly memorable?
* Were any childhood/adolescence events particularly memorable?
  Did the character learn any skills as a child/adolescent?

Professional History

* Why did the character enter the profession they did?
* How did the character receive their training?
* Did they find any of it particularly difficult or easy?
  Has the character done anything particularly notable since completing their training?
* What contacts, friends, enemies or mentors did the character make while training, or pursuing their career?

PERSONALITY

The character's personality defines how they are role-played, and should be detailed bearing in mind the char-acter's Background, as described above. Consider how the character's upbringing, family, past experiences, etc. affected their worldview, morality, and so on, and if they turned out the way they did because of, or in spite of, their Background. Consider how they fit their cultural stereotype, and how they differ from it.

ATTITUDES
* What does the character like/love?
* What does the character dislike/hate?
* What is the character's attitude to sex?
* What is the character's attitude to religion?
* What is the character's attitude to magic?
* What is the character's attitude to illegal activities?
* What is the character's attitude to conflict, physical or otherwise?
* Does the character have any misconceptions/ bigoted outlooks?

CONCEPTIONS
* How does the character see themselves?
* How do other people see the character?
* If the character could be summed up in one word, what would that word be?
* What would the character change about themselves, if they could?

DIRECTIVES
* What is the character's greatest fear/worst nightmare?
* What is the character's greatest hope/ dream/ aspiration?
* What motivates the character?
* Is there anything the character will not do?

MISCELLANEOUS
* What is the character's sense of humor like?
* Does the character have any hobbies?
* Does the character have any mental or be-havioral quirks, flaws, or aberrations?

APPEARANCE

The character's appearance is usually the first thing anyone notices about them, and can say a lot about their personality, profession, and background. Detailing what the character looks like gives the player a good mental image of the character, vital in imagining scenes in the game. The character's appearance also helps other players visualize the character, and enables GMs to determine how NPCs might react to the character. However, the character's appearance need not necessarily reflect all of their qualities, although it will always reflect some; not every warrior looks grim and determined, and not every sorcerer looks thin and bookish, for example.

PHYSICALITY
* How tall is the character?
* What kind of build and proportions does the character have, and are they muscular, toned, scrawny, or overweight?
* How much does the character weigh?
* What kind of style, color, and texture is the character's head/facial/body hair, if indeed they have hair?
* What shape and color(s) are the character's eyes?
* What color is the character's skin?
* Does the character have any distinguishing marks such as birthmarks, scars, disfigurements, tattoos, or brands?
* What does the character's expression usually convey, i.e. disdain, friendliness, surliness, calm?
* What does the character's voice sound like?
* Does the character have any favorite sayings or catch phrases?
* How does the character move, walk, and carry themselves?
* What would the character like to change about their appearance?
* If the character's appearance could be summed up in one word, what would that word be?
* How would others generally describe the character's appearance?
* If the character were a tree, what tree would they be? (*just kidding*)

APPAREL
❋ How does the character dress when relaxing?
❋ How does the character dress when they wish to make an impression?
❋ How does the character dress when traveling? Working?

BELONGINGS
❋ What item(s) is the character rarely without?
❋ Does the character have any particularly cherished possession(s), such as an heirloom, memento, gift, or childhood possession?

CHARACTER ADVANCEMENT

THREAT RATING

The Omni System™ uses a point based character progression system, that is to say, characters earn experience points and then spend these points as they choose to improve their characters.

Each obstacle or adversary in an *Omni System™* game is assigned a Threat Rating. A creature's (or other obstacle like traps and puzzles) Threat Rating (TR) is based on the threat posed to an average human (someone with all or most Attribute ratings at +0).

Threat Ratings are used by Gamemasters to help them determine the correct game balance of creatures and other obstacles he or she uses as adversaries for the PCs. Likewise, they are used in determining the amount of Experience Points a character earns for overcoming an obstacle. A new character, out on their first adventure, would earn a decent number of Experience Points for overcoming a Goblin raiding party while a more experienced group of adventurers would earn far fewer XP for overcoming those puny Goblins. The use of the word "overcoming" in the previous sentence was deliberate. Players need not kill an enemy in order to gain XP. Clever use of the diplomacy or Stealth skill to "overcome" the Goblin raining party earns the same amount of XP for the character as hacking away at the poor creatures with a battle axe.

Characters must track their Threat Rating as they earn Experience and gain more and more skills and Talents. A Character's TR is increased by one for every twenty XP they earn. Thus, a character who is just starting out begins play with a TR of 1. As this character progresses and earns XP their TR also increases. When this character has earned a total of 64 XP, they would have a TR of 3. By the time they have acquired 153 XP, they will be in the TR 7 bracket. A character's TR will determine the number of XP they earn for overcoming creatures and obstacles.

EXPERIENCE POINTS

In role playing games characters earn Experience Points (XP for short) for their accomplishments. These points can be used to increase the level of a character's Skills, gain new Talents or Talent Tree, or even improve an Attribute rating. Experience points are awarded by the Gamemaster, as follows:

◆ XP are earned on the difficulty of the adventure and the style of campaign being used by your group, as explained in the Gamemaster's Section in Chapter Eleven.

Characters generally earn XP based on the TR of the adversary or obstacle they overcome. Threat Ratings can be calculated individually and for groups. For example, a single Goblin vs. a beginning character would be TR 1 vs. TR 1. That same TR 1 character would be facing a TR 4 encounter if that Goblin brings along 3 of his buddies, while it would be TR 4 vs TR 4 if it were a group of 4 beginning characters facing a group of 4 Goblins.

All XP awards should be divided equally amongst all characters who had a hand in overcoming the creature or obstacle. In situations where a group of adversaries is overcome, the total XP for the entire group should be totalled and divided equally amongst all characters involved in overcoming the group of adversaries.

Gamemasters should consult the table on the fol-

Opposing TR	Character TR									
	1	2	3	4	5	6	7	8	9	10
1	1	1	0	0	0	0	0	0	0	0
2	2	1	1	1	0	0	0	0	0	0
3	3	2	1	1	1	1	0	0	0	0
4	4	2	1	1	1	1	1	1	0	0
5	5	3	2	1	1	1	1	1	1	1
6	6	3	2	2	1	1	1	1	1	1
7	7	4	2	2	1	1	1	1	1	1
8	8	4	3	2	2	1	1	1	1	1
9	9	5	3	2	2	2	1	1	1	1
10	10	5	3	3	2	2	1	1	1	1
11	11	6	4	3	2	2	2	1	1	1
12	12	6	4	3	2	2	2	2	1	1
13	13	7	4	3	3	2	2	2	1	1
14	14	7	5	4	3	2	2	2	2	1
15	15	8	5	4	3	3	2	2	2	2
16	16	8	5	4	3	3	2	2	2	2
17	17	9	6	4	3	3	2	2	2	2
18	18	9	6	5	4	3	3	2	2	2
19	19	10	6	5	4	3	3	2	2	2
20	20	10	7	5	4	3	3	3	2	2

lowing page when awarding XP:

◆ A Bonus of 1-10 XP for should be awarded for good role playing, based on the persona that the player has created for his or her character. The GM may elect to increase or reduce this figure based on the style of the group's campaign.

◆ 1 XP per each game week that a character devotes to training, which can be used to improve the Skill being practiced.

Improving Skills

As players earn Experience Points (XP) for adventures, they can use accumulated XP to improve their character's Skills. The cost in XP to improve a Skill from the character's Preferred Skill list is equal to the new Skill level (not the total Skill Rating, which is the combination of Skill plus Attribute modifier) plus one.

For example, the Atlantean sorcerer, Alkon, has the Skill, Lore (Arcane Arts), at a Level of +5. To improve his Skill Level to +6 , Alkon must spend 7 XP — the new Skill Level of +6 plus 1.

Skills can only be improved one Level at a time. Though PCs can improve more than one Skill at a time, the same Skill can only be improved once per week of game time.

Acquiring New Skills

Characters may not acquire skill ranks in a skill not already on their Preferred Skills list, however, experience Points accumulated though adventuring can be used to acquire new skills. Additional Skills can be acquired at a cost of one XP per each week of time required to learn the new skill (as indicated in the Skill's description).

For some skills, characters may also need to hire a qualified person to teach the new skill. For example, if a warrior wanted to acquire the Tracking skill, he might have to hire a tracker or hunter to teach him this skill.

Once the necessary XP and time have been expended, the player may add the new Skill to the PC's Character Sheet. All new Skills have a beginning Level of +1.

ACQUIRING NEW TALENTS

The cost to acquire a new Talent Tree is 20 XP and the player does not gain a free Talent from this XP expenditure. Further XP must be spent to acquire a Talent from this new Tree. Therefore, for a character to acquire a new Talent Tree and gain a new Talent from that Tree, a total of 32 XP must be expended.

Once a player character has five Talent Trees available, the XP cost to purchase the sixth and each successive new Talent Tree increases to 40 XP each. The cost to purchase individual Talents remains at 12 XP.

IMPROVING ATTRIBUTES

Like skills, a character's attributed may also be increased by expending XP. The cost to improve a Primary Attribute is 5 times the new attribute rating. Improving an Attribute requires a number of weeks equal to the new rating times two in training time.

Secondary Attributes may not be improved by spending XP although derivative attributes like CR, MR and PSI will improve as the character improves the Primary Attribute that affects the relevant Secondary Attribute. Secondary Attributes like Piety, Renown and Nobility may be improved or reduced by the GM as result of in game activity of the character. This is always at the discretion of the GM.

RACE & CULTURE

One of the first steps in character creation is selecting a race. Depending on the genre of your game, race may or may not be important to your game. While it will likely be vital if you are playing a fantasy game or a sci-fi game with alien cultures, it likely won't make much difference in an historical or modern game.

Even so, race does not necessarily always have to mean something as exotic as an elf. In modern, and other genres, a character's culture could play the same role that race plays in other games. In either case, a character's race or culture will normally determine a number of factors like their height and weight range, complexion and eye color, starting skills they have access to, etc. A character's race and culture helps to define how the character was raised and the

Sample races from a fantasy game are presented here as examples. Other genres may have different races or may even present the races shown here in a different light. For example, the elves and dwarves presented in this chapter have a decidedly *Tolkien-esque* feel to them. GMs could just as easily use the fae-like elves of Irish myth or the secretive and surly dwarves of Norse myth. These races might have different traits than those presented here. Each *Omni System™* game will have its own take on the various races and cultures open within that game.

All races and cultures consist of a racial description, attribute adjustment, preferred skills and bonus skill ranks and Talents as described below:

ATTRIBUTE ADJUSTMENTS

Each race has one or more Attribute Adjustments. Once a race has been selected, players must record these adjustments on their character sheets.

PREFERRED SKILLS

As explained in the chapter on Skills, each character will have a list of Preferred Skills. Players may not purchase ranks in skills not on their Preferred list. Characters receive one free rank in any racial skills they select as preferred from their racial list at character creation.

BONUS SKILLS & TALENTS

Some races receive additional bonus or penalties such as natural weaponry or bonus Talents. These are listed in this section.

HUMAN

By far the most common Race in the vast majority of games will be humans. From high fantasy to science fiction, humans will likely dominate your games. In some games, humans may be the only race. Games set in modern times or historically accurate games will not have any typical fantasy races or aliens.

Humans are invariably the race that rules the world in all ways. Men and women work the land in every nation, comprising the majority of the world's population. They are slaves and serfs, beggars and bandits. They are also countesses and kings, secret agents and special forces soldiers, space miners and starship captains.
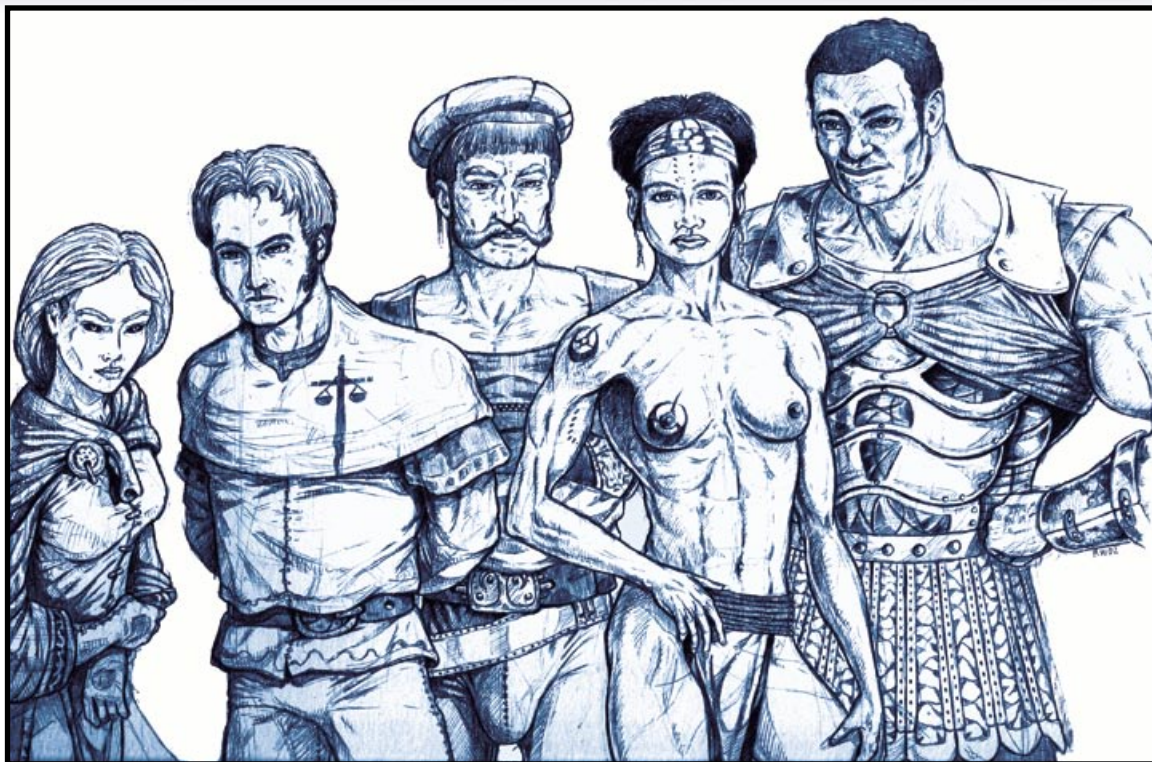
Many humans harbor hatred or mistrust for any other non-human race. This distrust is normally directly proportional to how closely the other race resemble human beings. Elves and Halflings, for example are normally fairly well accepted by most humans while Orcs or strange-looking Aliens could well be hated and/or feared by human populations.

In some regions, this attitude is more pronounced than in others, just as such a demeanor often depends on a person's education, religious beliefs or social rank.

In all things, humans are a race most affected by the events around them. Just as the highest king or queen deals in war and the intricacies of the courts, so does the lowest peasant listen for news of a coming battle or seek signs to indicate the quality of a harvest. Humans are unique among the races, for they are not shut away from the world – they are the world. Kingdoms rise and Empires fall by the actions of all men and women.

Human adults range between 5 feet and around 6'6" in height. Those who live without the need for toil or effort are often prone to corpulence and fatness, while a peasant or manual laborer who works hard and a lord that practices with the blade are able to keep themselves reasonably healthy for their whole lives, short of suffering injury or illness.

An average human lifespan varies by genre of game being played. In a medieval or fantasy game a human life my last between 35 and 50 years. In a modern game a normal human can expect to live between 60 and 90 years while in a sci-fi setting humans may be able to push back death as late in life as 140 or 150 years.

Humans are a diverse lot. Some are capable of achieving anything they put their mind to; great leaders emerge, such as military icons like Richard the Lionhearted, or General Patton. Other humans are examples of ill-breeding and oppressive social systems that allow none to rise and excel beyond his low birth. After all, most of the world's brigands and bandits are humans – a strong counterpoint to the race's many highborn rulers.

ATTRIBUTE ADJUSTMENTS
Human characters may raise any one Attribute of their choice by +1 (to a maximum of +5).

PREFERRED SKILLS

All humans, regardless of culture or background begin play with the following preferred skills: *Lore (local) +6, Lore (region) +2, Speak Language (native) +10.*

Starting Human characters must also select a cultural background. These cultural backgrounds will vary from setting to setting and genre to genre. Each cultural background will contain a list of possible preferred skills and possibly Talents and Attribute adjustments. Players should select 2 skills from the list and add these to their preferred skill list. A few sample human cultures are included below as example. These cultures come for the Antediluvian world of Atlantis.

Atlantean (Atlantis): Administration, Alchemy, Animal Handling, Appraise, Cook, Diplomacy, Etiquette, Handicraft (any), Heraldry, Literacy, Lore (any), Medicine, Navigate, Profession, Speak Language (any), Swim, Theology (Atlantean). +1 MR

Vanir (Europa): Animal Handling, Brawling, Handicraft (artisan), Lore (folklore, mining, nature), Seamanship, Survival (alpine), Weapon (hafted, spears). +1 CR

Nubian (Gondwana): Animal Handling, Brawling, Drive, Handicraft (artificer, weaponsmith), Lore (tactics), Profession (mercenary), Ride (Elephant), Survival (Savannah or Jungle), Weapon (spears, hafted or bows). +1 CR

ELF

Elves are a race of intelligent beings descended from the Sidhe, or Fairy Folk. They are perhaps most closely related to the mountain dwelling nymphs known as Oreads, though they possess a more highly developed culture and civilization. Once quite numerous, the race of elves has slowly dwindled in the face of human expansion.

Elves are typically slender in build, with fine features and bright green or blue-green eyes. Skin coloration ranges from pale white (high & mountain elves) to tan (wood elves), with hair ranging in color from golden yellow to light brown. The majority of elves are both striking and statuesque in appearance, exhibiting a grace not generally found amongst the members of other races.

By human standards, elves have incredibly long life spans, most living well past 500-600 years of age. In spite of their long life spans, elves are not prolific, and it is rare for an elven couple to have more than one or two offspring. The low birth rate of elves has certainly contributed to the declining population of this ancient race.

Elves are the only humanoids that are trusted by the Sidhe, though the more malign types of Faery Folk find them as distasteful as any other folk. As they are familiar with the Sidhe's magics, elves are much less susceptible to the pranks and tricks which the Faery Folk enjoy playing on more gullible peoples.

Three racial sub-types of Elves are available for play: High Elves, Wood Elves and Mountain Elves.

HIGH ELVES

High Elves are believed to be the eldest of the humanoid races and are the most civilized of the Sidhe. Though quite numerous during the First Age, the High Elven population is now dwindling.

ATTRIBUTE ADJUSTMENTS

High Elven characters receive a +1 adjustment to DEX, +1 to INT and -1 to STR. They may select either +1 CR or +1 MR.

PREFERRED SKILLS

All High Elves begin play with the following preferred skills: *Knowledge (local) +6, Knowledge (region) +2, Literacy +6, Speak Language (select one) +4, Speak Language (Elven) +10.*

Starting High Elf characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Diplomacy, Deduce Motive, Etiquette, Handicraft (artisan, bowyer, weaponsmith), heal, literacy, Lore (arcane arts, history), Mode (any one), Perform, Seamanship, Speak Language (any one).*
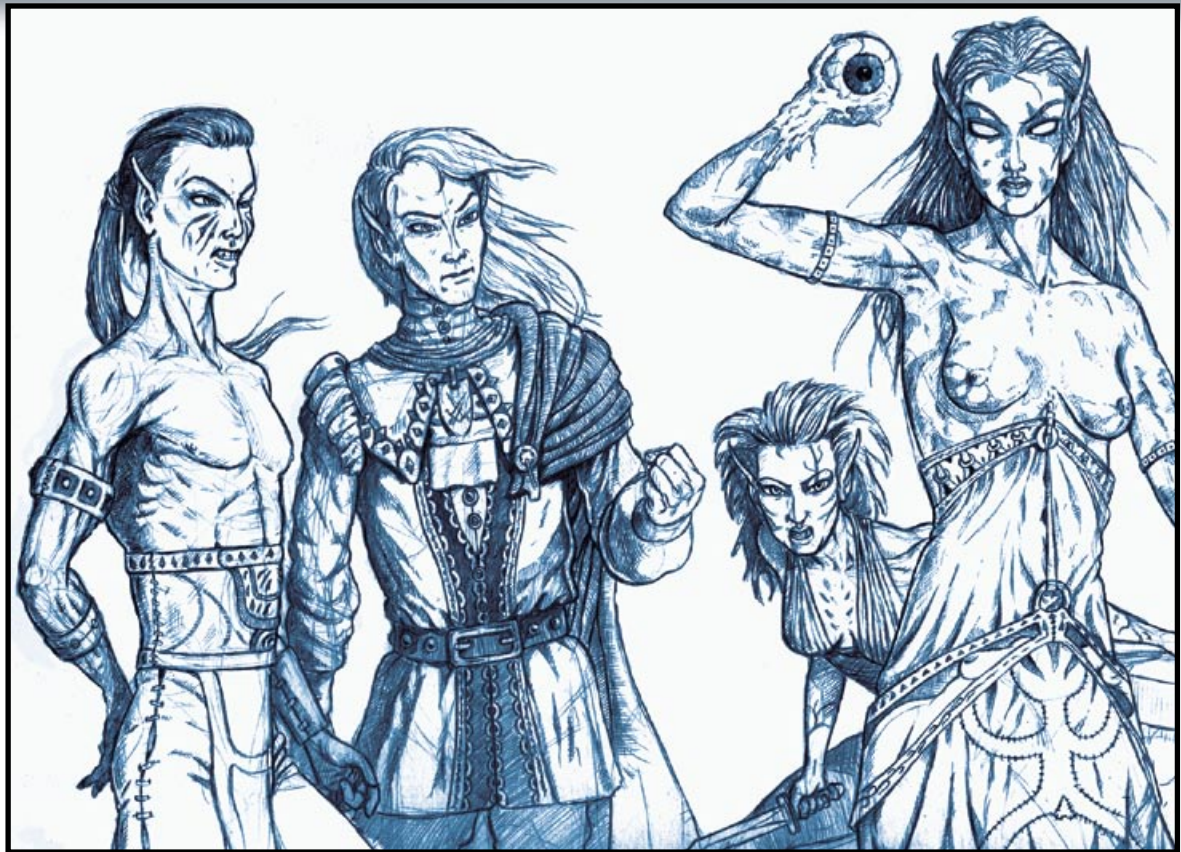
Bonus Skills & Talents

- ✚ All High Elves receive the bonus Talent Night Vision.
- ✚ All High Elves receive a +2 racial bonus to Balance and Diplomacy checks.
- ✚ All High Elves receive 4 free ranks in the Literacy Skill.

Wood Elves

Wood Elves are brown-skinned, with light brown or blonde hair. They are a graceful people, lithe and fleet of foot, who live in tree-top dwellings. These are simple platforms built among the branches, with living walls of carefully tended vines.

Wood Elves are generally much more xenophobic than their High Elven cousins although, once a Wood Elf calls a person friend, the bond is for life.

Attribute Adjustments

Wood Elven characters receive a +1 adjustment to DEX, +1 to INT and -1 to CHA. They may select either +1 CR or +1 MR.

Preferred Skills

All Wood Elves begin play with the following preferred skills: *Lore (local) +6, Lore (region) +2, Speak Language (Elven) +10.*

Starting Wood Elf characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Balance, Climb, Deduce Motive, Handicraft (artisan), Herb Lore, Lore (folklore, forestry, nature), Stealth, Survival (forest), Tracking, Weapon (bows).*

Bonus Skills & Talents

- ✚ All Wood Elves receive the Night Vision and Forester bonus Talents .
- ✚ All Wood Elves receive a +2 racial bonus to Balance and Stealth checks.

Mountain Elves

To many, the Mountain Elves are simply a legend. However, they do exist in the alpine wilderness of the world.

The Dwarves call them Thiazi, and the legends of the Northmen speak of a race of beings descended

from the blood of giants and the old gods themselves. They are in fact cousins of the High Elves and Wood elves but all similarities end there. Thiazi culture is much more primitive than the other elven cultures and is centered on religion.

Thiazi resemble Wood Elves in most ways except their eyes. Mountain Elves have eyes of pure white and not even a pupil despoils the ivory orbs. Because of this peculiarity, Mountain Elves never receive a penalty that would normally be caused by bright light, snow blindness or similar events.

Mountain Elves are nomadic, living in tent-villages and moving as they see fit, following some cycle of migration of which only they are aware. Each of the Thiazi is a ruthless killer and hunter, and the most skilled rises above the others as a tribal leader called a Ga'arm. Thiazi worship a god known to them as The Eye and the rare scholar who know anything of the reclusive Mountain Elves believe this deity is a corruption or variant of the Northern God, Odin (who has only one eye). This theory is further strengthened by the fact the Thiazi elves offer great worship to wolves, seeing them as spiritual protectors and brothers. (wolves being one of the symbols associated with Odin). All female Mountain Elves are raised to become priests of The Eye and the race is known for it's use of black magic.

While Mountain Elves hold little love for any other race, they have a particular hatred of Goblins and their ilk.

ATTRIBUTE ADJUSTMENTS
Mountain Elven characters receive a +1 to PER and -2 to CHA. Males receive +1 to CR while females receive +1 to MR.

PREFERRED SKILLS
All Mountain Elves begin play with the following preferred skills: *Lore (local) +6, Lore (region) +2, Speak Language (Thiazi) +10.*

Starting Mountain Elf characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Animal Handling, Balance, Climb, Handicraft (artificer, artisan, weaponsmith), lore (arcane arts, demonology),Mode (sen-*

sory), Speak Language (Norse), Stealth or Survival (alpine).

BONUS SKILLS & TALENTS
✦ All Mountain Elves receive the bonus Talent Night Vision.
✦ All Mountain Elves receive a +2 racial bonus to Balance and Stealth checks.
✦ All Mountain Elves receive a +1 bonus to Attack rolls on the Omni Table when fighting Goblins.

DWARF

Dwarves are the most civilized of the subterranean races and are among the oldest of the humanoid peoples. They are found throughout the known world, but tend to congregate mainly in mountainous regions. A few small clans are said to be island dwellers, but they are quite rare, to say the least. Wars with the Trolls and Goblins have drastically reduced the dwarven population, so that few large clans are believed to exist today.

Dwarves are generally short and heavily built, with plain features and dark brown eyes. Skin coloration ranges from tan to a ruddy reddish-brown or black, with auburn, brown or black hair. Like elves, dwarves are long-lived, and produce few offspring. They are dour and hard-working by nature, having little interest in merrymaking except when strong drink is available. Superior miners and smiths, dwarves have a great liking for precious stones and metals, and any dwarven settlement will always have a good forge and at least one well-worked mine.

Amongst males, facial hair is considered a mark of great distinction (the longer the beard, the better). They sport flowing beards, often intricately braided and bedecked with fine jewels and threads of precious metal. Dwarves are a hardy lot, a condition primarily born of their long wars with the Goblins, Trolls and Giants of the North.

Dwarves have little love or inclination towards magic. The one exception to this are the Dwarven Runecasters. Masters of rune magic, Dwarves claim this Magical Order was given to their kind by the Gods themselves.

Runecasters often serve as magical support in battle against their enemies as well as assisting with healing magics where possible. These spellcasters are rare however, usually only one or two Runecasters are found in any Dwarfhold.

Attribute Adjustments
Dwarven characters receive a +1 bonus to STR, +1 to CON, -1 SPD and +1 CR

Preferred Skills
All Dwarves begin play with the following preferred skills: *Lore (local) +6, Lore (region) +2, Literacy +4, Speak Language (Norse) +10.*

Starting Dwarf characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: Appraise, Brawling, *Handicraft (armorer, artificer or weaponsmith), Lore (engineering, mining, tactics), Literacy, Profession, Siegecraft, Survival (alpine, underground), Weapon (hafted).*

Bonus Skills & Talents
- ✚ All Dwarves receive the bonus Talent Darkvision.
- ✚ All Dwarves receive 4 free ranks in the Literacy Skill.

GNOME

Of all the near-human races, the Gnomes associate with the men and women of the world most openly and most often. We few in number across the lands, Gnomes adapt themselves to the dominant culture around them, adopting Human culture in some areas while some Gnomes are closer to Dwarvish or even Elven culture if these races predominate in the are in which the Gnome lives.

Some purely Gnomish settlements can be found along the trade routes that are the lifeblood of commerce but more often gnomes are found in human towns and cities. If they are known for anything, it is their love of trade and the exchange of coin and goods. In truth, the monopolies that gnomish business guilds hold sometimes attract persecution and criminal activity, but the humans generally recognize that Gnomes provide useful and fair trade nevertheless.

Gnomes are a folk that love to gather together in guilds, be they in the pursuit of trade, craft, or artistic creation. Gnomish guilds are organizations of traders and merchants that supplies much of the amber, grain, timber, honey, salt and fish to the cities of men. The key to Gnomish trading is simple: take the important cargoes, the simple things, and build and

ask. Neatly trimmed beards are the fashion among the mercantile-inclined, though Gnome sailors and farmers can appear as rough as any human peasant. A Gnome's diet is limited, in that we they not eat red meat. For some reason of nature, it sits sour in their bellies and causes the flux, much in the same way humans suffer if they eat too much richly-cooked food. Typical Gnome families dine on salt-fish and poultry most evenings, and remain hale and hearty well into their 50's on such a diet. Gnomes are considered adults in their late teens, and in their dotage by the start of their 60's. Long-lived among their kind have counted a full 90 years behind them before they passed on.

While Gnomes do not hold much influence over the affairs of the world, they do relish their deeds in the making of financial empires. Many are the human lords that come knocking at the doors of a Gnome when he needs to borrow money for his invasions.

ATTRIBUTE ADJUSTMENTS
Gnome characters receive a +1 adjustment to DEX, +1 to INT, -1 to STR, and -1 to SPD.

PREFERRED SKILLS
All Gnomes begin play with the following preferred skills: *Lore (local) +6, Lore (region) +4, Speak Language (gnome) +10.*

Starting Gnome characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Administration, Animal Handling, Appraise, Diplomacy, Etiquette, Handicraft (artificer, artisan), Lore (folklore, region), Profession.*

BONUS SKILLS & TALENTS
✚ All Gnomes receive the bonus Talent Night Vision.
✚ All Gnomes receive a +2 racial bonus to Appraise and Administration skill checks.

build over time. Don't risk all on a single venture, but rather gather your resources by providing great quantities of the basic supplies people need. Many Gnome merchants are wealthy because they spend decades supplying grain and lumber, not because they took a chance on silk or gold.

The second of Gnomish loves is sailing. Gnomes take pride in their innovative ship designs. Flat-bellied trading cogs are heavy vessels, but a good crew and fair winds can make these rugged ships make their way across the seas of with many times the cargo that a human-built ship might hold.

Above all, Gnomes are a peaceful people. Individual Gnomes rarely answer the call to war, and only the most pious or devout among Gnomes would dare to take up blade and shield in the name of a diety.

The average Gnome is between 3 feet and 4 ½ feet in height. Their eyes are slightly slanted, and are described variously as "narrowed", "suspicious", "cunning" and so forth, depending on which human you

HALFLING

The other "little folk" of the world are the Cenedl [Ken-ed-el]. They took the name in the spirit of community (it is the Irish word for "kindred") and

these near-humans dwell mostly in the rural areas of the world. To men, they are often referred to as "Halflings", though this seems to cause the Cenedl no obvious offense and they are sometimes known to use it among themselves.

The Cenedl are insular and distant from the doings of men's empires. Though they are not purposefully hidden as the Faery Folk, the Cenedl still remain under the notice of most humans. Their small village settlements are notable for their peaceful atmosphere and sense of kinship and community.

The Cenedl have a love of harvesting the treasure of the earth, and are consummate farmers. It is not unusual for a Halfling orchard to produce fruit of wonderful quality, and many of these rural folk sit on quite the hidden horse of wealth from such trade. The Cenedl are also renowned for producing some of the finest wines in the world, exported to human lands at no small cost by human merchants.

A typical Cenedl settlement is little more than a collection of thatched cottages situated around a lake or river, and surrounded by many miles of arable farmland, orchards and the occasional vineyard. Most also feature a small chapel or temple, for the Halflings have great faith in their Gods but accept all deities as equal.

The Cenedl are a peaceable folk, and few heed the call to Crusade or answer a lord's cry for war. However, most settlements that fall within human borders do not withhold tribute or tax when the time for payment comes. Indeed, it is said by some that the bounty provided to human lords by their thriving farmlands excuses the Cenedl from participating in local militia or calls to battle.

Cenedl adults are usually between 3 and 4 feet in height. With the exception of their stature, they are physically similar to humans. While many of the Cenedl sport traditional woad face-paint, it is usually applied in artful patterns to serve as decoration, rather than the original custom of using it as war paint. Most Halflings dress to suit their daily labors, and few show evidence of wealth, for it is considered vulgar to show off in such a manner. Even the wealthiest Cenedl often wears little more jewelry than a neck-

lace or a wedding ring.

The Cenedl are considered adults in their early teens, and age much as humans do. Indeed, beyond the obvious contrast in build and size, there is very little difference between the two races.

ATTRIBUTE ADJUSTMENTS

Halfling characters receive a +2 adjustment to DEX, +1 to CON, -1 to SPD and -2 to STR.

PREFERRED SKILLS

All Halflings begin play with the following preferred skills: Lore (agriculture) +4, *Lore (local) +8, Lore (region) +5, Speak Language (Cenedl) +10.*

Starting Halfling characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Animal Handling, Cook, Drive (cart), Handicraft (any), Lore (folklore, region), Profession.*

BONUS SKILLS & TALENTS
✦ All Halflings receive the bonus Talent

Night Vision.
+ All Halflings receive a +3 racial bonus to Stealth, Handicraft (brewer/vintner) and Cook checks.

AESIR

Aesir are a giant race of humanoids found in certain hilly and mountainous regions of the world. They are thought to be descended from the Jotun, but are generally smaller and more intelligent than their fierce ancestors. Though most Aesir are warriors by trade, they are not an evil race. They love the sea, and are good sailors.

By human standards, Aesir are towering in stature, most measuring over seven feet in height and weighing up to four hundred pounds. Aesir reach adulthood at about age 14 and may live for up to 70 years on average. They are often described as "wild-eyed," and can appear quite menacing when angered. They are a deeply emotional race, whose moods tend to run to the extremes. Their skin coloration ranges from tan to dark brown or black, with hair ranging from light brown to auburn.

The Aesir live in clans of 10-40 individuals. They build great lodge houses of wood and hard-packed earth, roofed over with great strips of sod. Their villages are usually enclosed in an earthen work wall, providing protection from wild beasts and other dangers. Though the Aesir have little talent for most types of magic, their shamans are skilled warriors, healers, and story-tellers. Essentially a good-hearted folk, they despise those who practice the arts of necromancy and black magic.

Aesir are very fond of dwarves, who they call their "little brothers." They hate Goblins, Trolls, and Ogres and are generally distrustful of the Nethermen. They have an especial dislike for the Jotun and the Fomorians, who often raid Aesir villages and accost Aesir ships at sea. Though they will not attack weak or defenseless foes, the Aesir revel in battle, and often sing songs and tell tales of their greatest victories. Because of their love of the sea, many Aesir seek employ as sailors, marines or even corsairs.

ATTRIBUTE ADJUSTMENTS
Aesir characters receive a +3 adjustment to STR, +1 to CON, -1 to INT, -1 to CHA and +2 to CR

PREFERRED SKILLS
All Aesir begin play with the following preferred skills: *Lore (local) +6, Lore (region) +4, Speak Language (select one) +2, Speak Language (Aesir) +10.*

Starting Aesir characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Animal Handling, Brawling, Handicraft (artificer, artisan, weaponsmith), Lore (folklore, region), Profession, Seamanship, Weapon (any one).*

BONUS SKILLS & TALENTS
+ Because of their size, Aesir may use normal two-handed weapons with only one hand.
+ Aesir are too large for normal horses. Only a heavy warhorse, draft horse or larger is sufficient for an Aesir's needs (and then only barely). Likewise, furniture and conveyances intended for human use is nor-

mally of insufficient strength and size of an Aesir.
✚ All Aesir receive 10 additional Hit Points at character creation.

DRUAS

The Druas are the most mysterious and least understood of the humanoid races. At best, the origin of the Druas species is uncertain; scholars have alternately ascribed to the theory that the Druas are descended from the Korupira (so-called "forest devils") or are a crossbreed of elf and demon. Still others have speculated that the Druas are the last remnants of the fabled "first race" of humans who once dwelled on a long forgotten island or continent. Further confusing the issue is the fact that of all the humanoid races, only the Druas have no apparent homeland or territory of their own.

While individuals and small groups of Druas are found scattered throughout the world, they seem to have no homogeneous cultural or religious ties. A popular folk tale of the dwarves says that the Druas once had an ancestral homeland called Talislanta, which sunk beneath the waves after the first cataclysm. According to the dwarves, the Druas are destined to "wander the world over, until Talislanta again rises from the sea."

In stature, Druas generally resemble elves or nymphs, and exhibit the same grace and ease of movement as most of the Sidhe (faery folk). All have coal-black skin and white hair, with no facial hair of any kind. Their eyes are steel-gray, with the irises typically being flecked with traces of silver. A Druas' stare is said to be most disconcerting, and has led some superstitious folk to claim that Druas possess "the evil eye."

In temperament, Druas are perhaps like no other humanoids. Most seem preoccupied or lost in thought, as if dreaming, even when engaged in conversation. Druas, in fact, possess a natural affinity for the mystic arts, all of these folk having certain innate psychic abilities. Like elves, Druas also have very long life spans.

Certain hunters and adventurers claim to have chanced upon Druas settlements, which - so they say - are always located in the most inaccessible of wilderness regions. According to their accounts, the Druas live in circular structures of smooth-cut stone which, by their description, bear some resemblance to certain Druidic Temples. As there remains little evidence to support such tales, they must be considered of dubious nature.

ATTRIBUTE ADJUSTMENTS
Druas characters receive an adjustment of +1 to WIL, +1 to INT, -1 to STR, -1 to CR, and +1 to MR.

PREFERRED SKILLS
All Druas begin play with the following preferred skills: *Lore (region) +6, Lore (region) +2, Literacy +4, Speak Language (select one) +4, Speak Language (select one), +2, Speak Language (Elven) +10.*

Starting Druas characters may select 2 of the following skills to add to their preferred skills list: *Balance, Climb, Cook, Diplomacy, Evade, Lore (history), Literacy, Mode (manipulate, sensory), Navigate, Survival (any one).*

BONUS SKILLS & TALENTS
✚ Druas characters are immune to all spells of the Influence Mode.
✚ All Druas characters receive the Darkvision bonus Talent.

CHAPTER FOUR

Skills

There are many different types of skills available to characters. These range from combat and spellcasting skills to practical skills like Climb and Swim to social skills like Diplomacy, Etiquette and Heraldry. Specific skills are covered in detail later in this chapter.

Overview:
Procedure for Skill Rolls

Anytime a character uses a Skill to determine the result of an attempted action, use the following procedure:

1. Player states Intent (which Skill is to be used, and what is the character trying to accomplish?)
2. GM determines bonuses or penalties (based on the character's Skill Rating and the Degree of Difficulty or opposing factors)
3. Player rolls to attempt the action
4. GM judges result.

Skill Rolls

1. Stating Intent
Before rolling on the Omni Table to use a Skill, the player needs to state his character's intent. Tell the Gamemaster which Skill you're using, and what it is you're trying to accomplish. Don't forget: Skill Rating (Skill level + Attribute modifier) is always used for any type of Skill roll.

2. Determining Bonuses and Penalties
After the player indicates which Skill is being used and describes the character's intent, the Gamemaster determines if any bonus or penalty will be applied. This is done before the player rolls on the Omni Table.

Apply the character's Skill Rating as the modifier for the attempted action. Then determine the Degree of Difficulty. If the character's action is being opposed by another individual or creature, decide which of the opponent's abilities will be used as the Degree of Difficulty. If it is a Skill, the opponent's Skill Rating is used for this purpose. If it is an Attribute, the opponent's Attribute Rating is doubled and used as the Degree of Difficulty.

If the action is unopposed, then the Degree of Difficulty is based on how simple or difficult it will be for the character to achieve his or her stated intent. For example, if a character is trying to pick a lock, the complexity and condition of the lock determines the Degree of Difficulty.

Comparing Skill Rating and Degree of Difficulty, the GM arrives at a single figure. This is the modifier that will be applied to the player's Omni Table Skill roll.

4. The Skill Check
To determine whether the Skill is used successfully or not the player rolls a d20 on the Omni Table, applying the GM's modifier to the die result.

5. Judging the Result
The GM interprets the result, taking into account the modified die roll total, the player's stated intent, and any other relevant factors.

USING SKILLS THAT YOUR CHARACTER DOESN'T HAVE

When a character attempts to use a skill that he or she does not know, there are two different ways the GM can handle the situation.

1. Let the character use a similar, related skill in place of the required skill. The GM will assess an additional Degree of Difficulty penalty based on how related she thinks the two skills are. This is called the Substitution Penalty.

Giani the Tuscan Thief has been cornered by two ruffians who think he stole their purses. The Tuscan has no weapon but has picked up a stout stick from the ground and wants to defend himself with it. Giani does not have the Weapon (hafted) skill, but he does have Weapon (small Blades) at +5. The GM decides that this is close enough and lets Giani's player use the Small Blades skill with only a -2 penalty.

2. Let the character attempt the action as if they had the skill at level zero. The GM may assess additional penalties if she feels that the skill requires a great deal of training or experience to even attempt.

Robert of Lyon wants to sneak aboard a Genoan ship while it is docked in Marseille. Robert does not have the Stealth skill. The GM lets Robert's player roll on the Omni Table as if Robert had a Stealth skill of zero. Robert's player rolls with a +2 modifier (Stealth 0 + Dexterity rating of +2 = +2). Note that Robert's player does not double his Dexterity rating since this is strictly a skill roll, not an attribute roll. The GM rules that since sneaking around is a simple task only a -3 substitution penalty is necessary.

Later on, Robert encounters a locked chest that he wants to open. Robert does not have the Disable Mechanism skill but he wants to try to pick it anyway. Once again, the GM lets Robert's player roll on the Omni Table as if he had a Disable Mechanism skill of zero. However, the GM rules that lock picking is a very precise and sophisticated skill that requires training (not just nimble fingers) so Robert takes an additional penalty of -10.

Note that some skills like Magic and Psionics cannot be attempted at all unless the character possess them.

SKILL BENCHMARKS

Like Attributes, Skills are more than a collection of numbers to be manipulated and optimized. Skills are the most fundamental way of describing a character - even more so than Attributes. "Stealth +5" is not just a number to be used with the Omni Table. It's an aspect of the character, and it tells a lot without ever rolling dice or assessing modifiers.

The Skill Benchmarks section below is provided to help players and GMs better understand how their character's skill ratings correspond to more familiar levels of ability.

For example, a character with a +10 skill can be expected to know most things a professional in that field would know, have contacts with other professionals in the field, and be up-to-date on the latest developments and theories.

Skill Rating	Description
0	Novice
3	Apprentice
5	Competent
7	Adept
10	Professional
15	Expert
20	Master
30	Grandmaster
40	Legendary

IMPROVING SKILLS

As players earn Experience Points (XP) for adventures, they can use accumulated XP to improve their character's Skills. The cost in XP to improve a Skill from the character's Preferred Skill list is equal to the new Skill level (not the total Skill Rating, which is the combination of Skill plus Attribute modifier) plus one. For example, the sorcerer, Alkon, has the Skill,

Lore (Arcane Arts), at a Level of +5. To improve his Skill Level to +6 , Alkon must spend 7 XP — the new Skill Level of +6 plus 1.

Skills can only be improved one Level at a time. Though PCs can improve more than one Skill at a time, the same Skill can only be improved once per week of game time.

ACQUIRING NEW SKILLS

Each character has a list of Preferred Skills. This list represents the skills that the character uses regularly as part of their background, training or profession. A character's list of preferred skills is determined as part of the character generation process. Characters may not acquire skill ranks in a skill not already on their Preferred Skills list, however, experience Points accumulated though adventuring can be used to acquire new skills. Additional Skills can be acquired at a cost of two XP per each week of time required to learn the new skill (as indicated in the Skill's description).

For some skills, characters may also need to hire a qualified person to teach the new skill. For example, if a warrior wanted to acquire the Tracking skill, he might have to hire a tracker or hunter to teach him this skill.

Once the necessary XP and time have been expended, the player can add the new Skill to the PC's Character Sheet. All new Skills have a beginning Level of +1.

SKILL DESCRIPTIONS

ACROBATICS

Ability to perform most types of acrobatic maneuvers, including tight-rope walking, tumbling, leaping, vaulting, and break-falling (falling up to 20 feet without taking damage). Group actions include pyramids and flinging other acrobats (or non-acrobats) into the air. This skill can also be used when attempting contortionist feats like wriggling free from ropes.
Training period: 24 weeks
Modifier: DEX.

SKILL RATINGS FOR CREATURES

In most *Omni System™* games, creatures use a simplified system for determining the extent of their abilities. In place of the assortment of Skills that PCs and NPCs possess, creatures are rated according to their overall Ability Level, which is used as an Omni Table modifier for almost every situation. Additionally, Constitution Ratings have already been added to Hit Point totals, and Strength Ratings have been factored into Damage Ratings. Creatures do not have Combat Ratings or Magic Ratings, since all fighting or spellcasting abilities are based on Ability Level.

COOPERATIVE EFFORTS

If two or more characters both have ranks in a given skill, they may be able to work cooperatively to achieve a shared goal. More often than not, this will give the character some benefit as long as they are near the same level of competence (+/- 5) and working towards a common goal, but always keeping mind the old adage: "Too many cooks spoil the stew." When two characters work together using the same skill, allow the player with the higher skill rank to make the Omni Table roll but award a bonus to that roll equal to 1/3 of the relevant skill ranks of the characters assisting.

In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. When a cooperative effort may be useful is always at the discretion of the GM.

ADMINISTRATION

The knowledge and ability to maintain and run an orderly organization, be that a small merchant stall, the supply train of a vast crusading army or a multi-national corporation.
Training period: 8 weeks
Modifier: INT

AERIAL COMBAT

Ability to fight while airborne, a skill learned by avian species or those with some technological means

of flight. Characters using aerial combat may make charging attacks, adding their STR and SPD as modifiers to Damage Rating. They may, alternatively, make diving attacks, allowing them to make one attack and one evade maneuver in the same round, without penalty. Evade maneuvers are performed, when airborne, at the level of Aerial Combat.
Training period: 26 weeks.
Modifier: CR

ALCHEMY

Alchemy is the fantasy (or medieval) equivalent of chemistry (although it is also a mystical and spiritual path). While alchemical creations often have seemingly magical effects, they are not considered enchanted items. Basic knowledge of alchemical lore and practices includes the ability to read alchemical ciphers, prepare and preserve ingredients, identify mixtures by test, and utilize alchemical apparatus. Alchemists can also concoct, forge, or otherwise create the categories of substances listed here: Alchemical Materials, Elixirs, Poison, Potions, and Powders. Specific substances are described in detail in the Equipment chapter including Degree of Difficulty, ingredients, creation time, cost of materials, and typical selling price.

To actually create an alchemical substance, characters must possess the relevant talent from the Alchemical Sciences talent Tree. When creating an alchemical substance, a failure means that the time and ingredients are lost and the alchemist must start again from scratch; a partial success means that the alchemist has failed, but can continue to work on the creation without new ingredients; and a success or critical success means that the process works as planned. An alchemist can work on more than one project at a time, but if so, she takes a -5 penalty on each roll for each extra project (the standard multiple action penalty).
Training period: 52 weeks.
Modifier: INT

ANIMAL HANDLING

Ability to capture, tame, train, and/or breed domestic animals or wild beasts. Taming takes one week per every three Ability Levels of the creature; training to perform a single task on command, such as carrying a rider, attacking, or guarding, requires an additional four weeks, or longer if the beast is particularly fierce or stubborn in nature. The Intelligence of a beast typically determines the limits as to how much a creature can learn.
Training period: 5 weeks
Modifier: WIL

APPRAISE

You can appraise common objects with a partial success or greater. Appraising a rare or unfamiliar item requires a full success or higher. If the check is successful, you estimate the value correctly; a failure means you are unable to even venture a guess at the item's value or you err and value the item at 50% to 150% of its actual value.
Training period: 10 weeks
Modifier: INT

AQUATIC COMBAT

Ability to fight while immersed in water, a skill learned by aquatic species such as Tritons or those with special training such as Navy SEALs. Characters using aquatic combat may make diving attacks, allowing them to make one attack and one evade

maneuver in the same round, without penalty. Evade maneuvers are performed, when submerged, at the level of Aquatic Combat.
Training period: 12 weeks
Modifier: CR

BALANCE
You are adept at walking on slippery, uneven or otherwise precarious surfaces. A partial success lets you move at half your SPD along the surface with a check required once per round on any dangerous surface. A failure means you are unable to move for 1 round. A mishap means you slip and fall. The difficulty varies with the type and the condition of surface.
Training period: 4 weeks.
Modifier: DEX

BRAWLING
Proficiency in an unsophisticated form of hand-to-hand combat. Brawling is typically used for Close Attacks and Grappling, although characters can also use it to employ make-shift weapons, such as broken bottles or furniture, or to use such "dirty tricks" such as eye-gouging and biting. The Damage Rating and Omni Table penalty for such weapons and tactics is usually between -3 and -5. Individuals can also use Brawling to attack with natural weaponry.
Training period: 4 weeks.
Modifier: CR

CLIMB
Basic ability to climb rocks, walls, trees, ladders, ropes, etc. The availability of hand-holds, the condition of the surface or object being scaled and similar factors can all contribute to the Degree of Difficulty for this skill (GM's ruling).
Training period: 4 weeks
Modifier: DEX

COMMAND
Ability to organize, coordinate, and direct groups of trained combatants. Individuals with this skill can personally command up to 10 combatants or one lower-level sub-commander per level of ability. Each sub-commander can in turn direct 10 combatants or one subordinate per level, thereby establishing a hierarchy of command.
Training period: 20 weeks.
Attribute **Modifier:** CHA

COMPUTERS (SPECIFIC)
This skill is used whenever a character needs to use or obtain data from a computer or computer-like device, write or modify computer code or to bypass computer controlled devices. Each sub-skill covers a major type of computer system such as personal computers and laptops, mainframe computers, or individual starship systems in a sci-fi setting (life support, communications, engineering, etc.).
Training Period: 24 weeks
Modifier: INT

CONCENTRATION
This skill is used whenever a character is performing an action and is disturbed in some way. Whenever a character is attempting an action that requires his full attention and is distracted or otherwise interrupted, a Concentration check is required. This normally involves a skill that requires careful attention, like picking a lock or spellcasting. Examples of situations that require Concentration checks would include being attacked while making a skill check, attempting to use a skill or cast a spell in a raging storm and so on.
Training Period: 8 weeks.
Modifier: WIL

CONTORTION
Contortionists are able to bend in twist into a variety of strange and unusual positions. They may be able to dislocate joints or otherwise contort their bodies to escape all sorts of bonds, or fit into otherwise impossible spaces.
Training period: 20 weeks
Modifier: DEX

COOK
The ability to prepare food in such a way as to ensure that it will be edible and reasonably tasty. A failure or partial success creates an edible, if unappetizing meal, while a full success creates a meal that is quite palatable. A critical success will be spoken of for weeks as a meal that was fit for a king. A critical failure will be unfit for even a character's dog to eat.
Training period: 4 weeks
Modifier: PER

CRYPTOGRAPHY

The ability to decipher cryptograms, codes, and secret or dead languages, and to write in code. Each text that a cryptographer attempts to decipher is given a difficulty rating, usually equal to the encoder's level of cryptography. Decoding a text requires one hour per level of the text's difficulty. The Degree of Difficulty will take into account the language or code and whether it is intricate, exotic, or very old writing.

Training period: 32 weeks
Modifier: INT

DECEPTION

The ability to deceive other individuals without arousing their suspicion and to win their trust by deceitful means. Includes the use of various scams, rigged games, and the like. Also includes the ability to disguise one's background, profession, and so forth. A Deception check is usually opposed by the target's Deduce Motive check.

Training period: 10 weeks
Modifier: CHA

DEDUCE MOTIVE

This skill is used to sense whether someone is being truthful, bluffing or to notice hidden meaning and innuendo in a conversation. A successful check lets you avoid being bluffed (see the Deception skill). You can also use this skill to determine when something odd is going on or to assess someone's trustworthiness.

Training period: 8 weeks
Modifier: PER

DEFENSIVE MARTIAL ARTS

Proficiency in one of many art of weaponless, defensive combat. The basic principle of this art is passive resistance—in effect turning an opponent's offensive energy back upon him and avoiding harm by dodging or eluding attacks. Defensive Martial Arts cannot be used offensively. Successful use of Defensive Martial Arts allows the stylist to avoid an attack while disarming, throwing, or grappling the attacker. Defensive Martial Arts skill rating may be substituted for STR while in grappling combat. Defensive Martial Arts always inflicts Subdual Damage, rather than normal, lethal damage.

Training period: 30 weeks
Attribute **Modifier:** DEX

DEMOLITIONS

Setting a simple explosive to blow up at a certain spot doesn't require much skill, but connecting and setting a detonator does. The Demolitions skill is used by a character to place an explosive for maximum effect against a structure or to disarm an explosive device. A Failure result when using this skill can be extremely dangerous to a character and anyone nearby.

Training Period: 16 weeks
Modifier: PER

DIPLOMACY

Knowledge of the finer points of protocol, oratory, and negotiation. Individuals with this talent may seek positions as ambassadors, mercantile representatives, public officials, and so forth. The Diplomacy skill is used to change the attitudes of others including negotiations of all types. Debates and arguments are resolved using opposed Diplomacy check. Changing another's attitude using Diplomacy takes at least one minute to accomplish (usually longer).

Training period: 16 weeks
Modifier: CHA

DISABLE MECHANISM

The ability to foil locks, traps, vehicles, electronic systems and other simple or complex mechanisms, typically with the use of some type of tools. Characters may spend more than one round attempting to open a particular lock or otherwise disable a device; for each additional minute (specified in advance), add a +1 modifier (up to a maximum of +10). On the subject of lock picking (likely the most common use of this skill), characters can attempt to open a lock that they have previously failed to open, with a -5 modifier for each previous failed attempt. This skill may also be used to design and install lock mechanisms, traps, secret doors or passage ways, etc. although the Handicraft (artificer) skill is required to construct such mechanisms.

Training period: 12 weeks
Modifier: DEX

DISGUISE

This skill is used by characters who wish to change their appearance in some manner, usually involving some form of costume and possibly makeup and prosthetic devices. Your Omni Table roll determines how good the disguise is, and it is opposed by others'

PER check results. If you don't draw any attention to yourself, others do not get to make PER checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), the Disguise check is immediately opposed. You get only one Disguise check per use of the skill, even if several people are making PER checks against it. The Disguise check is made secretly, so that you can't be sure how good the result is.
Training period: 4 weeks
Modifier: CHA

DRIVE
Ability to operate a single type of land or simple waterborne conveyance, such as a cart, coach, automobile, motorcycle, rowboat and so forth. This ability does not include navigation skills or other detailed knowledge, which is covered under Lore (Geography) or Navigate.
Training period: 4 weeks
Modifier: DEX

ENCHANTMENT
Similar in many respects to the various Mode skills used in spellcasting, the Enchantment skill is used when creating items with magical powers. See Chapter 8 Magic (Creating Magic Items) for full details on how this skill is used.
Training period: 20 weeks
Modifier: INT

ENGINEERING (SPECIFIC)
While the Handicraft skill is used for creating fairly simple devices like armor, weapons, furniture and works of art, the various Engineering skills are used to create more advanced or complicated devices. Engineers are able to design and oversee construction of complicated construction projects. Engineers are able to draft and appraise plans and schematics for such projects, determine the suitability of proposed construction sites, and spot potential structural weaknesses and strong points. Like Handicraft, Engineering is a compound skill with each sub-skill treated separately.

   Electronic: The used in designing and creating electronic systems of various complexities. These systems could run from basic lighting, to audio systems, computers, alarm systems and even advanced starship systems.
Training period: 15 weeks
Modifier: INT

   Mechanical: This skill allows the character to design and build mechanical devices and systems from simple pumps and locks to automobiles and starships.
Training period: 12 weeks
Modifier: INT

   Structural: This skill allows a character to build wooden, concrete, or metal structures from scratch, including walls, houses, bridges, and so forth. When building a structure from scratch, the character describes the kind of structure he or she wants to construct; then the Gamemaster decides if the structure is simple, moderate, complex, or advanced in scope and difficulty. This skill encompasses both technical knowledge like architecture as well as the ability to physically build this type of object.
Training period: 26 weeks
Modifier: INT

ETIQUETTE
Knowledge of proper protocol and custom for specific situations within a given culture. Characters may use their Etiquette skill rather than their CHA rating when rolling for reaction from those of similar cultures. Etiquette is normally only used in gentle society and it is up to the GM to determine the appropriate penalties to the Degree of Difficulty when attempting to use it in foreign cultures.
Training period: 12 weeks
Modifier: CHA

EVADE
Evade is the ability to avoid being struck by an attack, such as a blow from a hand-held weapon, an arrow, bullet or a magical bolt.
Training period: 6 weeks
Modifier: DEX

FORGERY
Ability to duplicate written documents, seals, signatures, and so forth. Also includes the ability to create counterfeit replicas of currency, cut stones, or other

valuables, which are practically indistinguishable from the genuine articles.
Training period: 6 weeks.
Modifier: INT

GAMBLING

Familiarity with any of a variety of games involving skill and chance, including the ability to detect or engage in illicit methods of determining the outcome of such contests (cheating).
Training period: 4 weeks.
Modifier: INT

HANDICRAFT

Like Lore, Perform, Survival and Science skills, Handicraft is actually comprised of a number of sub-skills. These sub-skills are all tracked separately so you could have several Handicraft skills each at different ranks.

The various Handicraft skills are used whenever you need or want to create an item.

The Degree of Difficulty depends on the item to be created. If you succeed with a Critical Success, you have created a masterpiece. This exceptional item is then worth from 150% to 300% its normal value and/or it will convey a bonus to anyone using it (usually +1 to +5 for weapons, armor or tools)

The Handicraft skill is also used to repair items. A partial success is required to repair a broken item.

A few examples of Handicraft sub-skills are included below and GM's are encouraged to create new ones as needed in their campaigns:

Armorer: Skill in the fashioning of protective apparel and gear using hide or metal. Type of material and style of armor is usually dictated by region, culture, and availability of goods. In some sci-fi settings, this skill could be used to create suits of powered armor.
Modifier: STR
Artificer: Skill in the making of useful and decorative wares and items from crystal, stone, wood, bone, clay, silver, gold, copper, brass, orichalcum, iron, gemstones, fine fabrics, needlework, glass, and ceramics. The ar-

tificer may learn how to work with one type of material per +5 ability in this skill. Artificers can identify their own and their competitors' handiwork, and appraise, as the Appraise skill, any item that they can produce.
Modifier: DEX
Artisan: Skilled builders and craftsmen specializing in one or more of the following: carpentry, masonry, wheelwright, cartwright, etc. The artisan may learn how to build one type of device per +5 ability in this skill.
Modifier: DEX
Bowyer/Fletcher: Skill in the manufacture of arrows, crossbow bolts, bows, crossbows and some siege equipment such as ballista.
Modifier: DEX
Brewer/Vintner: Skill at brewing, distilling, or concocting one type of alcoholic or non-alcoholic beverage.
Modifier: INT
Gunsmith: Skill in the fashioning of personal of firearms. This includes such weapons as pistols, rifles and shotguns as well as more primitive firearms such as the muskets, flintlock and blunderbuss.
Modifier: INT
Fine Arts: Skill and natural talent of creating works of arts. These could include paintings, sculpture, drawings, modern art, photography, writing, etc.
Modifier: DEX
Weaponsmith: Skill in the fashioning of quality weapons using metal. This includes such weapons as swords, axes and flails.
Modifier: STR

Training period on all Handicraft skills is 8 weeks.
Note: *The Handicraft skill is generally used whenever a character wishes to build or construct relatively simple items. More complex items (like internal combustion engines and electronic items require the relevant Engineering skill. Other items, like chemical compounds, explosives and the like maybe created using the relevant Science or*

HEAL

Skill in the arts of basic medicine and first aid. Characters with this skill are able to identify and utilize common remedies, provide aid and comfort to sick and wounded individuals, and serve as midwives. A successful Heal check will restore up to 4 HP (2 with Partial Success) to a character if performed shortly after the damage is received. More thorough restoration of lost Hit Points and curing of diseases requires the use of the Medicine skill.

Training period: 8 weeks
Modifier: INT

INTIMIDATE

You are adept at using words, whether clever rhetoric or harsh insults, to demoralize and berate others into acting in a manner you choose. You can change another's behavior with a successful check, with the Omni Table result determining the degree to which you succeed.

Training period: 5 weeks.
Modifier: CHA

INVESTIGATE

Proficiency in the time-honored art of acquiring information. The Investigate skill is used in place of PER for rolls to listen in on conversations, gather rumors and innuendo and otherwise quietly acquire information about a specific topic. A Partial Success will get you general information about a person, place or commonly known news and trivia. A full or critical success is required for more detailed information. The detail of the information sought, how common the knowledge is and whether having this information is dangerous will all affect the Degree of Difficulty.

Training period: 8 weeks.
Modifier: CHA

LITERACY

Depending on the genre and game world being used, this skill may or may not be ubiquitous with all characters. A barbarian from a sword & sorcery game may struggled to gain this skill while most characters in a cyberpunk genre game would be assumed to possess the skill at the beginning of game play. A player may fluently read and write any one language that they speak for every +5 ranks in Literacy. A character who is fluent or better in a particular written language (see Speak Language skill) will generally have little difficulty reading any but the most in-depth tomes on a particular topic.

Training Time: 30 weeks
Modifier: INT

LORE

Like Handicraft, Lore actually comprises a number of sub-skills. Lore skills cover academic knowledge and information on a specific topic.

There are a myriad of potential Lore skills, some examples follow:

Agriculture: planting, producing and harvesting various crops and livestock.
Arcane Arts: magic orders, spells, magical creatures, faeries, ancient lore, arcane symbols, golems (does not allow spell casting).
Demonology: the forces of darkness, demons and devils, summoned spirits, etc.
Engineering : construction techniques, architecture, aqueducts, bridges, fortifications.
Folklore: myths, folk beliefs, and legends.
Heraldry: armorial bearings, genealogy
Herb Lore: medicinal, edible and poisonous plants
Geography: cartography, physical geography.
History: conflicts, historic figures, major battles.
Law: laws and customs of at least one land.
Local: customs and important figures and places in a given locality.
Mining: mining techniques, metallurgy, gemcraft, etc.
Nature: flora and fauna, weather patterns, seasonal cycles, etc.
Region: Like Local but an overview of a particular realm, trade routes, major towns.
Streetwise: Street and urban culture, local underworld personalities and events.
Tactics: Tactical and strategic theories of warfare.

General knowledge in a particular sub-skill requires only a partial success in most cases. More obscure knowledge could require a better Omni Table result. GM's are encouraged to create their own Lore skills

as required by their campaigns.
Training period: 8 weeks.
Modifier: INT

MEDICINE

The skill needed to properly treat the ill and injured. While the Heal skill covers basic first aid, those with the Medicine skill may effectively diagnose and treat more severe injuries and diseases and may even perform surgery when required and when the proper facilities and equipment are available. The proper use of the Medicine skill will restore up to 12 hit points to wounded characters providing the physician has sufficient equipment, medicines and time. A full Medicine skill check requires 12 hours of time. This skill may not be available in all games (depending on the genre and historic period of the game).
Training period: 40 weeks.
Modifier: INT

MODE

Modes are a special type of skill used solely for spellcasting and psionics. As such, the various Mode skills are fully described in Chapter 6: Magic 7 Psionics later in this book.

MOUNTED COMBAT

Ability to fight from the back of a mount (such as a horse, camel or motorcycle) without penalty. Mounted Combat enables a character to direct a mount to take an action in combat without incurring a multiple action penalty to the character's own actions. Steeds can be directed to move at their normal SPD or to attack or evade attacks at their Ability Level. Characters can, alternatively, engage in a charging attack, adding the mount's STR and SPD as damage modifiers in place of the character's own STR. When attacking from a mount, use the lesser of the Weapon Skill and the Mounted Combat skill to resolve the action. For example, a knight with a Weapon Skill (large blades) of +6 and a Mounted Combat skill of +4 would attack from a mount at +4. Riding 9 or Operate Conveyance) is a prerequisite for Mounted Combat, but the Mounted Combat skill rating may be substituted for Ride at no penalty.
Training period: 20 weeks.
Modifier: CR

NAVIGATE

The Navigate skill is used by a character to find his or her way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, the character might make a check to wind his or her way through a dense forest, a labyrinth of underground caverns, the service ducts of a starship or the sewers of London.
Training period: 12 weeks
Modifier: PER

OFFENSIVE MARTIAL ARTS

Proficiency in one of the many styles of weaponless combat. Basic moves include punches, snap kicks, double leaping-kick (employed versus two opponents at close range, with no penalty for two attacks), head-butts, throws, and various disabling blows. Offensive Martial Arts emphasizes offense and attack at the expense of defense, achieving lethal results. A n Offensive Martial Arts stylist inflicts a Damage Rating of 4 while unarmed (+STR). Targets struck with a successful Offensive Martial Arts attack must make a CON roll (minus the attacker's STR) or be stunned for 3 rounds. Stunned characters act with a -3 penalty to all skill rolls. While utilizing Offensive Martial Arts, characters receive a +2 modifier to all attacks; however, they receive a -2 modifier to all defensive maneuvers.
Training period: 45 weeks.
Attribute **Modifier:** CR

PARRY

Your are trained in multiple methods of deflecting an attack. Some item is required to effectively use the parry skill be it a shield, another weapon or a specialized parrying weapon.
Training period: 6 weeks
Modifier: CR

PERFORM

You can impress audiences with your talent and skill. Like Handicraft and Lore, Perform is actually comprised of several sub-skills. The various sub-skills are: dance (DEX), musicianship (guitar, harp, flute, bagpipes, etc.) (DEX), juggling (DEX), acting (acting, mime, etc.) (CHA), oratory (CHA) and singing (CHA).

Training period: 8 to 52 weeks
Modifier: DEX or CHA (see above)

PILOT (SPECIFIC)

Ability to operate an aircraft of some type. This ability does not include navigation skills or other detailed knowledge, which may covered under a Lore skill, or Navigate. The subdivisions of the Pilot skill include: zeppelins, ultralights, private aircraft, commercial aircraft, military aircraft, helicopters, hot air balloons and windships.
Training period: 50 weeks
Modifier: DEX

PROFESSION (SPECIFIC)

This skill covers a variety of sub-skills much like the Handicraft, Lore or Perform skills. A Profession skill reflect a character's ability to perform the various tasks required of a particular profession. Characters with a Profession skill may earn a set amount of wealth per game month not spent adventuring. This amount is determined by the Gamemaster and is dependent on a number of setting specific factors. Example professions include: carpenter, laborer, miner, clerk, lawyer, salesman, etc.
Training period: 52 weeks
Modifier: Variable (GM's discretion)

RESEARCH

The ability to search for specific information in a systematic, efficient manner. This skill can be invaluable for any student, scholar or scribe. A mishap on a Research check might indicate the researcher locates incorrect or flawed information, skewing their report or the results of any further research into that subject. A partial success could mean the researcher is on the right track and with additional time spent on research, should find the information they seek. The time required to do research depends on the available resources.
Training period: 2 weeks
Modifier: PER

RIDE

Ability to ride one type of steed, such as a horse or camel. This skill does not allow a character to take advantage of a steed's abilities in combat, which is covered under Mounted Combat.
Training period: 2 weeks
Modifier: DEX.

SCIENCE (SPECIFIC)

Knowledge of one or more of the physical sciences. Like Handicraft and Lore, the Science skill consists of a number of sub-skills. These include: astronomy, biology, botany, chemistry, geology, mathematics, medicine, metallurgy, physics, xenobiology, zoology, etc.
Training period: 50 weeks
Modifier: INT

SOCIAL SCIENCE (SPECIFIC)

Knowledge of one or more of the social sciences. Like Handicraft and Knowledge, the Social Science skill consists of a number of sub-skills. These include: anthropology, criminology, economics, sociology, psychology, xenoanthropology, etc.
Training period: 40 weeks
Modifier: INT

SEAMANSHIP

Ability to operate and navigate one category of sea-going vessel (Galley, Trireme, Yacht, Sailboat, etc.) This also includes basic navigational piloting. A character with +10 or better in Seamanship can read any type of chart or map needed to navigate their vessels and can recognize familiar hazards, such as obstructions and coming storms. A cursory inspection is sufficient for any seaman to determine if a given vessel is in good condition.
Training period: 12 weeks
Modifier: DEX

SEARCH

The practiced and studied use of Perception, Search is used when carefully looking for traps, secret doors and other details that may be hidden or concealed. You generally must be within 10 feet of the object or surface to be searched.
Training period: 8 weeks.
Modifier: PER

SEDUCTION

Ability to influence by charm, suggestion and sex appeal. This skill can be used in place of Deception or Etiquette in certain situations.
Training period: 16 weeks.
Modifier: CHA

SIEGECRAFT

Proficiency in the use of siege weapons, such as catapults, ballistas or sows in a fantasy or historic setting. Includes the abilities to target, fire, and load the weapon, and to accurately judge distances. This skill also includes both defensive and offensive tactics such as sapping, building hoardings, using boiling oil, etc. In modern or futuristic settings, this skill would encompass the use of such weapons as artillery and other large scale, area effect weapons.
Training period: 10 weeks
Modifier: DEX

SLEIGHT OF HAND

Ability to perform various tricks and legerdemain, including card tricks, palming (concealing small objects in the hand), passing or switching small objects without being detected, ventriloquism, picking pockets and so on. Individuals with this talent can employ it to cheat or "fix" games of chance or to detect cheaters. Knowledge of the game to fix is required.
Training period: 12 weeks
Modifier: DEX

SPEAK LANGUAGE

The ability to understand and be understood in a certain language. Characters are rated in their proficiency with a language on a four-tiered scale, as follows: Advanced, Native, Fluent, or Basic. A speaker who is at least +10 (Native) on this scale can pass himself off as a native.
Sample languages include: Atlantean, Elvish, Greek, English, Russian, Dwarvish, Yiddish, Draconic, Latin, Subterranean, etc.
Training period: 12 weeks
Modifier: INT

Skill Rating	Language Proficiency
+0 to +3	Basic
+4 to +9	Fluent
+10 or greater	Native

STEALTH

The ability to move silently, hide in shadows, and otherwise avoid detection. Normally Stealth is opposed by a character's PER roll. Note that using this skill in an unfamiliar environment may entail a penalty of -1 to -10, based on the Degree Difficulty involved (GM's ruling).
Training period: 12 weeks
Modifier: DEX.

SURVIVAL (SPECIFIC)

Ability to forage for food and water, navigate, and find or construct suitable shelter in the wilds. Also includes knowledge of the flora and fauna of a given region, including techniques for hunting, capturing, and using their remains. Each different terrain is a different Survival skill. The different sub-skills include: savannah, forest, jungle, desert, arctic, swamp, alpine, aquatic and urban. GM's are encouraged to add any other terrain types they deem required for their game world.
Training period: 30 weeks.
Modifier: CON

SWIM

Staying afloat and getting from place to place in the water. Characters can attempt lifesaving techniques using this skill, with negative modifiers dependent on conditions in the water, size and weight of the victim, and so forth. Note that while encumbered or wearing any type of armor or even heavy clothing, a character will suffer severe penalties to their Swim skill.
Training period: 4 weeks.
Modifier: STR

THEOLOGY

The in-depth study of one particular religion or philosophy. Knowledge of Theology includes the ability to recite passages of important texts or orations, explain critical teachings, describe underlying symbolism, identify relevant relics, cite historical examples, and so forth. Theology has several sub-skills, each tracked separately. There are sub-skills for each different religion in the game world. Some examples include; Roman Catholicism, Judaism, Islam, Hinduism, Wicca or any one of a thousand mythic or fantasy religions.
Training period: 22 weeks
Modifier: INT

TORTURE

Ability to acquire information by unsubtle, usually physical methods. Failure can result in accidental death of individual being tortured. This skill is normally opposed by a character's WIL.

Training period: 6 weeks
Modifier: DEX

TRACKING

Ability to read and follow tracks and traces left by creatures or beings. A tracker can identify and estimate the age of such tracks and often determine under what conditions (flight, exhaustion, heavy encumbrance, etc.) they were made. The surrounding terrain and the age and overall condition of the traces affect the Degree of Difficulty for this skill. This skill may only be used in a natural environment. It is normally impossible to use this skill to track someone in an urban-like environment.

Training period: 10 weeks
Modifier: PER

WEAPON

Proficiency with any single category of weapon. Weapon skills are used for both attack and defense. Gamemasters are free to create new or unique weapon groups as required by their campaigns. For example, unique and exotic weapons may be weapons groups unto themselves.

Training period: 20 weeks for the first weapon and 4 weeks for additional weapons.
Modifier: CR

Weapon Skill Sub-Categories	
Blades, 2-handed	zweihander, claymore
Blades, large	long sword, scimitar, plasma blade
Blades, small	daggers, knives, short swords, katars
Bows	longbows, shortbows, composite hunting bows
Crossbows	light or heavy crossbow
Flails	flail, whip, chain
Hafted	axes, maces, pick, club
Hafted, 2-handed	maul, hercules club, warhammer
Heavy Weapons	Rocket Launchers, Miniguns, Flamethrowers
Lance	Lances
Pistols	Glock, Holdout Blaster, Needler, Colt
Rifles	Hunting rifles, AK-47, M-16, Shotguns
Slings	slings, slingshots
Spears	spear, staff, force pike, polearms
Submachine Guns	Uzi, H&K MP5, Blaster Rifle
Thrown	knives, axes, rocks, grenades
Vehicle Weapons	any weapon mounted or controlled by a vehicle

TALENTS

Talents are a feature of *The Omni System™* that allow you to customize your character in a near limitless manner. Because of Talents, no two characters will be alike regardless of their starting race, skill selection, culture or Calling.

Talents allow your character to excel in certain areas, or to bend the rules that other characters must obey. They cover a range of skills and abilities from combat, to magic to stealth, religion, technology and even social interaction.

GAINING TALENTS

Talents are grouped together in Talent Trees. When selecting or constructing a Calling (see Chapter 2: Character Creation) a player determines which Talent trees are open to his or her character. Each tree covers a particular set of related abilities. As character's gain experience, players are able to purchase new and more powerful Talents, further customizing their characters.

Only Talents from Talent Trees open to the character's Race or Calling are available for purchase. The cost to acquire a new Talent is 12 XP.

The cost to acquire a new Talent Tree is 20 XP and the player does not gain a free Talent from this XP expenditure. Further XP must be spent to acquire a Talent from this new Tree. Therefore, for a character to acquire a new Talent Tree and gain a new Talent from that Tree, a total of 32 XP must be expended.

Once a player character has five Talent Trees available, the XP cost to purchase the sixth and each successive new Talent Tree increases to 40 XP each. The cost to purchase individual Talents remains at 12 XP.

PREREQUISITES

Many of the Talents presented here have prerequisites. These could be as simple as requiring a minimum CR or other attribute rating or perhaps even requiring the character to have previously acquired another Talent in the tree or even one from another Talent Tree.

Characters must meet all prerequisites listed before they may acquire a given Talent. Similarly, if a character ever loses a prerequisite for a Talent they already possess, they may not use that Talent again until regaining the prerequisite.

For example: If a Talent has a prerequisite of STR +2 and the player with this Talent has his STR reduced to +1 (perhaps from disease), he may not use this Talent again until he has regained his lost STR.

TALENT TREES

In all Omni System™ games, Talents are grouped together into logical Talent Trees. These trees are provided in the various genre and world books available or are created by the GM to match the style and flavor of his game. Talents that serve a similar purpose or Talents that are often found in a particular profession or environment are often grouped together into Trees.

The following is a list of sample Talent Trees available across multiple game genres. Gamemasters are highly encouraged to mix and match Talents to create Talent Trees that fit their own worlds and settings.

Arcane Training

Dark Arts Order **OR** *Elementalism Order* **OR** *High Sorcery Order* **OR** *Rune Magic Order, Arcane Resistance, Enchanted Lore, Expert Enchanted Lore, Magical Aptitude, Magic Resistance (all), Memory Training, Refined Magic Resistance (all).*

Brawler

Brutal Throw, Cheap Shot, Improvised Weapons, Intimidation Tactics, Opportunist, Quick Draw, Sucker Punch, Taunt.

Combat Training

Armor Tolerance I, Armor Tolerance II, Find Weakness, Natural Tactician, Quick Draw, Shield Slam, Smite, Squire, Swing Through, Two Weapon Fighting, Weapon Focus.

Expert Marksman

Acute Vision, Advanced Firearms Training, Disabling Shot, Drive By, Improved Range, Military Firearms Training, Point Blank Shot, Personal Firearms Training, Quick draw, Trick Shot, Weapon Focus (pistols OR rifles)

Fools & Their Money

Blend In, Fleet of Foot, Gossip, Inconspicuous, Non-Lethal Force, Opportunist, Quick Hands, Speed Climb, Sure Footed, Tough Trail, Urban Tracking.

Mime & Music

Coordinate, Expert Performer, Naturally Charming, Pied Piper, Taunt.

Mounted Combat

Bred to the Saddle, Charge, Mounted Evade, Mounted Stride, Trample.

Open Talents

Acute Hearing, Acute Vision, Ambidexterity, Attribute Boost, Cold Endurance, Darkvision, Die Hard, Diligent, Enchanting Beauty, Exceptional Craftsman, Heat Endurance, In-heritance, Master Craftsman, Natural Talent, Night Vision, Non Lethal Force, Poison Resistance, Quick Learner, Rally, Run Like the Wind, Second Wind, Self Sufficient, Skill Emphasis, Strong as an Ox, Swift Creation, Thick Skin, Throw Anything, Tough as Nails, Tough Skin, Wealthy.

Salt Water in the Veins

Acute Vision, Close Quarters Fighting, Deep Breath, Nasty Reputation, Rally, Salt Spray, Skirmish, Tough as Nails, Well Travelled.

Sell Sword

Archery Training, Armor Tolerance I, Close Quarters Fighting, Find Weakness, Shield Slam, Sword & Shield, Take the Reins, Weapon Focus.

Statecraft

Aura of Wisdom, Coordinate, Force of Personality, Gossip, Intimidation Tactics, Middleman, Naturally Charming, Negotiator, Royal Favor, Taunt.

Wasteland Warriors

Blend In, Bred to the Saddle, Chemical Resistance, Die Hard, Highly Mobile, Heat Endurance, Nasty Reputation, Radiation Tolerance, Scavenger, Self Sufficient, Survival of the Fittest (desert) and Tough As Nails.

Way of the Arrow

Archery Training, Advanced Archery Training, Disabling Shot, Improved Range, Point Blank Shot, Quick Reload, Trick Shot, Weapon Focus (bow or crossbow).

Wilderness Lore

Danger Sense, Mountain Goat, Mountain Man, Natural Remedy, Speed Climb, Survival of the Fittest, Trackless I, Trackless II, Trackless III, Weather Sense.

Talent Name
Description of the talent.
Benefit: Benefits and/or penalties and associated game mechanics or rules.
Normal: The normal game rule the Talent modifies.
Special: Any special circumstances that may affect this Talent.
Prerequisite: All prerequisites for acquiring the Talent.

ACUTE HEARING

You have a trained ear or an exceptional natural sense of hearing.
Benefit: You receive a +2 bonus to all PER Omni Table checks as they relate to sound.
Prerequisite: None

ACUTE VISION

You have exceptional eyesight and see much better than most.
Benefit: You receive a +2 bonus to all PER Omni Table checks as they relate to vision.
Prerequisite: None

ADRENALINE RUSH

You are able summon and inner strength and energy when the going gets tough.
Benefit: Once per day you may increase your STR and CON by +2 but suffer a -1 penalty to DEX. The effects of Adrenaline Rush last for up to 2 minutes.
Prerequisite: None

ADVANCED ARCHERY TRAINING

You have been trained in the effective use of various types of missile weapons.
Benefit: You receive a +2 bonus to all Omni Table rolls involving ranged combat using bows, crossbows, slings or thrown weapons.
Prerequisite: Archery Training

ADVANCED FIREARMS TRAINING

You have had advanced training in the effective use of various types of firearms.
Benefit: You receive a +1 bonus to all Omni Table rolls involving ranged combat using pistols, commercial hunting rifles and commercial shotguns.
Prerequisite: Personal Firearms Training

ADVANCED MILITIA TRAINING

This training improves upon the Basic Militia Training and also includes the use of a wider range of weapons and personal defensive techniques.
Benefit: Increases the character's CR by +1.
Prerequisite: Basic Militia Training.

AMAZING DODGE

You have a remarkable ability to avoid being hit in melee combat.
Benefit: The character may double his DEX rating when calculating his defense against any one opponent in melee combat.
Prerequisite: DEX +1

AMBIDEXTROUS

Either from a natural ability or training, you are able to use both hands with near equal dexterity.
Benefit: You are always considered to be using your primary hand. Any actions taken with either hand suffer no penalty to the Omni Table roll.
Normal: Actions taken with the off-hand are usually at a -5 penalty.
Prerequisite: Dex +1

AMPLIFY SPELL

You have studied one particular spell at length and have effectively doubled the normal effects of this spell.
Benefit: Choose one of your known spells. Whenever you cast this spell it now automatically has the maximum possible effect (maximum amount of damage done, maximum number of hit points healed, etc.) on even a Partial Success on the Omni Table.
Prerequisite: +6 in the Mode of the given spell.

ANIMAL AFFINITY

You have a calming effect on the creatures of the forest.

Benefit: If you encounter an animal and are not actively in combat, you may attempt to soothe the creature by making a successful Omni Table CHA check. On a partial success, the animal will simply retreat by the quickest means possible. A full success means the animal in question considers you to be a friend and may aid you in some manner.

Prerequisite: Animal Magnetism, Animal Sense.

ANIMAL COMPANION

Your affinity for animals has garnered you a natural ally.

Benefit: You receive a loyal companion in the form of an animal of the same type with which you can communicate (through the Nature Speak talent). This animal companion will always be of the highest possible ability level for its type.

Prerequisite: Animal Affinity, Animal Magnetism, Animal Sense, Nature Speak.

ANIMAL MAGNETISM

You have a natural way with animals.

Benefit: You receive 2 free ranks in the Handle Animal and Ride skills.

Prerequisite: None

ANIMAL SENSE

You have a natural affinity with the animals of the forest and can sense the presence of animals when they are about.

Benefit: You may make a PER roll on the Omni Table to try and locate any animals in the general vicinity. This works for natural beasts only, not Fey, magical or demonic aberrations and is effective to about one quarter mile. A critical success will also give you a sense of the types and locations as well as the approximate ability levels.

Prerequisite: Animal Magnetism.

ANTIQUARIAN

You are very knowledgeable about ancient artifacts and relics.

Benefit: You receive a +2 bonus on all Appraise skill checks when attempting to appraise the value of an ancient object or a +2 bonus to all Cryptography checks when deciphering ancient scripts.

Prerequisite: None.

ARCANE AIM

You are especially adept at targeting spell energy.

Benefit: You receive a +2 bonus to your Omni Table roll when casting a ranged spell of the Attack Mode.

Prerequisite: Attack Mode +5 greater.

ARCANE RESISTANCE

You have a natural immunity to magic in all of it's myriad forms.

Benefit: You gain a +2 defense modifier when attempting to resist spells of any Mode. This applies to any beneficial spells, such as healing, cast upon the character as well. Characters may not have both Arcane Resistance and any Magical Order Talents.

Prerequisite: Available at character creation only.

ARCHERY TRAINING

You have a basic training in archery and the use of missile weapons.

Benefit: One free rank in either Weapon (bows), Weapon (crossbows), Weapon (slings) or Weapon (thrown).

Prerequisite: None

ARMOR TOLERANCE I

You have become accustomed to wearing your armor and no longer suffer some of the ill effects normally associated with it.

Benefit: This Talent effectively reduces the weight of armor worn by the character by 25% when calculating encumbrance penalties.

Prerequisite: None

ARMOR TOLERANCE II

The many years you have spent in your armor have enabled you to wear it like a second skin.

Benefit: This Talent effectively reduces the weight of armor worn by the character by 50% when calculating encumbrance penalties.

Prerequisite: Armor Tolerance I

ASTROLOGY ORDER

You have been educated in the ways of the Astrology Magic Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: PER +2, INT +1

ATTRIBUTE BOOST

You have worked hard to improve your body, mind or spirit.

Benefit: You may increase any one Attribute by +1.

Prerequisite: None

Special: Attribute boost may be selected multiple times but no one attribute may be increased more than +2 using this Talent.

AUGURY

Gifted with a sense of foresight, you can sometimes predict what result a particular action will bring.

Benefit: Once per day, you may ask a simple question of the GM concerning an action you or a companion are about to perform. An Omni Table roll is required with no modifiers and a Degree of Difficulty, set by the GM based on the question asked. A partial success will give a vague answer while a full or critical success will give the player an edge on the action in question.

Prerequisite: PER +2

AURA OF NOBILITY

You have gained the respect and/or fear of others for your perceived nobility and rank in society.

Benefit: You may double your REN rating when adding it to CHA for determination of Reaction Rolls.

Normal: When making a normal Reaction roll, CHA and REN are added together and used as an Omni Table modifier.

Prerequisite: None

AURA OF WISDOM

You have gained the respect of others for your perceived wisdom.

Benefit: You may add your INT rating to CHA and REN when determining Reaction Rolls.

Normal: When making a normal reaction Roll, CHA and REN are added together and used as an Omni Table modifier.

Prerequisite: CHA +1

BASIC MILITIA TRAINING

Basic training given to (or more often forced upon) peasants in times of conflict. This includes coordinated fighting tactics and some weapon training.

Benefit: One free rank in either Weapon (Polearms) or Weapon (Spear).

Prerequisite: None

BUREAUCRAT

You know well how to navigate the often confusing hierarchy of various bureaucracies.

Benefit: You receive a +2 bonus to all Omni Table rolls using the Administration, Command, Deception or Diplomacy skills when used in a bureaucratic environment such as may be found in corporations or governments.

Prerequisite: None

BLEND IN   (SPECIFIC)

You are especially adept at hiding in a particular environment.

Benefit: You receive a +5 bonus to Stealth checks in one of the following environments: forests, mountains, steppes, swamps, desert, tundra or urban.

Special: This Talent may be selected more than once. Each time it applies to a different terrain type.

Prerequisite: None

BREAK AWAY

You have learned how best to disengage from melee combat without putting yourself at risk.

Benefit: The normal free unopposed attack(s) that a character incurs when he flees from a close combat is no longer applied.

Prerequisite: Amazing Dodge

BRED TO THE SADDLE

You were taught to ride at an early age and have kept up the practice.

Benefit: You receive 2 free Ranks in the Ride skill and a +2 bonus to your skill rating in the Handle Animal skill as it pertains to one particular mount.

Prerequisite: None

BREW ELIXIRS

You have been taught the finer points of brewing alchemical or herbal elixirs.

Benefit: You may use the Alchemy skill to brew

alchemical elixirs such as medicines, aphrodisiacs, antidotes, etc. Alternatively, you may use the herb lore skill to create Healing Elixirs.
Prerequisite: Alchemy +2 OR Herb Lore +8

Brew Potion
You have been taught the finer points of brewing alchemical potions.

Benefit: You may use the Alchemy skill to brew potions that convey magical effects upon the imbiber. You are effectively able to imbue a potion with the effects of any spell you know, thereby conveying the effects of the spell upon the imbiber of the potion.
Prerequisite: Brew Elixir, Infuse Potion

Brutal Throw
When attacking unarmed, you may make a particularly damaging throw.
Benefit: After making a successful Grapple attack, the character may throw his opponent as normal but this throw has a chance of stunning the thrown opponent. The individual thrown must succeed in a CON roll or is stunned and unable to act or defend himself next round.
Prerequisite: Brawling +3 or CR +3, STR+2.

Charge
You have been trained in the fine art of mounted warfare.
Benefit: You may direct your mount to charge a specific target. You receive a +3 bonus to the Omni Table roll and do double the normal damage if successful.
Prerequisite: Mounted Combat 5+

Cheap Shot
You have learned how to hit someone where it hurts. Not a particularly honorable type of attack, such as a kidney punch or a knee to the groin, but nonetheless effective.
Benefit: Reduces the effectiveness of an opponent for a few rounds. A successful Cheap Shot causes all actions taken by victim to be at a special penalty of -2 for three rounds minus the victim's WIL (minimum 1 round). A Critical Success doubles the duration.
Prerequisite: Brawling +3.

Chemical Resistance
You have built up a resistance through years of handling dangerous alchemical or chemical substances.
Benefit: You receive a +5 bonus to any CON Omni Table roll to resist alchemical or poisonous substances.
Prerequisite: Infuse Potion, Create Poison.

CLOCKWORK

You are knowledgeable in the workings of clockwork devices.

Benefit: You may use you Handicraft (artificer) skill to design and modify devices or mechanisms to create advanced clockwork mechanisms, including accurate clocks as well as clockwork powered vehicles and prostheses. You can create clockwork automata capable of performing almost any mundane function, like automatically harvesting fruit or shelling nuts. Creating such devices takes between one day and several weeks, depending upon the complexity of the device. None of these items are "magical" and a difficulty penalty from -2 (for simple toys) to -20 (for highly accurate clocks used for navigation) is at the discretion of the GM.

Prerequisite: Handicraft (artificer) +12

CLOSE QUARTERS FIGHTING

You have learned to fight effectively while in tight confines or in tightly packed spaces.

Benefit: Reduces the negative effects of using small weapons while grappled and larger weapons when there is normally insufficient room to do so.

Normal: There is usually a -5 penalty if trying to use a weapon while grappled by an opponent.

Prerequisite: Brawling +3 or CR +5.

COLD ENDURANCE

Because of a natural trait or experience working and living in colder climes you have a superior endurance to the cold.

Benefit: You suffer only DR2 per round from exposure to extreme cold and have a PR 2 against cold attacks.

Prerequisite: None

CONCOCT POWDERS

You have been taught the finer points of distilling alchemical powders.

Benefit: You may use the Alchemy skill to create alchemical powders of all types.

Prerequisite: Brew Elixir,

COORDINATE

You have a knack for getting people to work together.

Benefit: Whenever you spend at least one round coordinating your companions, you grant them a +2 bonus to any one non-combat skill roll. You may coordinate a number of companions up to your CHA score.

Prerequisite: Negotiator.

CREATE POISON

You have been taught the finer points of distilling and brewing various types of toxins, poisons and venoms.

Benefit: You may use the Alchemy skill to create poisons of all types

Prerequisite: Brew Elixir

CYBER TOLERANCE

Your body and mind are better able to cope with the intrusion of cyber technology than most.

Benefit: When determining the maximum amount of cyberware your character can have installed, multiply your CON by 4 instead of the usual 2.

Prerequisite: CON +1

DANGER SENSE

You have the ability to sense when something is going to go badly. Possibly a vague premonition of impending danger or even just a studied knowledge of where things are likely to happen, this Talent is invaluable.

Benefit: Adds +2 to the character's Initiative roll at the beginning of any encounter.

Prerequisite: None.

DARK ARTS ORDER

You have been educated in the ways of the Dark Arts Magic Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: INT +1, WIL +1, Pact

DARKVISION

You have the natural ability to see in the dark. This Talent does not grant sight in magically created or supernatural darkness

Benefit: You suffer no penalties to any Omni Table roll from natural darkness.

Prerequisite: May only be acquired through Race selection

DEAD SHOT

Your skill at striking a target with a thrown weapon is exceptional.
Benefit: You receive a +4 bonus to any Omni Table roll using the Weapon (thrown) skill.
Prerequisite: DEX +1

DEATH'S DOOR

Your talent at the healing arts is exceptional.
Benefit: So long as a person has not been dead longer than a number of minutes equal to their CON rating, you may make a Heal roll on the Omni Table with a Degree of Difficulty modifier of -10. A full success will revive the person bringing their hit point total to 1. A critical success will see the person revived and have a total of 5 hit points.
Prerequisite: Heal +10

DEEP BREATH

You have an extraordinary ability to hold your breath. You may hold your breath while underwater or when attempting to avoid the effects of noxious gasses for twice as long as most people.
Benefit: You may hold your breath for up to one minute per +1 CON.
Prerequisite: CON +1

DEFENSIVE FIGHTING

You have mastered the art of making yourself hard to hit in combat.
Benefit: For each -2 taken on the Attack roll, the character's Defense is enhanced by +1, up to a maximum of the character's CR.
Prerequisite: DEX +1 or CR +3.

DEFENSIVE ROLL

You have learned to reduce the damage taken from a successful hit by rolling with the impact.
Benefit: With a successful DEX roll, the character can reduce the damage taken from a successful melee attack by one half. This reduction is done after adding the opponent's Strength but before Damage Reduction for armor and may not reduce the damage to less than 1.
Prerequisite: Defensive Fighting, DEX +1 or CR +3.

DEVOTION

You are particularly devoted to your faith.
Benefit: You receive a +1 bonus on all attack rolls when combating enemies of your faith. Ultimately, who and what is an enemy of your faith is at the GM's discretion.
Prerequisite: None

DIEHARD

You are tougher than most of your peers.
Benefit: You receive a one time bonus of +3 hit points. This Talent may be selected up to 3 times, each time adding +3 hit points.
Prerequisite: CON +1

DILIGENT

You have an eye for detail in everything you do.
Benefit: You receive 2 free ranks in the Appraise and Cryptography skills.
Prerequisite: None.

DISABLING SHOT

You have learned how to disable or slow down an opponent with a missile weapon.
Benefit: With a stated intent of disabling his target (made before the Attack roll), a successful attack using a ranged weapon (bow, crossbow, firearm, thrown weapon, etc.) will cause only half damage but also reduces the target's Strength, Dexterity or Speed by -2 for until the wound is healed
Prerequisite: Point Blank Shot

DISGUISE SPELL

You have learned various methods to disguise the arcane signature of one of your spells.
Benefit: Select one of your known spells. Whenever someone attempts to counterspell this spell, you receive a +5 bonus to resist.
Prerequisite: Relevant Mode skill +5 or greater

DOG FIGHTER

You are perfectly at home in the cockpit of a fighter craft and revel in the excitement of air combat.
Benefit: you receive a +2 bonus to Pilot and Aerial Combat Omni Table Rolls. Additionally, you may take up to 2 actions in a turn while engaged in air combat without the usual penalty for the second action.
Prerequisite: DEX +2, WIL +1

DRIVE BY

You are used to firing a weapon from a moving vehicle.

Benefit: You receive a +2 bonus to all Omni Table rolls using the Weapon (vehicle) skill. Additionally, you suffer only half the normal penalty to any ranged attack rolls made from a moving vehicle.

Prerequisite: DEX +1

DRIVEN

You are strongly motivated by a certain thing, person or concept.

Benefit: This Talent is identical to the Motivated Talent except the bonus received from the motivating factor is +2. The effects of this Talent stack with the effects of the Motivated Talent.

Prerequisite: WIL +2, Motivated

DUCK & COVER

You don't like being hit and have learned to make effective use of any cover provided.

Benefit: When the character is being targeted with a missile weapon, he counts any cover at twice value for determining penalties. For example, a character behind 20% cover would normally incur a -2 penalty on any attacks made against him with missile weapons. The same character with Duck and Cover would incur a -4 penalty.

Prerequisite: None.

ECCLESIASTIC TRAINING

You were singled out at a young age as having a particular aptitude for religion.

Benefit: You receive 4 free ranks in the Theology (select religion) skill.

Prerequisite: None.

ELEMENTALISM ORDER

You have been educated in the ways of the Elementalism Magic Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: INT +1, STR +1, CON +1

ELUSIVE TARGET

You have the ability to move while under fire in such a way that reduces your chances of being hit.

Benefit: Any attempt to hit you while you are moving will receive a further -2 penalty above the normal penalties associated with firing on a moving target.

Prerequisite: Duck and Cover.

ENCHANTED LORE

You have a special knowledge of enchanted items like swords, armor, wands and such.

Benefit: You receive a +2 bonus on all Appraise skill checks when attempting to appraise the value of an enchanted object.

Prerequisite: None.

ENCHANTING BEAUTY

You have been gifted by the gods with exceptional beauty.

Benefit: You receive a +5 bonus to all Diplomacy and Seduction Omni Table rolls when dealing with a member of the opposite sex.

Prerequisite: CHA +1

EXCEPTIONAL CRAFTSMAN

You excel in your chose craft, often creating what others consider to be works of art.

Benefit: Select one of your Handicraft skills. You now receive a +5 bonus to all Omni Table rolls when

using this skill. This Talent may be selected more than one, each time must be applied to a different Handicraft skill.
Prerequisite: None.

Expand Spell
You have studied one particular spell at length and have effectively doubled the normal area of effect of the spell.
Benefit: Choose one of your known spells. You may now widen the area of effect of this spell up to twice the normal area with no increased difficulty to your Omni Table casting roll.
Prerequisite: +6 in the Mode of the given spell.

Expert Antiquarian
You are particularly knowledgeable in ancient artifacts and relics.
Benefit: You receive a +3 bonus on all Appraise skill checks when attempting to appraise the value of an ancient object. This bonus stacks with the bonus received from the Antiquarian Talent. Also, you may select one particular ancient civilization. You receive a +5 bonus instead of a +3 bonus to appraise checks relating to this civilization.
Prerequisite: Antiquarian.

Expert Enchanted Lore
You have particularly advanced knowledge of enchanted items like swords, armor, wands and the like.
Benefit: You receive a +3 bonus on all Appraise skill checks when attempting to appraise the value of an enchanted object. This bonus stacks with the bonus received from the Enchanted Lore Talent. In addition, you receive 2 free ranks in the Lore (arcane arts) skill.
Prerequisite: Enchanted Lore.

Expert Performer
You are highly skilled in one particular style of the performing arts.
Benefit: Select on Perform skill. You receive a +5 bonus to all Omni Table rolls using this skill.
Prerequisite: None.

Extraordinary Dodge
You possess a near unearthly ability to avoid injury in melee combat.
Benefit: You may double your DEX rating when calculating your Defense in melee combat against any number of opponents.
Prerequisite: Amazing Dodge, DEX +2.

Extreme Sportsman
You revel in the adrenaline pumping extreme sports.
Benefit: You receive a +2 bonus to your omni Table roll taken in the pursuit of an extreme sport or related activity. This could include such skills as Ride (bicycle), Operate Conveyance (kayak), Climb, or on DEX or STR rolls such as those required for such activities as skydiving, etc.
Prerequisite: DEX + 1, STR +1, CON +1

Fast and Pray
You are especially pious and seek the gods' guidance in all that you do.
Benefit: By fasting and praying for at least one day you increase your WIL by +1 for 24 hours.
Prerequisite: None.

Find Weakness
After studying an opponent for a time, you become familiar with his combat style and may use this to advantage.
Benefit: If you take a round to study your opponent in combat (make no attack, but may defend normally), you may substitute your INT rating for your STR rating to subsequent Attack rolls against this opponent.
Prerequisite: None.

Fleet of Foot
You are fast on your feet.
Benefit: You may permanently increase you SPD attribute by +1. This talent may be selected up to two times.
Prerequisite: None.

Folk Remedies
The knowledge of various folk remedies and charms have been passed down to you by your elders.
Benefit: By spending 2 hours gathering common ingredients and carefully preparing them, you may make a potion, tincture or salve that will cure a specific disease, cure a specific poison or heal 4 hit points of damage.

Special: This talent may be selected more than once, each time it enables you to create a cure for a different disease or poison.
Prerequisite: None.

Force of Personality
You have a strong sense of who you are and what you believe in.
Benefit: You receive a +3 bonus to any opposed check that uses your WIL rating as a modifier such as opposing the Intimidation or Torture skills.
Prerequisite: None.

Forester
You are at home amongst the trees and undergrowth of the forests and find it more welcoming than the cities of men.
Benefit: You may pass through heavy undergrowth with no penalty to SPD.
Prerequisite: Survival of the Fittest OR Racial

Frenzied Attack I
Whether a berserker charge or just an all-out flurry of blows, a Frenzied Attack sacrifices Defense for damage potential.
Benefit: You may make one extra attack at full normal Attack bonus each round. This extra attack however, comes at a cost. When making a Frenzied Attack you are at -5 to your Defense until your next turn.
Prerequisite: Rage.

Frenzied Attack II
An improved form of Frenzied Attack.
Benefit: You may make one extra attack at full normal Attack bonus each round. This stacks with Frenzied Attack I.
Prerequisite: Frenzied Attack I, Rage, CR +5.

Gossip
You have a good ear for gossip and a knack for discerning truth from embellishment.
Benefit: You receive a +3 bonus to all Investigate Omni Table rolls.
Prerequisite: None.

Haggle
You are adept at the fine art of haggling.

Benefit: You receive a +3 bonus to all Omni Table rolls using your Diplomacy skill when used in a mercantile situation. Additionally, whenever you roll a Full Success on the Omni Table using your Diplomacy skill to buy or sell goods, you receive a +/- 20% to the value of the goods sold/bought. A Critical Success means you may buy or sell the goods at +/- 50% of their normal value.
Prerequisite: None.

Hasten Spell
You have studied one particular spell at length and have effectively halved the time required to cast it.
Benefit: Choose one of your known spells. You may now cast this spell as a free action, once per round.
Normal: Casting a spell normally counts as an action.
Prerequisite: +6 in the Mode of the given spell.

Heat Endurance
Because of a natural trait or experience working and living in tropical climes you have a superior endurance to the heat.
Benefit: You suffer only DR2 per round from exposure to extreme heat and have a PR 2 against heat and flame attacks.
Prerequisite: None

Highly Mobile
You are able to move freely in melee combat.
Benefit: You are able to attack or defend and still move up to half of your normal speed during your turn without incurring a penalty for multiple actions in a round.
Prerequisite: None.

High Sorcery Order
You have been educated in the ways of the High Sorcery Magic Order.
Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.
Prerequisite: INT +3

Improved Range (Specific)
Through long practice, you have improved the range of one of your ranged weapons.
Benefit: The effective range of the selected class of ranged weapon is increased by 50%. This Talent may

be taken multiple times, each time it is applied to a different class of weapon.
Prerequisite: Point Blank Shot.

IMPROVISED WEAPONS
You can use almost anything at hand as an effective weapon.
Benefit: The character suffers only a -2 penalty when using an improvised weapon or a weapon with which he is unfamiliar (has no skill ranks in).
Prerequisite: None.

INCONSPICUOUS
You can pass unnoticed in most situations.
Benefit: You rely on your ability to stay out of site. With this Talent, You gain 2 free ranks in the Stealth skill.
Prerequisite: None.

INFUSE POTION
You have alchemical knowledge that allows you to duplicate certain magical effects.
Benefit: You may use your Alchemy skill to create potions that, while their effects may seem magical, are purely natural in nature. Choose from one of the following effects: immunity to flame, immunity to cold, heal (10 hp), cure disease (up to level 5), aphrodisiac, depilatory, poison antidote (up to level 10), soporific (cause sleep for 1d20 rounds). These potions take 2 days each to prepare. (see Chapter Eight). The Infuse Potion talent is also required for the manufacture of Aqua Vitae.
Special: This Talent may be selected more than once, each time being applied to a different type of potion.
Prerequisite: Brew Elixir, Brew Potion

INHERITANCE
A member of your family has passed on to the Otherworld and left you an inheritance.
Benefit: The form of the inheritance could be anything the GM feels is appropriate. This could be a sword or tool of exceptional quality, a fine steed, small cottage or what have you for the lower classes right up to a fief, manor or even a keep for those in the nobility.
Prerequisite: Level 3+

INTIMIDATION TACTICS
You have learned how scare others out of their possessions through intimidating tactics.
Benefit: You receive 2 free ranks in the Intimidation skill and may use either STR or CHA as a modifier to that skill.
Normal: Intimidation normally uses only a character's CHA rating as a modifier.
Prerequisite: None

INVOCATION ORDER
You have been educated in the ways of the Invocation Magic Order.
Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.
Prerequisite: WIL +2, CHA +1

JURY RIG
You have a special knack for repairing objects with whatever spare parts or materials might be at hand.
Benefit: You receive a +3 bonus to your Omni Table rolls when using the Handicraft or Engineering skills to repair an object.
Prerequisite: INT +1, PER +0

KNIFE FIGHTER
You are highly adept at fighting using knives, daggers and similar lightweight, small weapons.
Benefit: When engaged in combat using knives or daggers you may throw one knife and engage in close combat without taking the normal multiple action penalty.
Prerequisite: DEX +1

LEECHES
You are knowledgeable in the medicinal uses of leeches.
Benefit: You gain a +2 bonus to all Heal and Medicine *Omni Table* rolls when you have access to leeches.
Prerequisite: None.

LINGUISTICS
You have a natural affinity for languages and may learn new languages much faster than others.
Benefit: Characters with the Linguistics Talent gain 3 free ranks in any language they know or learn in the future, i.e. if the player buys at least one rank in a language they automatically advance to the Fluent level.
Prerequisite: INT +1.

Low Blow

You have the ability to land a particularly nasty hit on an opponent that has the potential to stun him.

Benefit: An opponent struck with a Low Blow may be temporarily stunned and unable to perform any action other than defend himself or move at half speed for two rounds. A successful WIL roll will negate this effect.

Prerequisite: Cheap Shot.

Magical Aptitude

You have a natural aptitude for the arcane arts and sciences.

Benefit: You receive 1 free rank in any one Mode skill. This Talent may be selected more than once, each time the bonus is applied to a different Mode skill.

Prerequisite: None

Magic Resistance: Attack

You were born with a natural resistance to arcane energy and are better able to resist some types of spells.

Benefit: You gain a +2 defense modifier when attempting to resist a spell of the Attack Mode.

Prerequisite: Character creation only

Magic Resistance: Illusion

You were born with a natural resistance to arcane energy and are better able to resist some types of spells.

Benefit: You gain a +2 defense modifier when attempting to resist a spell of the Illusion Mode.

Prerequisite: Character creation only

Magic Resistance: Influence

You were born with a natural resistance to arcane energy and are better able to resist some types of spells.

Benefit: You gain a +2 defense modifier when attempting to resist a spell of the Influence Mode.

Prerequisite: Character creation only

Magic Resistance: Manipulate   You were born with a natural resistance to arcane energy and are better able to resist some types of spells.

Benefit: You gain a +2 defense modifier when attempting to resist a spell of the Transform Mode.

Prerequisite: Character creation only

Master Craftsman

Part of a relatively new and burgeoning social class, you have trained long and hard in a particular craft.

Benefit: You receive 4 free ranks in any one Craft skill.

Prerequisite: None

Memory Training

Most folk in fantasy or historic worlds do not have access to durable writing material and thus many train their memories for near perfect recall.

Benefit: If you commit yourself to memorizing something, you can recite it, without error, at any later date. It generally takes three times as long to memorize a passage than it does to simply read it.

Prerequisite: INT +1

Mental Block

You have a natural or trained resistance to a Mind Powers.

Benefit: You receive a +2 bonus on all Omni Table to resist the effects of Mind Powers. This effect stacks with the effects of Mind Shield.

Prerequisite: WIL +2, Mind Shield

Middleman

You are adept a coordinating efforts amongst disparate groups of people and are often sought out to mediate disputes.

Benefit: You receive 2 free ranks in the Diplomacy skill.

Prerequisite: None

Military Firearms Training

You have had advanced military training in the effective use of various types of firearms.

Benefit: You receive a +1 bonus to all Omni Table rolls involving ranged combat using any type of military or personal firearm. The effects of this Talent stack with the effects of Advanced Firearms Training.

Prerequisite: Personal Firearms Training

Mind Shield

You have a natural or trained resistance to a certain type of Mind Power.

Benefit: Choose one Mode. You now receive a +2 bonus on all Omni Table to resist the effects of the Mode selected.

Prerequisite: WIL +1

MOTIVATED

You are particularly motivated by a certain thing, person or concept.

Benefit: This Talent (along with Driven and Obsessed) must be customized by the player in conjunction with the GM. Players must create a concept that motivates their character. This can be almost anything from "track down the killer who murdered my parents" to "get the alien ambassador to fall deeply in love with me" to "become a world renowned tennis player." Whatever the motivation, it should be achievable in some way and should fit in with the character background and concept. This motivation is now one of the driving forces behind the character and any action taken in pursuit of this motivation receives a +1 bonus on all Omni Table rolls. For example, if a character is motivated by an undying love for the alien ambassador, they might receive a +1 bonus on their Deception Omni Table roll when trying to trick the ambassador's guards into letting him or her pass to see the ambassador.

Prerequisite: WIL +1

MOUNTAIN GOAT

You are especially skilled at maintaining your balance on loose stone, rubble and steep slopes.

Benefit: You receive a +2 bonus to all Balance and Climb Omni Table checks as it relates to the above conditions.

Prerequisite: DEX +1, Surefooted

MOUNTAIN MAN

You are experienced in mountainous terrain.

Benefit: You receive a +2 bonus on all Climb and Survival (alpine) Omni Table rolls.

Prerequisite: None

MOUNTED EVADE

You are skilled at guiding your mount to avoid the blows of others.

Benefit: You receive a +4 bonus to your Mounted Combat skill for the purposes of defense only.

Prerequisite: Ride (Specific) +4.

MOUNTED STRIDE

The ability to get the best long-range speed out of a mount.

Benefit: The character may double the distance traveled in one day while mounted and in reasonably good terrain.

Prerequisite: Ride (Specific) +3.

MUTED SPELL

You have studied one particular spell at length and have devised a way to activate the spell without the use of sound.

Benefit: Choose one of your known spells. You may now cast this without any verbal components and in complete silence. Some type of somatic or material component will still be required to cast the spell however.

Prerequisite: +6 in the Mode of the given spell.

MYSTICISM ORDER

You have been educated in the ways of the Mysticism Magic Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: INT +2, CON +1

NASTY REPUTATION

You have gained a reputation for being fearsome, cold-hearted or otherwise of a nasty disposition.

Benefit: You gain a +2 bonus to Intimidation Omni Table rolls.

Prerequisite: REN -1

NATURAL REMEDY

You are knowledgeable in the medicinal uses of herbs, roots, bark and other forest plants

Benefit: You gain a +3 bonus to all Heal Omni Table rolls when you have access to various herbal substances. This bonus stacks with any bonus received from other Talents in this tree.

Prerequisite: None

NATURAL TACTICIAN

You have studied the tactics and strategies of the battlefield.

Benefit: You receive 3 free ranks in the Lore (tactics) skill.

Prerequisite: None

NATURAL TALENT

You have a natural affinity for a particular skill.

Benefit: Select any one skill. You receive a + 2 bonus

to all Omni Table rolls using this skill.
Special: Please note weapons skills are excluded from this talent.
Prerequisite: None

Natural Talent II
Your natural sense of skill exceeds most of your peers.
Benefit: Select any one skill for which you space already have the Natural Talent Talent. You receive an additional + 3 bonus on any Omni Table roll using the skill. This bonus stacks with the Natural Talent bonus.
Prerequisite: Natural Talent

Naturally Charming
You are a naturally charming person and you may use your charm to sway the opinions of others.
Benefit: You may double your CHA as a modifier to all Diplomacy and Seduction rolls on the Omni Table.
Prerequisite: CHA +1

Nature Speak
You have the mystical ability to understand the language of a particular type of animal.
Benefit: select on type of natural animal. You are able to understand and be understood by members of this species.
Prerequisite: Animal Affinity

Negotiator
You are skilled at the fine art of negotiation be that in obtaining the best price for your wares or in talking your way out of a difficult situation.
Benefit: You receive 2 free ranks in the Diplomacy and Sense Motive skills.
Prerequisite: None

Night Vision
Your eyes see better in the dark than most people.
Benefit: You will never suffer more than a -3 penalty to an PER checks at night.
Prerequisite: None

Non-Lethal Force
The ability to subdue an opponent using normally lethal weapons.

Benefit: Even when using normally lethal melee weapons (swords, axes, spears, etc.), the character may make any attacks deal non-lethal damage instead. This intent must be made before the attack on any particular round.
Prerequisite: Brawling +4 OR Defensive Martial Arts +2

Obsessed
You are so strongly motivated by a certain thing, person or concept that you think of almost nothing else.
Benefit: This Talent is identical to the Motivated Talent except the bonus received from the motivating factor is +3. The effects of this Talent stack with the effects of the Motivated and Driven Talents.
Prerequisites: WIL +2, Motivated, Driven

Opportunist
The ability to turn any situation to one's own advantage.

Benefit: Any time an opponent misses a melee Attack against the character, he may make an immediate counterattack. This attack is out of sequence and still counts as an action taken. For example, if the character had already attacked (or taken another action) this round, the counterattack is at the normal -5 penalty for multiple actions.
Prerequisite: DEX +2

Pact

You have made a dangerous bid to gain enormous power by signing a pact with a demonic force from the lower dimensions.
Benefit: You receive a +4 bonus to any one Mode skill.
Special: When this Talent is selected the players must select either a permanent -1 penalty to CHA or CON. This Talent may be selected more than once, each time being applied to another Mode (the penalty must also be taken each time).
Prerequisite: Dark Arts Order

Personal Firearms Training

You have been trained in the effective use of personal firearms.
Benefit: One free rank in either Weapon (pistols) or Weapon (rifles)
Prerequisite: DEX +0, INT +0

Pied Piper

Your skill in musicianship is often able to soothe wild beasts.
Benefit: You may use your Perform (musicianship) to clam animals. GM's should gauge the general demeanor of the animal in question when determining the DoD. A full success will make the animal completely docile while a partial success will at least prevent the animal from attacking.
Prerequisite: Perform (musicianship) +8

Point Blank Shot

The practiced skill of hitting a target at close range.
Benefit: Any attacks made with a ranged weapon within one half of the effective range receive a +2 bonus.
Prerequisite: CR +1

Poison Resistance

You have built up a resistance to toxins and venoms.

Benefit: When attempting to resist the effects of poison you may triple, rather than double, your CON as a modifier to your Omni Table roll.
Prerequisite: CON +1

Precognition

Whether through a preternatural sense or skill at divination, you have an uncanny sense of déjà vu.
Benefit: Because of your "sixth sense" you may never be caught unawares, nor can you be surprised.
Prerequisite: Character creation only.

Pride and Prejudice

Your family, clan, tribe or nation has a long standing antipathy for another such group.
Benefit: Select a family, clan or culture from your own or a neighboring realm. Driven by your hatred of this rival, you may add your WIL rating to your Attack roll instead of your CR when fighting a member, or agents of, this rival group.
Prerequisite: None

Prophecy

You have the gift for prophecy. Whether through visions from the gods, an advanced knowledge of the stars and planets or some dark gift, you are able to predict the future with an uncanny degree of accuracy.
Benefit: Twice per day you may ask the GM one specific question about something that has not yet happened and make an Omni Table roll using your combined WIL and PER as a modifier. The degree of difficulty will depend on the specific question asked with more general or unimportant questions having a lower degree of difficulty than a life and death question. A partial success indicates a general sense of what is to come, while a full success should give fairly accurate information. Depending on the question asked and the Omni Table result, the character may receive a bonus to future Omni Table checks because of the knowledge gleaned from his Prophecy.
Prerequisite: None

Psionic Power

Through natural ability or training, you have unlocked a portion of your mind normally dormant in most humans.
Benefit: You may use any one Mode skill without the

need of any other Psionic Talent. You may create and use up to 5 Mind Powers that use the known Mode. (*see Chapter 7- Magic & Psionics for more info*)
Prerequisite: INT +1

Psionic Training

You have been schooled (usually from early childhood) to use the hidden powers of your mind.
Benefit: You may use Mind Powers of the Mentalist Order providing you have skill ranks in one or more Mode skills. (*see Chapter 7- Magic & Psionics for more info*)
Prerequisite: INT +2

Quick Hands

Benefit: Those from urban environments often find the need to steal in order to survive. From an early age, many learn to quickly pocket small items when others are distracted. Characters with this talent receive 2 free ranks in the Sleight of Hand skill.
Prerequisite: None

Quick Learner

You are a quick study and learn faster than your peers.
Benefit: Learning new skills takes you half the time as other characters in both time and XP costs.
Prerequisite: None

Quick Reload

Through training and practice, the character has learned how to efficiently reload his ranged weapons faster than normal.
Benefit: You may effectively use a bow, sling or other single shot missile weapon twice per round without incurring the normal multiple actions penalty.
Prerequisite: Weapon (any missile weapon) +4

Quickdraw

The ability to draw a weapon with startling swiftness.
Benefit: A character may draw his weapon as a free action and does not suffer any multiple action penalty.
Prerequisite: CR +2 or Weapon +4

Radiation Tolerance

Whether due to prolonged exposure or a natural resistance, you are more tolerant than most to various forms of radiation.
Benefits: When making CON Omni Table rolls to resist the effects of radiation, you may triple your CON score rather than the normal doubling of an Attribute for Omni Table rolls.
Prerequisite: CON +1

Rage

The ability to channel one's anger in combat.
Benefit: The character may choose to take a penalty on his Attack roll to increase the Damage dealt. For each -2 penalty taken to the Attack roll, +1 Damage is dealt on a successful hit. The player must state his intention to use this Talent before the roll to Attack.
Prerequisite: None

Rally

You are skilled in giving rousing speeches or otherwise encouraging your companions and underlings to push their limits.
Benefits: Once per day you may grant a +1 bonus to all companions rolls when resisting fear (WIL checks) or Attack rolls.
Prerequisite: CHA +0

Raw Psionic Power

Through natural ability or experimentation, you have unlocked a portion of your mind normally dormant in most humans.
Benefit: You may use any one Mode skill without the need of any other Psionic Talent. You may create and use one Mind Power that uses the known Mode. Your skill is unrefined and you therefore suffer a -3 penalty on all Omni Table rolls using this Mode. (*see Chapter 7- Magic & Psionics for more info*)
Prerequisite: INT +1

Refined Magic Resistance: Attack

Through practice and experience you have further refined your natural magic resistance to certain types of spells.
Benefit: You gain a +2 defense modifier when attempting to resist a spell of the Attack Mode. This bonus stacks with the bonus received from Magic Resistance: Attack.
Prerequisite: Magic Resistance: Attack

Refined Magic Resistance: Illusion

Through practice and experience you have further refined your natural magic resistance to certain types of spells.

Benefit: You gain a +2 defense modifier when attempting to resist a spell of the Illusion Mode. This bonus stacks with the bonus received from Magic Resistance: Illusion.

Prerequisite: Magic Resistance: Illusion.

Refined Magic Resistance: Influence

Through practice and experience you have further refined your natural magic resistance to certain types of spells.

Benefit: You gain a +2 defense modifier when attempting to resist a spell of the Influence Mode. This bonus stacks with the bonus received from Magic Resistance: Influence.

Prerequisite: Magic Resistance: Influence

Refined Magic Resistance: Manipulate

Through practice and experience you have further refined your natural magic resistance to certain types of spells.

Benefit: You gain a +2 defense modifier when attempting to resist a spell of the Manipulate Mode. This bonus stacks with the bonus received from Magic Resistance: Manipulate

Prerequisite: Magic Resistance: Manipulate

Royal Favor

Because of your connections, you are able to call upon favors from those more powerful than yourself.

Benefit: Once per week, you may make a Charisma check on the Omni Table in order to gain a favor from a more powerful contact. This favor can be anything from a night's lodging to a small monetary loan or the use of a sturdy mount. The form of the favor will depend on the Omni Table result and is always at the discretion of the GM.

Prerequisite: None

Run Like the Wind

The ability to run swiftly for distance.

Benefit: For the purpose of moving only, the character's SPD Attribute is considered 50% greater. This applies if the character is moving under his own power (i.e. not mounted) and on reasonably level and clear terrain.

Prerequisite: None

Rune Magic Order

You have been educated in the ways of the Rune Magic Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: INT +2, Dex +1

Scavenger

You have a knack for finding items you need in the most unlikely places.

Benefit: You receive a =4 bonus to your Search omni Table rolls when scavenging for food, water or other equipment in ruins, garbage dumps, rubble piles and similar environments.

Prerequisite: PER +1

Scent

You have a keen and sensitive sense of smell.

Benefit: You may use the Track skill by scent alone. In other words, you are able to track prey even in complete darkness. Strong winds, rain and other environmental factors may result in Omni Table penalties when attempting to track by scent.

Prerequisite: Racial Talent Only

Scribe

You have been trained in the exacting art of the scriptorium.

Benefit: You receive a +2 bonus to all Cryptography Omni Table rolls.

Prerequisite: Literacy +5

Safe Cracker

Whether through practice or natural skill, your ear is attuned to defeating tumbler locks like those used on many safes and bank vaults.

Benefit: You receive a +4 bonus to all Disable Device Omni Table rolls when used to crack tumbler-style combination locks.

Prerequisite: PER +2

Salt Spray

You are an experienced sailor and are at home at sea.

Benefit: You receive two free ranks in the Balance skill and never suffer penalties while in combat aboard ship due to inclement weather, slippery decks or other turmoil.

Prerequisite: None

Second Sight

You have inherited the gift (or curse) of the Second Sight. You are occasionally visited by visions of the near future. Those with Second Sight can also see events happening to living people who are great distances away. This talent comes unbidden and cannot be controlled by the character.

Benefit: Whenever you are faced with a situation where you must choose between two or more options, you may roll on the action table modified by your PER rating. A full success will allow you to ask one question of the GM concerning the possible outcomes of the options. On any other Omni Table result, no visions appear.

Prerequisite: Character creation only.

Second Wind

Used to long days toiling in the sun, you can reach into your soul for reserves of energy.

Benefit: Once per day you may recover a number of hit points equal to your CON. This talent will not increase your hit points beyond your full normal total.

Prerequisite: Self Sufficient

Self Sufficient

You rely on few to find your way in the world.

Benefit: You receive 2 free ranks in the Heal and Survival skills.

Prerequisite: None

Shadow

You are highly adept at following a target in an urban or otherwise crowded setting without being noticed.

Benefit: You receive a +2 bonus on all Investigate skill checks and also receive a +4 bonus to Stealth checks when used in an urban environment to avoid notice when tailing someone or thing.

Prerequisite: DEX +1, CHA +1

Sense Evil

You have a preternatural sense for those of an evil or malignant nature.

Benefit: You may never be surprised by any creature or individual who is truly evil in nature including demons, evil spirits, undead and those men who have evil in their hearts like those who practice the Dark Arts.

Prerequisite: None

Social Chameleon

You are well versed in the etiquette of various cultures and social circles.

Benefit: The Degree of Difficulty for any etiquette skill checks is treated as two levels lower than assessed by the GM. For example, if the GM determines a situation warrants a DoD of Very Difficult (-7), a character with the Social Chameleon Talents uses the Tricky DoD (-3) instead.

Prerequisite: CHA +2

Shamanism Order

You have been educated in the ways of the Shamanism Magic Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: PER +2, WIL +1

Shield Slam

The ability to strike an opponent with a shield for damage.

Benefit: After an unsuccessful Attack against the character, he may make a retaliatory strike against his attacker using his shield. This shield slam does 4 points of damage and may disarm the opponent unless he makes a successful STR Attribute check. This does count as a normal action and suffers the -5 penalty for multiple actions in a round.

Prerequisite: CR +5

Skill Emphasis

You have focused your attention and training to a particular skill.

Benefit: You receive a +2 bonus to one specific skill rating of your choosing.

Special: This talent may not be applied to any Weapon or Mode skill rating.

Prerequisite: None

Skirmish

Training in the use of skirmish tactics in combat.
Benefit: A character may throw any one-handed thrown weapons (spears, javelins, knives, etc.) at no penalty while moving at half speed.
Prerequisite: Weapon (thrown) +6

Smite

The ability to strike an opponent with tremendous force.
Benefit: The character adds one half of his Combat Rating (round down) to the Damage dealt with a successful Attack.
Prerequisite: CR +4, Weapon Focus with the weapon used.

Sneak Attack

You have the practiced ability to strike an opponent for maximum effect when he is caught unaware.
Benefit: Adept at using stealth to sneak up on unsuspecting targets, characters with the Sneak Attack talent may bypass all PR due to armor when making an undefended attack.
Prerequisite: Inconspicuous

Speed Climb

You are as swift climbing vertical surfaces as you are walking.
Benefit: You may move at your regular SPD while using the climb skill.
Normal: The climb skill normally halves your SPD.
Prerequisite: DEX + 2

Speed reading

You are skilled at the art of speed reading.
Benefit: You may read up to a page of text per round. While you may not get every detail written into the text, you will understand the overall meaning and scope of the document.
Prerequisite: PER +1

Spell Extension

You have studied one particular spell at length and have effectively doubled the normal duration of the spell.
Benefit: Choose one of your known spells. You may now extend the duration of this spell up to twice the normal duration with no increased difficulty to your Omni Table casting roll.
Prerequisite: +6 in the Mode of the given spell.

Spell Focus

Through trial and error and much practice, you have perfected the casting of one special spell.
Benefit: Select one of your known spells. You receive a +5 bonus whenever you try roll on the *Omni Table* to cast this spell.
Prerequisite: None

Street Cred

You have earned a respected reputation amongst those who live on the underbelly of society.
Benefit: you receive a +1 bonus to REN as it pertains to street people, hustlers, prostitutes and petty criminals of a particular city.
Prerequisite: None

Strong as an Ox

A life of hard, manual labor or training has sculpted you into a strong individual.
Benefit: You may carry up to 100 lbs. more than your usual encumbrance would allow.
Prerequisite: STR +0

Sucker Punch

A nasty punch that may render the target unconscious.
Benefit: If the character is unarmed and attacking his opponent from behind or unaware, a successful Attack may render the target unconscious for five rounds. This Talent is only effective against similar sized (or smaller) opponents that have a discernible head. Any creature that is immune to stun effects is unaffected, otherwise a successful Attribute roll against WIL will negate the effect.
Prerequisite: Brawling +5.

Sudden Strike

The character has learned how to attack suddenly from hiding.
Benefit: When attacking an opponent from concealment, the character adds +2 to his Attack rolls for the first round of combat.
Prerequisite: Brawling +5

Superior Driver

You have refined reflexes and know how to control your ride in extreme or dangerous situations.
Benefit: You receive a +2 bonus to all Drive Omni Table rolls. This talent may be selected up to three times and the effects stack.
Prerequisite: DEX +2

Surefooted

You have a naturally good sense of balance
Benefit: You receive 2 free ranks in the Balance and Climb skills.
Prerequisite: None

Survival of the Fittest

Forced to live on the fringes of society, you have acquired various tricks to help you survive in these dangerous areas.
Benefit: Characters with this talent receive 2 free ranks in any one Survival skill.
Special: This talent may be selected more than once. Each time it is selected it applies to a different Survival skill.
Prerequisite: None

Swift Creation

Your knowledge and skill allows you to create items in half the time it takes most craftsmen in your trade.
Benefit: Select one of your Handicraft skills. You now only require half the normal time to create and item normally produced with this handicraft.
Prerequisite: Master Craftsman

Swing Through

Benefit: When a character successfully drops an opponent in melee combat, he may immediately make an Attack at a nearby (up to 10' away) foe. This Attack is made at full normal Attack bonus and disregards the -5 penalty for multiple actions in a round.
Prerequisite: CR +3.

Sword & Shield

The practiced art of using a sword and shield in combination.
Benefit: When armed with any one-handed sword and a shield, the character gains a +1 bonus to both Attack and Defense.
Prerequisite: CR +3.

Take the Reigns

The ability to grab the reigns of a mount as it moves past the character.
Benefit: The character may attempt to grab the reigns of a nearby mount and stop its movement. Unless the mount is an experienced warhorse, a character upon it no longer retains his normal Defense bonus for being mounted. Furthermore, the character holding the mount may strike the rider with a +2 bonus to all Attack rolls or he may strike the mount itself at +4.
Prerequisite: Dex +2

Taunt

Sarcasm and caustic words that are intended to inflame an opponent's anger.
Benefit: A successful Taunt directed at an opponent will cause him to become so angry that he will likely attack the taunting character with reckless abandon. At the beginning of a round of combat, a character may attempt to taunt any one adversary or group of like individuals. If successful, they will attack the character taunting if possible, or their current target with rage. While enraged, an opponent's Attack and Defense ratings are reduced by -1 for each succeeding taunt action but the Damage they inflict on a hit is +1. A character may attempt to taunt every turn and the effects stack (i.e. three successful taunts at the same individual will cause him to Attack and Defend at -3, while any Damage caused by him will receive a +3 bonus).
Prerequisite: INT +1

Tech Savvy

You have a natural sense of understanding when it comes to technology of all types.
Benefit: you receive a +2 bonus on all Omni Table rolls when they relate to understanding or using technological devices. This normally pertains to the Computers and Engineering skills but may also affect other sill use such as Disable Mechanism and even Drive or Pilot in the case of high tech vehicles.
Prerequisite: INT +1, PER +1

Thick Skin

You have an unnatural ability to absorb damage.
Benefit: The character receives a natural PR bonus of +1. This bonus stacks with light any light, non-metallic armor worn.
Prerequisite: CON +1

Throw Anything

The ability to turn any object that can be picked up and thrown into a deadly missile.

Benefit: The character may use any handy object that is of an appropriate size (this size will differ with differently sized individuals) to make a ranged Attack. The character suffers no penalty for using an improvised weapon and the object does normal damage for a weapon of its approximate size and weight.

Prerequisite: Weapon (thrown) +4

Tough as Nails

The character has become inured to pain and hardship.

Benefit: The character may ignore up to three points of penalty due to damage, harsh environments (such as extreme cold or heat) or poison/disease.

Prerequisite: CON +2

Tough Skin

You have an innate talent to take a licking and keep on ticking.

Benefit: This Talent reduces the damage taken from bludgeoning and unarmed attacks by -2

Prerequisite: CON +3

Tough Trail

You are adept at covering your tracks and shaking any potential pursuers in an urban environment.

Benefit: Anyone attempting to track you in a town or city receives a -7 penalty to their Omni Table rolls.

Prerequisite: None

Trackless I

You are adept at covering your tracks in a natural environment.

Benefit: Anyone attempting to track you suffers a -7 penalty to their Omni Table roll on top of any other relevant modifiers for terrain type, weather conditions, etc.

Prerequisite: None

Trackless II

You are incredibly adept at covering your tracks in a natural environment.

Benefit: Anyone attempting to track you suffers a -10 penalty to their Omni Table roll on top of any other relevant modifiers for terrain type, weather conditions, etc.

Prerequisite: Trackless I

Trackless III

Your skill at covering your tracks in a natural environment makes you next to impossible to track.

Benefit: Anyone attempting to track you suffers a -15 penalty to their Omni Table roll on top of any other relevant modifiers for terrain type, weather conditions, etc.

Prerequisite: Trackless I, Trackless II

Trailblazer

You have a natural affinity for finding the easiest path to follow.

Benefit: You may increase your SPD by +1 for you and your entire party when travelling through unfamiliar territory.

Prerequisite: PER +1

Trample

The trained ability to force a mount to overrun an unmounted opponent.

Benefit: A mounted character may make one extra attack on an adjacent foe using his mount. This attack is made at the full normal Attack rating for the mount in question. If charging, the mounts STR is doubled for damage purposes only.

Prerequisite: Mounted Combat +6

Trick Shot

The ability to make incredible shots with ranged weaponry.

Benefit: The character ignores all normal cover penalties when attacking with a ranged weapon.

Prerequisite: Improved Range, CR +5.

Turn the Other Cheek

You are a devout follower of the Law of One and take its lessons to heart.

Benefit: If you do not use your turn to attack an opponent, you may instead add your WIL rating as a modifier for your defense along with all normal defense modifiers.

Prerequisite: WIL +2, Law of One religion

Two-Weapon Defense

The character has learned how to use two weapons to his defensive advantage while fighting.

Benefit: When the character is fighting with a weapon in either hand, he may use the second weapon in a defensive manner in which case, his Defense is increased by +2. If the character uses his second weapon to make an attack his Dense reverts to normal for that round.

Prerequisite: Two-Weapon Fighting.

Two-Weapon Fighting

The character has mastered the rudiments of two-weapon fighting.

Benefit: He may make an additional attack during his round with the second weapon with a penalty of -3.

Normal: Performing a second action during a round normally incurs a -5 penalty.

Prerequisite: DEX +1

Urban Tracker

You are skilled in following a trail through an urban environment.

Benefit: You may use your Tracking skill in towns and cities as normal.

Normal: The tracking skill may not be used in an urban environment.

Prerequisite: PER +2

Voice of Command

Your position in society means you are used to being obeyed.

Benefit: You receive 2 free ranks in the Intimidate skill.

Prerequisite: Command +4

Weapon Focus (Specific)

The studied and practiced use of a class of weapon.

Benefit: The character receives a +2 bonus to all Attack rolls with the class of weapon selected.

Prerequisite: Weapon +4

Wealthy

You have either been blessed by being born into a wealthy family or have hit the jackpot at a Las Vegas casino or lottery.

Benefit: If taken at character creation you begin play with 10 times the normal starting money. At any time deemed appropriate by the GM, you may make a request (to your family, financial advisor, accountant or what have you) for additional funds. To do so, you make a roll on the Omni Table modified by the DoD set by the GM based on the time and place of the request and the amount requested. If successful, you receive the requested funds between 1 and 48 hours later. A Partial Success means liquid cash is tight and you receive only half the request.

Prerequisite: None

Weather Sense

You have the uncanny ability to predict the weather, a talent that is very useful in an agricultural community.

Benefit: You know precisely what the weather will be like up to one week in advance.

Prerequisite: None

Well Traveled

You have traveled the known world on business and errands for your family, business or lord.

Benefit: You gain 2 free ranks in any 2 Lore (local) and any 1 Lore (region) skill rating.

Prerequisite: None

Witchcraft Order

You have been educated in the ways of the Witchcraft Magic Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: INT +1, CHA +2

Xeno-Friendly

You have a natural sense of ease and charm when meeting new species.

Benefit: You receive a +2 bonus to any reaction Omni Table rolls when encountering a new species for the first time.

Prerequisite: CHA +1

CHAPTER SIX

MAGIC & PSIONICS

Although it is often feared and misunderstood by some peoples and nations, spellcasters and those with mind powers can be found in almost all games in one form or another. Magic takes myriad forms, from the poultices of a primitive Shaman to the incantation of a sorcerer used to summon mighty demons to the awesome mental powers of alien races. The material in this chapter explains how Magic (and Psionics) are used in *Omni System™* games. In it you will find information on:

- ⚙ An overview of the various forms of Magic that can be used in different genres of games
- ⚙ A discussion of Psionics and Mental Powers in fantasy, modern and science fiction games.
- ⚙ Modes: the backbone of the system.
- ⚙ The various Orders of Magic and Mental Discipline
- ⚙ Rules for creating and using Enchanted Items.

If you're a Gamemaster, you should read this chapter so that you'll understand the basics of how magic and psionics works. If you're a player with a spellcasting or mentalist character you need only concentrate on the sections that describe your character's Order(s) and the Modes in which he is proficient. Players with non-spellcaster characters can skip this chapter altogether, if they like.

MAGIC IN THE GAME

Because the number of spells, charms, powers, and principles at work in the various magical and mental disciplines used in *Omni System™* games, the system does not try to cover them all. Rather, a solid framework is provided for the mechanics of magic and psionics, allowing players and GMs to create their own spells using the nine Modes as guidelines.

In the section where Orders are described, you'll find some sample spells for various Modes. Use spells similar to these when you first begin playing the *Omni System™*. Then, once you are more familiar with the rules, you can create additional spells. As play progresses, you can record the spells that your character commonly uses, building your character's personalized "*spellbook*".

In the majority of *Omni System™* games, only characters that have a Magical Order Talent may actually use their magical knowledge to cast spells. Others may study the arts and learn about magic through the Lore (arcane arts) skill but without a Magical Order Talent, spellcasting is beyond their ability. Similarly, in characters may study the Psi Arts with the skill Lore (Psi) but to actually be able to unlock the hidden power of their own minds, a character requires a Psionic Talent.

MAGIC IN THE WORLD

High magic, low magic or no magic. This is the first question a Gamemaster must ask himself when creating a game world. The *Omni System™* can be customized to allow for any style of game.

Modern games and most sci-fi settings will be of the "No Magic" variety. Even in these types of games however, the magic rules contained in this chapter can still be used. A staple of sci-fi and some modern and horror style games are powers of the mind. ESP,

telepathy, mind control and bending of spoons can all be simulated using the same rules that govern magic in a fantasy game.

In a fantasy game, these effects are called spells. In a modern or sci-fi setting they are known as Mind Powers.

In settings where magic does exist is has usually existed since ancient times, and can be found in the richly furnished halls of stately palaces and in the filthy huts of the tribal witch doctors alike.

Magical arts are traditionally taught only to initiates and usually in secret, although in some regions magical knowledge is sometimes passed on through inheritance. A distinction is usually made between the Dark Arts, which are used to bring death and destruction, and more benign magic, normally used to protect against the forces of Darkness and to help prevent natural calamities. Even in places where magic is fairly common and accepted, Black Magic is still taboo. The Dark Arts deal primarily in death and in interactions with, and the summoning of, extra dimensional entities. While this form of magic may bring great power to the practitioner, the dangers are extreme.

In itself, magic is neither good nor evil; it is the spellcaster's intentions that make the difference. While generally accepted as a fact of life in most civilized realms, spellcasters may be driven off or even executed for their knowledge in more primitive and superstitious regions of the world

Again, depending on the setting, psionics are treated much the same in modern and sci-fi games. Psionics might be common enough that most characters may have a power or two or they might be extremely rare. Psionic characters could be much in demand and agents of governments and corporations or hunted and feared like the witches of Salem.

People generally fear that which they do not understand and both magic and psionics are difficult to understand for the unitiated.

ABOUT ORDERS & MODES

An Order is a magical or psionic tradition, such as Sorcery, Mentalism and Shamanism. Members of the same Order derive their powers from the same source, and tend to observe similar rituals and practices. The number of orders available in a given game is entirely dependant on the style of game being played. Several examples of both magical and psionic Orders are presented herein while other Orders undoubtedly exist.

Most spellcasters and mentalists belong to a single Order, though some elect to gain proficiency in additional fields of arcane or psionic study. To acquire the knowledge of a new Order, a student must study with a teacher for no less than 52 weeks. However, Orders are not Skills per se, and are not used for *Omni Table™* die rolls.

A Mode is essentially an effect, such as Manifestation, Manipulation, and Influence. Modes are used as a basis for creating original spells and mind powers, if the player or GM so desires. Each Order uses Modes in a different way; the differences are substantial enough that even if a spellcaster knows the Mode Manipulation in one Order, he will not be proficient in the same Mode as it is practiced by members of other Orders. Therefore, a character's Mode skill ranks must be tracked separately for each Order with which they are familiar.

LIMITATIONS OF MAGIC

Omni System™ magic and psionics are neither freeform nor spontaneous. Rather, they are a precise discipline that involves the memorization of formulized spells and mental formulas. A spellcaster cannot "make up" a spell at a moment's notice or improvise while spellcasting. It is the player's job to come up with interesting spell and mental power names and effects before game play begins. The spells that the player invents must fit within the style of the character's Order, the game-mechanics of the chosen Mode, and the practical restrictions of magic and psionics determined by the GM for the game world. For example, in a traditional fantasy setting, a GM may not allow Psionics, preferring instead to have magic a staple of society. In a far future setting, maybe magic and psionics co-exist or perhaps neither are present at all.

Even in settings that allow one or both, magic and psionics can have limitations put upon them as required by the GM. The following is a list of possible limitations on the use of magic and psionics for your game:

Modern magic and psionics might not be able to:
* Return the dead to life;
* Create intelligent life;
* Affect time or causality;

* Control two Powers at once (no spells of Fire and Earth together);
* Cast more than one spell at a time, or blend two spells together (use two Modes at once).
* Spellcasting or mind powers are restricted to line of sight or touch only.

SPELLCASTING & MIND POWERS

In the *Omni System™* a spell can either be cast from memory or from a written work such as a scroll or book. Mind Powers are always "cast" from tapping into the hidden power of the mind and therefore no written work is required. The following sections explain how these two methods work in the game.

CASTING SPELLS FROM MEMORY & USING MIND POWERS

1. Stating Intent
Decide what kind of spell (or mind power) you want to cast, based on the Modes your character knows; if your character doesn't know the Mode, you can't cast a spell of that type. Keep in mind your character's Order, how its members cast their spells, and whether or not they use material components or rituals of any sort.

Once you've done this you can describe the type of spell or Mind Power the character is using and its intended effect. Is the spell attacking something nearby? Is the spellcaster cooking up a diabolical curse? Is she waving her arms and chanting? Is she drawing arcane runes in the dirt? The important thing is to state your Intent clearly, so the GM and other players can picture your action in the scene.

2. Choosing Spell Level
Each time a spell is cast from memory, the player must decide how much energy his character will invest in it. In game

terms, the quantity of energy behind a spell is known as its Spell Level. Spellcasters can usually cast a spell at any level desired. However, the higher the Spell Level, the more difficult the spell is to cast, and the greater the chance of a magical Mishap. Same goes for Mind Powers. The character must determine how much mental energy he will invest in the use of a Mind Power by declaring the level of Mind Power he wishes to employ.

3. Determining Bonuses and Penalties

After the player has described the spell or Mind Power and the desired effect, the GM must determine if any bonus or penalty will be applied. This is done before the player rolls to cast the spell.

Use the character's modified Skill Rating in the chosen Mode as the primary modifier. Then apply a penalty of -1 per level of the spell that is to be cast as the Degree of Difficulty. Compare the two figures to get the modifier that will be applied to the player's Omni Table roll.

> *Alkan the Aeromancer has a skill rating of +7 in the Move mode and wants to cast "Touch of the Wind" (a Kinetic mode spell) at Level 6. His final Omni Table modifier is +1 (7 - 6 = 1).*

4. The Casting Roll

To determine whether the spell is successful or not the player rolls a d20 on the Omni Table, applying the GM's modifier to the die result.

5. Judging the Result

After the player rolls, the GM interprets the Omni Table result, taking into account the specific circumstances surrounding of the action, and other factors, as follows:

◈ **Mishap:** the spell or mind power fails, resulting in potentially disastrous consequences (see Magical & Mental Mishaps, in this section).

◈ **Failure:** the spell or mind power fails.

◈ **Partial Success:** the spell or mind power has half the intended effect, range, duration, or potency (GM's ruling based on the type of spell cast).

◈ **Success:** the spell or mind power works as intended.

◈ **Critical Success:** the spell or mind power is cast

as efficiently and effortlessly as possible. This spell or mind power does not contribute to the caster's Spell Penalty for the day.

CASTING SPELLS FROM WRITTEN WORKS

Spellcasters can also cast spells by reading them directly from magic scrolls or spellbooks. There are benefits and drawbacks to this method. When casting a spell from a written work, the spellcaster receives a bonus of +5 to her casting roll. However, this type of spell-casting requires a minimum of 1 minute (10 rounds) per Spell Level to cast.

Scrolls are lightweight and easily carried, and can be reused any number of times. However, a scroll can only contain a single spell. Spellbooks can contain hundreds of spells, but are usually cumbersome and ill-suited for travel. Most spellcasters are careful to guard their books from those who might want to steal their secrets.

MAGICAL & MENTAL MISHAPS

There are few things a spellcaster dreads more than a Magical Mishap and a Mental Mishap can render a psionicist a vegetable.

A mishap when spellcasting is never a good thing and could lead to one or more of the following effects:

◈ No noticeable effect (50% chance of side-effect occurring later)

◈ Spell rebounds upon caster

◈ Spell strikes unintended target (random direction)

◈ Reverse spell effect (rebounds upon caster)

◈ Reverse spell effect (random direction)

◈ Static spell effect: area charged with magical energies (5-foot radius around the caster)

◈ Wandering spell effect: 5-foot radius charged with magical energies, moves at random

◈ Phase-shift: caster teleported to random location

◈ Black hole effect: caster and any individuals within 20 feet are drawn into another dimension

◈ Temporal rift: caster falls backwards (or forwards) in time

✦ Random spell effect (Gamemaster's choice)

A mishap when using psionic mind powers can be catastrophic to the character and could lead to one or more of the following effects:

✦ No noticeable effect (50% chance of side-effect occurring later)
✦ Mind Power rebounds upon caster
✦ Mind power strikes unintended target (random direction)
✦ Reverse mind power effect (rebounds upon caster)
✦ Reverse mind power effect (random direction)
✦ Psionic backlash. Psionicist takes a permanent -1 penalty to INT.
✦ Severe psionic backlash. Psionicist takes a permanent -1 penalty to INT and CHA.
✦ Psionic backlash. Psionicist loses all ability to use psionics (character loses psionic talent but may repurchase the Talent in the future)
✦ Brain fry. Psionicist loses all ability to use psionics (character loses psionic talent and may never purchase another psionic talent in the future)
✦ Brain fry. Player is reduced to -3 INT and -2 CHA and loses all psionic abilities. (character loses psionic talent and may never purchase another psionic talent in the future)

COUNTERSPELLS

Any spell or magical effect can be dispelled by casting a counterspell of the same Mode. If the counterspell is of a different Order than the original spell, the spellcaster takes an additional -5 penalty to his casting roll. Counterspells have the same range and duration as regular spells of the same Mode.

First, the spellcaster must successfully cast the counterspell (follow the normal spellcasting procedure). Then compare the level of the counterspell to the level of the spell to be countered. Use the level of the counterspell as a positive modifier and the level of the spell or magic to be countered as the Degree of Difficulty then roll on the Action Table. Full or Critical Success means the spell has been countered, and its effects negated. Partial Success means the spell's level and its effects have been reduced by half (round

up). Failure means the counterspell has no effect, while a Mishap may actually strengthen or extend the duration of the target spell (GM's ruling).

In the case of Psionics, psionicists may counter each other in the same manner that spellcasters do as outlined above. Psionicists may not use their abilities to counter a spellcaster's magic nor may spellcaster's use magic to counter psionic effects.

For example, Al-Qaddan casts a Level 9 spell that creates a Wall of Winds between him and his rival, Alkan the Aeromancer. However, Alkan is proficient in this Mode (Ward), and is of the same Order as Al-Qaddan. He successfully casts a counterspell at Level 8, hoping that this will be sufficient to dispel his opponent's magic. After his spellcasting roll, Alkan's player rolls again at a penalty of -1 (his level 8 counterspell minus Al-Qaddan's level 9 spell = -1). He rolls a 17, for a result of Full Success. Al-Qaddan's barrier sputters and dissolves before his eyes.

THE SPELL PENALTY

Casting spells or using mind powers is mentally exhausting. Each time a spell is cast or mind power used, the character incurs a cumulative penalty of -1 on further spell-casting and mind-power die rolls for that day, with one exception: spells or mind powers that result in a Critical Success do not contribute to this penalty. A minimum of eight hours of rest is required to recover normal spellcasting and psionic abilities. "Rest" includes sleep, meditation, or any other form of relaxation.

Torren the Wizard wants to cast "Arkon's Bolt of Destruction." He has already cast three spells in the last few hours, so Torren suffers a -3 Spell Penalty (in addition to any other Omni Table modifiers). After the spell is cast, Torren's player notes on his character sheet that Torren's new Spell Penalty is -4. The next time he casts a spell, he will take an additional -4 penalty to his casting roll.

Spell and Mind Power Creation & Spellbooks

Before game play begins, players of spellcasting or psionic characters have a bit more work than other players. The *Omni System™* uses a flexible magic system and as such, players are free to create their own unique spells or mind powers for their characters. Before game play, players of spellcasters or psionicists receive 5+INT spells to put into their grimoires or otherwise available for use. They must use the rules presented in this chapter to create the spells or mind powers that their characters know or may choose from the sample spells and mind powers given. These spells may be of any Mode in which the character currently has ranks and must follow the rules associated with the character's particular Order.

These spells or mind powers now become the core of the character's spellbook or repertoire. As the character gains experience, he may learn additional spells or mind powers or he may gain access to new spells through adventuring. Regardless of their source, any new spell learned must be carefully copied to the spellcaster's spellbook (mind powers are never in written form). If, at any time, a spellcasting character loses his spellbook, he will start to amass penalties to his casting abilities. This takes the form of a -2 special penalty to all attempts to cast any known spells the following day and increases by -1 every day thereafter (maximum -10) until the book is found or replaced and a full day is spent in study. Magic is complex and spellcasters usually study from their tomes for several hours every day just to keep their formulae and incantations fresh. Replacing a lost spellbook from scratch takes 4 weeks and could cost up to 500 cu.

The term "book" can also be misleading. A Spellbook is not restricted to velum, papyrus or parchment. Depending on a spellcaster's Order, a spellbook could take the form of prayer beads, medicine pouches or other forms of fetishes. In the case of most *civilized* magic, spellbooks are generally just that: books.

Acquiring New Spells & Mind Powers

Aside from actually finding new spellbooks and scrolls while adventuring, players may expend XP to learn new spells. A number of weeks equal to the spell level is required for study after which the player must spend 1 XP times the spell level in XP. Once this has been done, he or she may add the new spell to their spellbook.

MODES

Every spell that can be cast, or mind power employed, in the *Omni System™* has one primary effect, or Mode. This idea holds true regardless of the outward form the spell takes. Does the mind power heal injury? Does it move objects? Does the spell create illusions? Once you know the spell or mind power's primary effect, you know its Mode, and how it works in the game. The following is a list of the nine Modes and their primary effects. Each is described in detail later in this chapter.

❖ Attack	❖ Influence
❖ Illusion	❖ Kinetic
❖ Manifest	❖ Manipulate
❖ Sensory	❖ Summoning
❖ Ward	

Like all other skills, though, Modes are improved as per the rules in *Chapter Four - Skills*. When a character learns a new Mode, they are actually learning many different concepts and theories of how to manipulate magic or psionics in the particular function of the Mode in question.

Spellcasters and Psionicists never refer to Modes by name. Instead they discuss specific spells and their effects, such as the fiery tendrils of "Baal's Flame Whip" or Mind powers such as telepathy or ESP. Most spellcasters and psionicists realize that magic and psionics are restricted to certain types of effects, but these types are not necessarily well researched or catalogued.

Choosing the Correct Mode

As previously stated, choosing the correct Mode to represent a spell or mind power is a process of determining the primary effect. The appearance and form of the spell or mind power makes little difference when picking a Mode. An important point to remember is that the character does not "know" the Modes. Rather they know the theory and function of magic or psionics as it pertains to nine broad categories represented by the Modes. If a spell or mind power falls into a category that the character has not studied, then it cannot be cast, regardless of its outward form. He simply has not studied how to make magic or his mind create the desired effect. This notion can seem confusing at first, so an example is provided below to act as a guideline for the GM.

The player of Kultan the Demonologist describes his spell "Infernal Terror": "I summon a minor demon that will arc through the air and claw someone's face, then disappear back from whence it came." The spell involves summoning a demon, but the primary effect here is a simple attack. Though it may seem to be a summoning spell at first, the Attack Mode is actually the better choice. Later, Kultan's player describes a different spell, "I want to summon a demon that will fight the whole band of Ogres while I run away." This spell's primary effect goes beyond simply doing damage to a target. The player wants to create an autonomous entity which can fight, create a diversion, and move about on its own. This is truly a Summoning Mode spell.

How Do Orders use Modes Differently?

Even though all spellcasters and psionicists use the same nine Modes as part of the game system, the specific effects of spells cast by each Order can be quite different. It's not as if every spellcaster knows the same nine basic spells and simply calls them by different names. In fact, even spellcasters or psionicists from the same Order are likely to know very different spells. The number of spells and incantation that exist in the world are as limitless as the stars in the midnight sky. In fact, finding an as yet unknown spell

Mode Format

Several special terms are used in the following Mode descriptions. These terms are defined below:

◈ **Area:** The maximum spacial area the Mode can affect. Modes without this component listed affect a pinpoint-sized area.

◈ **Duration:** The amount of time the effects of the Mode last. Modes with a duration of "Instant" last only a moment and then expire. Their effects (damage done, for example) may linger, however.

◈ **Casting Time:** The amount of time it takes to cast a spell of that Mode. If the spellcaster takes any other action during the time she is casting the spell, the spell automatically fails. Modes with no casting time listed take one round to cast.

◈ **Range:** The maximum distance a spell of the given Mode can travel from the caster.

◈ **Resistance:** The means by which the Mode can be resisted by the target, if any. If no resistance is listed, spells of that Mode may be Dodged like any normal attack, assuming the target is aware of the spell (see Chapter Seven: Combat for details).

should be a very important event for any spellcaster, perhaps it is even the basis for a quest. A spellcaster's Order forms the basis for how his spells work in practice. A psionicist's Order forms the basis for how his mind powers work in practice. In addition to the game mechanics associated with the Modes, each Order has side-effects based on the type of energy that its spells or mind powers control. These should always be kept simple and obvious: fire burns, winds blows, spirits are creepy, etc.... Sometimes these

side-effects are beneficial and sometimes they are a limitation.

Morag casts a Witchcraft spell that her player calls "The Touch of the Wind". This spell moves objects around by blowing them with a powerful breeze. This is obviously a Kinetic Mode spell. This spell would be perfect for blowing leaves from Morag's workroom, but would not work well for moving a torch across a room since the winds would blow out the flame.

Al-Ahab the Fire Wizard (Pyromancy Order) also wants to cast a Kinetic Mode spell, "Pillar of Emerald Fire". With this spell, a jet of green flame appears beneath an object, lifts it, and then moves across the ground as the sorcerer wills. This spell would be very poor for clearing out a dusty workspace, but the flames cast a faint light which would help the Pyromancer guide the spell in the dark.

Neither of the above example spells would be good for moving a piece of fragile, old parchment. However, a sorcerer casting "*Magic Fingers*" would have no trouble carefully manipulating the fragile document with disembodied hands of arcane force.

ATTACK

The Mode of Attack is a literal unleashing of destructive arcane energy to harm or destroy another being or object. Once cast, Attack spells have an instant duration and their Hit Point damage rates are equal to the level of the spell being cast (e.g. a level 4 Attack spell inflicts 4 Hit Points of damage).

Most Attack effects are ranged attacks and are subject to the modifiers and adjustments based on the range and position of the intended target (*see Ranged Attacks in Chapter One*). In this case, ranged Attack spells may be dodged by rolling against the caster's rating in the Mode.

Close combat spells are also within the purview of this Mode, such as magically-generated melee weapons made from pure arcane energy. These effects last for a number of rounds equal to the spell level, and inflict the same amount of damage as a ranged At-

tack spell of the same level. When using such spells in combat, the caster applies his appropriate skill (Brawling, (Weapon (small blades), Weapon (spears), etc.) rather than his rating in the Attack Mode.

Area-effect Attack spells can also be created with this Mode, (windstorms, magical explosions, etc...) and deliver damage equivalent to a standard ranged spell of the same level. Every cubic foot of effect radius counts as -1 to the casting roll.

MODE: ATTACK

Damage: 1 Hit Point per spell level.
Range: 50 feet (-1 to casting roll per additional 10 feet).
Duration: Instant / 1 round per level (no range).
Area: -1 to casting per foot of radius.
PR Resistance: -1 for each point of PR the spell overcomes.
Attack Bonus: -1 for each +1 bonus on attack rolls.

EXAMPLE USES OF THE ATTACK MODE

"I channel arcane energy in the form of a screeching flayed skull to inflict harm upon my attackers."
[Dark Arts + Attack]

"I speak Words of Power and throw handfuls of liquid flame to splash over my enemies."
[Elementalism + Attack]

"I hurl a bolt of pure holy energy to destroy the undead creature that dares return to the world of living."
[Invocation + Attack]

"I cast a powerful sense of agony in his mind, hoping the pain will render him unconscious long enough for me to make my escape."
[Mysticism + Attack]

ILLUSION

The Illusion Mode is used to create and detect artificial sensory input, such as phantasmal images or illusory sounds. These illusionary effects will appear real, though they lack substance.

The standard level 1 Illusion effect will register to a single sense (i.e. sight, but not touch, smell, taste or hearing) but has no motion capabilities. For each +3 spell levels, the effect can include another feature, from the following list:

Sensory Enhancement: Illusions can be enhanced by the addition of other sensory elements, such as sight, sound, taste, touch and sound. Like all aspects of the Illusion effect, these sensory enhancements may seem real to others but will lack any actual substance.

Motion: A visual effect can also be made to move. The caster must be within the spell's range and be able to sense the effect in order to control its motion. An Illusion effect may also be tied to an object or being so that it moves with the target; for instance, a Sorcerer could wear an illusory cloak.

Details: The base illusion is relatively detailed, but only to a point. With this enhancement, the Illusion effect may take on a new depth of vivid detail, such as reproducing the exact features of a complex map, enhancing the perceived value and quality of an item, or perfectly copying the features of someone's face.

Magnitude: The sound, volume, brightness and apparent size of the Illusion effect can be enhanced by increasing its magnitude:

> **1 feature added:** as loud as a shout, as bright as a torch, as big as a humanoid.
> **2 features added:** as loud as a trumpet, as bright as a campfire, as big as a horse.
> **3 features added:** as loud as a cheering crowd, as bright as a bonfire, as big as a wagon.
> **4 features added:** as loud as thunder, as bright as a lightning flash, as big as a house.
> **5 features added:** as loud as a hurricane, as bright as the sun, as big as a ship.

Spellcasters can detect and resist any Illusion effect by rolling against their own skill in the Illusion Mode, with the level of the spell cast being used as the Degree of Difficulty for the attempt. Beings without the Illusion Mode must rely on their wits and observation to determine if something is real or not. This is simulated by having the character make an Attribute roll versus his or her PER rating, using the level of the spell as a negative modifier. Success indicates that the viewer suspects the Illusion effect to be unnatural or artificial in some way. Spellcasters can also choose to use their PER score in this way if it is higher than their score in the Illusion Mode.

The Illusion Mode can be used to render a target invisible. Invisibility is a very complex spell as it must exactly mimic the environment around the target. Invisibility for a single, stationary individual is a level 10 spell (1 level for the basic illusion plus 9 levels of complexity). If the character wants to stay invisible while moving, add 3 levels for a total of 13.

Illusion spells can also be used to produce illumination. A small, stationary globe of light is a simple level 1 illusion. By adding 3 levels, the ball of light will move with the caster. This light can be used to blind enemies by directing it into their eyes. To accomplish this, the magician must make a ranged attack roll using her Attack or Illusion Mode rating with an additional penalty of -7 for aiming at a small location. If successful, targets are blinded for three rounds, +1 round for each magnitude feature added to the spell.

Illusions can be produced anywhere within the range of the spell, and can also be cast while scrying, in which case the range of the spell is unlimited.

MODE: ILLUSION
Basic Illusion: Level 1
Features: +3 spells levels per additional feature
Range: 50 feet (-1 to casting roll per additional 10 feet) / scrying.
Duration: 10 rounds (-1 to casting roll for each extra round of duration).

EXAMPLE USES OF THE ILLUSION MODE

"I bend light away from myself, altering the flow of what is perceived by those around me and rendering myself invisible."
[High Sorcery + Illusion]

"I make the hidden gesture, pointing at my assailants and opening their eyes to the 'truth'; that they hold not swords but serpents!"
[Witchcraft + Illusion]

"I create the illusion of my face resembling the Baron's, so I can infiltrate the party without suspicion."
[High Sorcery + Illusion]

INFLUENCE

Spells and Mind Powers that affect and manipulate a being's thoughts and emotions fall within the sphere of the Influence Mode. The subject of an Influence effect will obey a single command from the caster, such as "*Halt where you are*", "*Sleep*" and "*Tell me your name*". The command is sent telepathically into the subject's mind, and need not be spoken aloud unless the caster so desires. The subject will attempt to carry out the instruction to the best of its ability until the duration of the spell elapses.

No subject can be ordered to accomplish an instruction that contradicts its basic nature or abilities; for example, a human cannot be commanded to fly unless he somehow has the ability to do so. Dangerous actions, such as attacking an enemy, can be commanded and obeyed, but blatantly harmful or suicidal actions will suffer penalties (at GM's discretion). This includes instructions to attack a being many times more powerful than the subject: commanding an unarmed child to attack a pride of lions might warrant a -10 penalty, while an experienced warrior would do so at only -1.

The target of an Influence effect can resist being controlled by making a WIL roll. For every 2 spell levels, the target takes a -1 penalty to WIL.

Additionally, a spellcaster may alter a target's scores in any mental- or social-type skill or attribute. For example, a spell that would see the target become forgetful or scared might have the same effect of lowering the target's INT or WIL ratings.

The subject of an Influence effect recalls the events that occurred while under the spell's control. If the caster attains a Critical Success on the casting roll, the target will believe the actions undertaken were his own idea and not suspect the influence of magic, no matter how strange or uncharacteristic the deeds were.

> ## MODE: INFLUENCE
> **Range:** Line of sight
> **Area:** Single target (-1 per extra target)
> **Duration:** 1 round (-1 to casting roll for each additional round)
> **Resistance:** WIL roll – ½ spell level
> **Mental Attributes:** +1/-1 per 3 spell levels

EXAMPLE USES OF THE INFLUENCE MODE

"I psychically weaken his desire to search everywhere in the room, hoping I can convince him not to check the barrel where the blood-stained sword is hidden."
[Mentalist + Influence]

"I speak words of arcane commanding to the ghost, and demand that it serve me."
[Black Magic + Influence]

"I alter the summoned fire elemental's rage so that it desires only to attack my foes."
[Elementalism + Influence]

KINETIC

This is the Mode for any spell or mind power effects that move, levitate or manipulate objects and beings without the caster physically touching the target. Levitation, telekinetic movement and all similar effects made possible by the Kinetic Mode require the spellcaster's full attention and concentration to maintain. It is not possible to cast other spells or use another mind power while levitating upward or while

manipulating a target, though it is possible to leave the item or being suspended motionless in the air without canceling the spell while the caster turns his or her attentions to creating another magical effect.

A Kinetic spell at level 1 can affect up to 100 pounds (STR +0), and allows the spellcaster to control the target range up to 50 feet. For each 3 levels of the spell (starting at level 3) the effect gains a +1 STR rating, and adds 50 pounds to the total weight allowance. Objects or beings manipulated with this Mode travel at a default SPD of -4 (10 feet per round) and can be moved anywhere within the spell's effective range. The target of the effect can be affected by an increase in SPD, with each -1 penalty on the casting roll equating to a +1 in SPD.

The STR rating of any Kinetic effect must be divided between holding and lifting the target. For example, the psionicist may wish to prevent a foe from fleeing his presence. A level 9 spell would allow the spellcaster to hold his opponent with a STR rating of +3. If the caster also wished to levitate the caster off the ground, he would have to add 6 more spell levels for a lifting STR of +2 (enough to lift 150 pounds).

Grappling attacks such as throwing and choking foes are also covered by the Kinetic Mode. In these cases, the caster cannot hold the target in place or restrain them in any way.

Distant manipulations are certainly possible, such as pulling a lever from across the room or slamming and bolting a door from several dozen feet away. These actions use the same rules for STR rating as lifting or otherwise manipulating targets, and can also be used to wield a weapon or employ a physical ability such as juggling or writing. In this case, the caster's Skills or Attributes are used to determine the success or failure of the manipulation (for example, a spellcaster using a Kinetic effect to unlock a door must make a lock-picking roll after the spell is cast).

Depending on the effects of the caster's Order, some spellcasters can fly with the Kinetic Mode, by creating an effect with enough STR to lift themselves. Range doesn't apply in this case, and flight speed is -4 unless increased as per the rules for increasing the SPD of any target of a Kinetic effect. Complicated or ostentatious aerial maneuvers might require a DEX or Acrobatics roll for the caster to maintain control, and a failed roll may result in a crash or other unfortunate mishap at the GM's discretion.

EXAMPLE USES OF THE KINETIC MODE

"I call upon the power of the Gods to halt the blasphemer in his tracks and allow me to pass judgment." [Invocation+ Kinetic]

"I leap into the air and let the spirit of the storm carry me through the sky on the wind itself."
[Shamanism + Kinetic]

"I increase the pull of the Earth's gravity on a small area around the bandits, essentially holding them in place."
[High Sorcery + Kinetic]

"I create a whirlwind of raging air to capture and throw my opponent hundreds of feet away."
[Elementalism + Kinetic]

MODE: KINETIC
STR: +0 (100 pounds) (+1 STR and 25 pounds per 3 spell levels)
Range: 50 feet (-1 to casting roll for every 10 feet of extra range)
SPD: -4 (10 feet per round) (-3 to casting roll for each +1 SPD rating)
Area: 0' radius (-1 to casting roll per foot of radius)
Duration: 5 rounds (-1 to casting roll per additional round of duration

MANIFEST

Manifest effects create non-living materials and objects from pure magical energy and make them appear at the spellcaster's disposal. Up to 10 pounds of matter, covering an area up to 1 cubic foot, can be created per spell level. The caster must be familiar with the object or material to be created, though sim-

ple shapes such as bricks, timber, bows and swords require no special training or foreknowledge. The creation of exact replicas or finely detailed pieces incurs a -1 to -10 difficulty on the casting roll, at the GM's discretion.

When the duration of the spell ends, the item disappears, unless it has been consumed or mixed with another material. Manifested water still quenches a being's thirst even after the duration of the spell has ended, and Manifested metals mixed with others in a forge will remain alloyed after the spell has expired.

MODE: MANIFEST

Maximum Mass: 10 pounds per spell level

Maximum Area: 1 cubic foot per spell level

Range: 50 feet (-1 to casting roll per additional 10 feet)

Duration: 5 minutes (-1 to casting roll per additional 5 minutes of duration)

EXAMPLE USES OF THE MANIFEST MODE

"I speak with the spirits of the earth and demand that they manifest small round stones under the feet of my foes to make movement difficult."
[Shamanism + Manifest]

"I summon forth a wall of flames to repel my attackers."
[Elementalism + Manifest]

MANIPULATE

The Manipulate Mode covers all effects that alter the physical forms of objects and beings. The level of the spell required depends on the changes that the caster wishes to wreak upon the target. Minor or cosmetic changes will fall under the purview of low-level spells, while high-level effects can heal grotesque injuries, warp a form into another shape completely, or alter one creature into another. Manipulate usually

affects the physical. For manipulations of the mind the Influence Mode should be used.

The following list can be applied to the results of any Manipulate effect:

Healing/Harming: 1 HP recovered/reduced per spell level. Can also cure or cause disease by healing/inflicting 1 disease level per spell level. Heal/Harm effects only affect living beings, and the standard Manipulate rules for duration are waived. All Heal and Harm effects have a Range of Touch. The range can be increased at the rate of 2 spell levels per 10 foot range increase.

Increased/Decreased Skill Rating: +1/-1 in skill rating per spell level.

Increased/Decreased Attribute: +1/-1 in Attribute per 3 spell levels. (PER is changed using the Sensory Mode instead)

Alter Damage Rating: A weapon's DR can be enhanced or reduced by +1/-1 per 3 spell levels.

Alter Protection Rating: The PR of any item or being can be enhanced or reduced by +1/-1 per 3 spell levels.

Minor Manipulation (Level 5): Alters facial features of living beings or the form of small objects no larger than a small child.

Significant Manipulation (Level 10): Alters one humanoid to another humanoid species, unnatural alterations such as feathers or grass instead of hair, changes the form and material of objects no larger than an average adult human.

Major Manipulation (Level 15): Alters one species into any other, transforms 20 ft x 20 ft of any one non-living object into any other substance; i.e. stone to metal, metal to wood or soil to water.

Complete Alteration (Level 20): Alters any living being in any way imaginable; flesh to stone, etc. Also alters 50 ft volume of any non-living material into any other, even living substances. This is the only way in which life can be created magically, short of divine intervention.

The modifiers and effects of Manipulate spells always stack. A spellcaster turning himself into an eagle would be casting a Major Manipulation (Level 15). If he wished to enhance the DR of his talons by +1, he could cast the Major Manipulation at Level 18, including the +3 spell levels required to enhance or reduce DR ratings by 1 point.

Beings altered into other species maintain their Attributes and usable skills unless the spell specifically reduces the scores.

If the subject was injured before any transformation effects, he or she remains damaged afterwards unless a healing Manipulate spell is cast. Cast as a counterspell, Manipulate effects can restore objects or beings affected by Manipulate spells back to their original forms, including "un-healing" any recovered damage.

Mode: Manipulate
Level Required: See description
Range: Touch / -5 to casting roll to cast on any target within line of sight (including scrying)
Subjects: -1 to casting roll per additional target
Duration: 1 minute (-1 to casting rolls per additional minute of duration)

Example Uses of the Manipulate Mode
"I demand that the spirit of the bronze wastes away and dies, so that the sword my enemy is holding rusts and crumbles in his hands."
[Shamanism + Manipulate]

"I channel the power of the gods to seal the cuts and heal the injuries sustained in battle."
[Invocation + Manipulate]

"I call upon the power of the earth mother to run through my veins and allow me to shapeshift into a panther to hunt my enemies."
[Witchcraft + Manipulate]

"I touch the alien soldier and concentrate upon the mental vision of his arm erupting into vicious boils and blisters."
[Mentalism + Manipulate]

Sensory
The Sense Mode is used to divine the location of specific entities, objects and beings, and to reveal supernatural presences. For purposes of Opposed actions, a Sensory effect's rating is equal to its spell level. For example, a level 4 spell used to detect the lies of a thief with a Deception skill of +6 would be subject to a difficulty of -2 (4-6 = -2).

The Sense Mode can also be used to detect the presence of other spells, such as uses of the Illusion and Ward Modes. In such cases, the level of the magic being detected is applied as the difficulty versus the level of the Sense spell being cast.

Perhaps the most useful Sensory effect is scrying - the ability to see into other locations (and even times) via magical or psionic vision. The range of a scrying spell is limited to one mile per spell level, or one hour per spell level if the caster wishes to see into the past or future of any given location. Spellcasters must employ a reflective item of some kind in which to view the images, and can only scry into a location that he or she is familiar with. Psionicists are not burdened by this restriction. Only the five standard senses are effective within a scrying spell or mind power, unless the caster also employs supernatural or magical senses.

Mode: Sensory
Range: 50 feet (-1 to casting roll per extra 10 feet of range)
Scrying Range: 1 mile (-1 to casting roll per extra mile of range)
Scrying Time Range: 1 hour into past or future (-1 to casting roll per hour either way)
Duration: 1 minute (-1 to casting roll per additional minute)

Example Uses of the Sensory Mode

"I peer into my mirror and ask the spirits what will happen within the king's bedchamber at noon today."
[Shamanism + Sensory]

"I ask the gods to grant me the knowledge of where my enchanted ring was lost."
[Invocation + Sensory]

"I meditate to detect the number of sentient minds within the nearby area, to determine how many enemies we'll face once we leave the room."
[Mysticism + Sensory]

"I speak Power Words of Revealing to sense if there are any magical items within the area."
[High Sorcery + Sensory]

Reverse: Obscure

The reverse of the Sense Mode is Obscure, and it conceals objects, beings and locations from both magical and mundane detection. For example, an individual location can be concealed against Sense spells, a lie can be masked with magic to make it more believable, or magical senses can be confused. Use the Obscure spell as the difficulty modifier against any attempts to divine what is being hidden. Obscure effects cannot be deployed to make anything truly invisible, rather they make them go unnoticed.

Summoning

The Summoning Mode is used by spellcasters wishing to interact with extradimensional entities, such as bringing demons to Earth and speaking with the dead. It is no surprise to learn that Summoning is perhaps the most dangerous and unreliable of the Modes, involving great risk when used at high levels of power.

The primary effect achieved with this Mode is the direct summoning of extradimensional beings, transporting a creature from its dimension of existence and bringing it to Earth. The type of creature that is summoned is decided by the caster, though each of the Orders has restrictions on the types of beings it can summon. The level at which a Summoning spell is cast determines the level of the creature that re-

sponds to the call. For example, a demon summoned with a level 3 spell will have an overall Ability Level of +3.

If a spellcaster summons a creature for which there are no direct corresponding statistics, the GM must determine the game mechanics of the entity based on those of a similar creature. For example, the summoned ghost of a long-dead human would have similar statistics to those he had in life: those of a normal human warrior. Summoned creatures may have additional special abilities, such as flight or immunity to weapons, as determined by the GM. As with all summoned entities, the ability level of the summoned creature is equal to the level of the spell.

Procedure for Summoning Spells

The Offering

Prior to casting the summoning spell, the caster may wish to burn an offering to gain the favor of his or her patron deity, demi-god, etc.... A minimum offering of 100 cu worth of incense, aromatic herbs and/or spices is customary, and affords the caster a bonus of +1 on the spellcasting roll. Fragrant oils and certain types of magical fumes may be used to bestow further bonuses upon the caster.

The Ritual Inscriptions

In any ritual summoning of creatures which might prove dangerous or hostile to the caster, he or she must inscribe the traditional Circle of Protection and Thaumaturgic Triangle upon the floor or ground. Inks or chalks may be used, or the inscriptions may be traced in the dirt, scratched into a floor, etc.... The time required to complete the circle and triangle is one minute. For each additional 2-minute period spent carefully preparing the magical inscriptions, the summoner receives a +1 bonus to his or her spellcasting roll.

Both the Magical Circle of Protection and the Thaumaturgic Triangle must be perfectly inscribed in order to have the desired effect. Even under ideal conditions, there is a chance that the caster will fail to correctly inscribe either the circle or the triangle (Mishap on the spellcasting roll). A flaw in either of these two inscriptions may bring about disaster for the summoner.
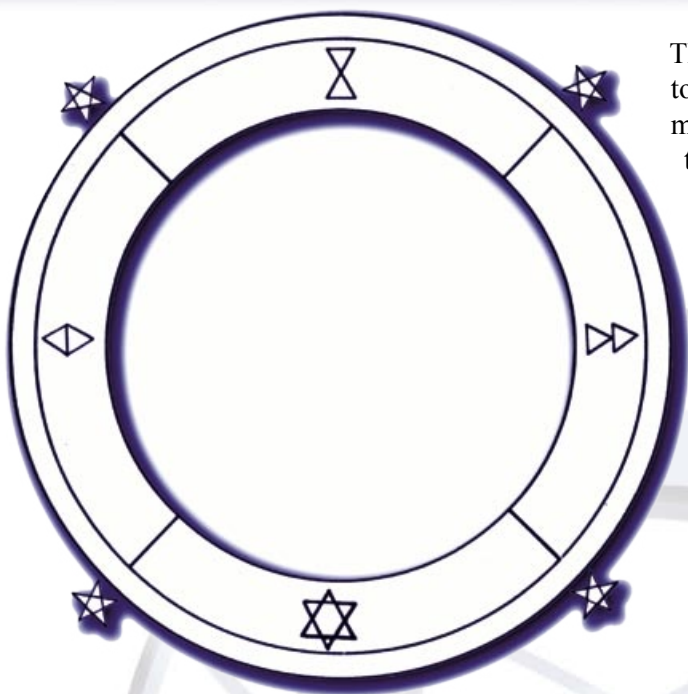
The Summoning

While standing within the magical Circle of Protection, the summoner may then cast the desired spell of summoning. The summoned creature will arrive within 1 minute, appearing within the confines of the Thaumaturgic Triangle. Up to 3 individuals may stand within the confines of a Magical Circle of Protection. Anyone outside the magic circle may be attacked by any creature summoned.

Sealing a Pact

Once the summoned being has arrived, the caster may attempt to seal a pact with it. If the summoned creature is, by its nature, inclined to react with benevolence towards individuals of the caster's Calling, it will offer to perform a service for the summoner (a friendly nature spirit for a druid or a totem animal to a shaman).

If the type of being summoned is one who has no such relationship towards members of the caster's profession, it will always seek to resist the summoner. In this case, the summoner is allowed three chances to seal the pact by some other means. Each attempt causes the summoned creature to roll against WIL on the Omni Table; if the creature fails to make even one of these three saves, the pact is sealed. If the creature makes all 3 saves, it is free to do as it wishes.

There are several methods which may be employed to seal a pact, ranging from offerings to threats and magical influence. The effects which any such attempt will have on a summoned creature are as follows:

Offering Riches: Demons save at -1 per each 1000 cu worth of riches offered, per level of the demon in question; i.e., an 8th level demon saves at -1 when offered at least 8000 cu, -2 when offered at least 16,000 and so forth.

Offering a Service: This is most ideal method of sealing a pact. As long as the service offered is one which would appeal to the type of creature summoned (GM's discretion), a pact can be sealed without further delay.

Offering a Sacrifice: Demons, malicious spirits and certain war-like deities are extremely fond of human sacrifices, and will always accept such an offering at once (as a rule, only the most evil summoners will make this sort of offer). On the other hand, many beings, like most elementals, never accept the offer of a living sacrifice.

Threat of Harm: Mere threats will never make a summoned creature agree to a pact unless the summoner possesses a weapon or magic item which the creature fears (such as a rod of demon smiting or consecrated water, etc...). If the summoner possesses such a device, the summoned being receives a penalty of between -1 to -10 on the Omni Table roll depending on the overall danger of the device to the creature.

Threat of Imprisonment: If the summoner possesses a spell or device that can imprison or trap a summoned creature, this type of threat will always cause the creature to take a penalty of -4 on the Omni Table roll.

Magical Constraint: Some spells of the Influence Mode may also be used to force a summoned creature to comply with a pact. This is the safest method of sealing a pact,
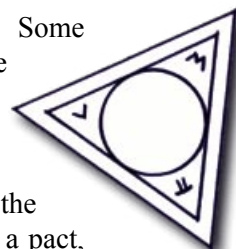
as the summoned creatures resolve to resist the pact is reduced (penalty to their WIL roll) with little risk to the summoner.

Summoning by Name: If a spellcaster is able to learn the common name of any being, she is allowed an additional chance to seal any pact with that creature. Most creatures will reveal their common name (or names) in exchange for release from a pact of summoning, enabling the caster to summon the being by name the next time (+5 to casting roll on the summoning spell).

Uttering the True Name: If a spellcaster is able to learn the true name of any creature (except a being of deific power), he or she may coerce the creature into sealing any pact without delay. While knowledge of a creature's true name allows the summoner to cast spells upon it at will, the possession of such knowledge is extremely dangerous; the creature itself will not rest until it has found a way to eliminate the individual who knows its true name. Furthermore, other individuals or beings desiring to learn the creature's true name may attempt to coerce this knowledge from the summoner.

FAILURE TO SEAL A PACT

Failing to seal a pact of summoning also frees the summoned creature from restraint, allowing it to return to its home plane. Evil or hostile creatures may first seek to punish or slay the attacker, if they believe they can do so with comparative ease. If not, such creatures may instead seek revenge upon the caster at a later date.

SUCCESSFULLY SEALING A PACT

Once a pact has been successfully sealed, the summoned creature may be made to perform a service for the caster. The exact type of service which any summoned creature may be made to perform varies according to the creature's abilities. No summoned being can provide answers to questions it cannot possibly know; for example, no demon could enlighten a spellcaster about the scientific principles of the weather cycle, but would be knowledgeable on matters of the soul and the afterlife. Ghosts are likely to know much of what they knew in life, though some will have more malicious knowledge, such as the

name of their murderer if they were a victim of such a crime. The GM is the final judge on what a summoned being may or may not know.

Note that should the caster command a summoned creature to undertake any service which it is not within its abilities to perform, the pact is instantly broken. In such cases, the summoned creature will simply return to its home plane, though hostile beings may seek vengeance upon the caster at a later date.

A Summoning effect requires time to cast, equal to 1 round per level of the spell. The default duration of the summoned creature's servitude is 1 minute, with each additional minute inflicting a -1 penalty on the casting roll. Once the duration of the spell ends, the being either vanishes, or remains on Earth of its own volition if it is able to do so for any reason (immense power, magical ability, etc....)

REVERSE: BANISHMENT

Cast in reverse, the Summoning Mode is the Mode of Banishment, and returns any summoned creature to its plane of existence. Attempts to banish entities are made with a difficulty penalty equal to the creature's overall ability level. Like Summoning, Banishment effects take 1 round per spell level to cast. A spellcaster can use the Banishment Mode on entities that he cannot summon, but takes a -5 penalty on the casting roll when doing so.

All spells of banishment take 1/4 the time required to cast similar spells of summoning (i.e. 1 round casting time for every 4 ability levels of creatures to be banished).

EXAMPLE USES OF THE SUMMONING MODE

"I summon the demon Ba'al to rise from hell and do my bidding."
[Dark Arts + Summoning]

"I whisper the names of my ancestors and pray that they attend me now and hear my need."
[Shamanism + Summoning]

"I summon an animal spirit to watch over me while I work my rituals."
[Witchcraft + Summoning]

WARD

Ward spells protect and shield any given individual being, item or area with a magical field. Ward spells only confer protection upon the target in accordance with the spell's effects. For example, a spell protecting a caster against the harmful effects of acid will not protect him or her against harm from fire or injuries sustained in battle.

Ward spells do not offer inviolate protection. A personal Ward effect has a Protective Rating equal to 2 per spell level, and any damage that exceeds the Protective Rating damages the effect itself, not the protected person or object. Damage done to the Ward spell reduces its Armor Rating by the same amount.

Ward spells can be cast to protect against the following effects and conditions:

❖ A single type of weapon: choose between melee or ranged.
❖ A single elemental effect: choose between fire, ice, electricity, cold, acid, or heat.
❖ A single type of skill: commonly used vs. disable mechanism, legerdemain etc....
❖ A single type of disease or plague.
❖ A single Mode (regardless of Order): choose between the Modes, though it is not possible to create a Ward effect against Ward spells. Casting a Ward spell against the Attack Mode effectively functions as protection against magical damage.
❖ Any single type of creature: choose between races such as elves, gremlins, demons etc.... A Ward effect cannot be raised against all humanoids or summoned entities, however; it must always be configured against a specific race.

Ward effects can incorporate more than a single type of protection with every -2 penalty added to the casting roll. There is no limit to the number of protections of a Ward effect, beyond the abilities and roll results of the caster. For example, a Ward effect could surround the caster in a shield of flame (Elemental Magic) or a holy golden aura (Invocation) and both could offer protection against melee weapons, ranged weapons, fire damage and cold damage, at a -8 penalty when the spell is cast.

Spells of the Ward Mode have a base duration of one minute (10 rounds) and must be cast upon a target within the caster's line of sight; no more than 10 feet per level of the spell being cast. The appearance of a Ward effect depends on the caster's Order, though they can be subtle and hidden (in the case of warded items or areas) or flashy and evocative (in the case of spell-protected creatures), as the caster desires.

Ward effects can be negated by counterspells, as per the rules for Counterspells and Anti-Magic.

REVERSE: MALEDICTION

When Ward effects are revered and cast with malicious intent in order to render a being or item more susceptible to harm, the magic is considered part of the Malediction Mode, which serves as the reverse of Ward. Malediction effects are cast in an identical manner to Ward spells, though rather than protect the target against the named criteria, the spell renders the being or item vulnerable, ensuring that the target suffers twice the normal damage from the threat or malady. In cases of Maledictions that do not inflict direct damage, the Gamemaster should apply penalties to resist the effects of the "curse" in question.

MODE: WARD

Range: Can be cast on a being or item 10 feet per level distance from the caster.
Area: -1 to casting roll per foot of radius beyond the target's immediate personal space.
Duration: One minute (-1 to the casting roll for each additional minute of duration).
PR: 2 per spell level

EXAMPLE USES OF THE WARD MODE

"I call upon the Gods and demand that they protect their servant from the blades of all enemies."
[Invocation + Ward vs. Melee Weapons]

MAGICAL & PSIONIC ORDERS

In most Omni System™ games, spellcasters and psionicists are exposed to only one kind of magic or mental discipline in their lifetimes and know little, if anything, about other styles. Cultural traditions, taboos, and local mythology all shape magical practice in a given region. It is for this reason that certain styles of spellcasting and psionic methods are peculiar to particular peoples or regions (a strange alien race possessed of powerful mental abilities for example). These styles are referred to as Orders.

It would be impossible to present all possible styles of magic and psionics in one books. However, several sample Orders are presented in this section covering various styles and schools of magic as well a psionic disciplines and training methods.

ASTROLOGY
The magic of, the stars and planets, luck, circumstance, and fate. Astrology is primarily found in civilized realms although primitive seers of the Astrology Order are not unheard of.

DARK ARTS
Similar in many ways to the Invocation Order, members of the Dark Arts Order invoke their magical power from dark, extra-dimensional entities. They deal mainly in death, decay and destruction

ELEMENTALISM
Spellcasters of this Order draw their power from one of the Elemental Dimensions of Water, Earth, Air, or Fire. Elementalism has its roots in High Sorcery but is much more focused in its study than High Sorcery.

INVOCATION
Members of this Order call upon Gods and Goddesses for their magical powers. Those who entreat with demons and devils fall under the Dark Arts Order, not Invocation.

MENTALISM
Mentalists see the mind as the ultimate exploration. They seek to unlock the hidden potential of the human mind and view their talents through the lens of science and not magic or mysticism.

MYSTICISM
This Order deals with the powers of the mind, will, and soul. Mystics seek balance between mind, body and spirit. The Mysticism Order is a spiritual psionic school.

SHAMANISM
The most common form of magic practised in the uncivilized regions of the world, members of this Order draw their power from the totem-spirits of animals, plants and the Earth in general.

WITCHCRAFT
One of the most ancient and secret of Orders, Witchcraft is the magic of animals, plants, and the natural world and the Order from which High Sorcery evolved during the First Age of the world.

WIZARDRY
Wizards produce their effects by manipulating the flux of arcane energy that permeates the omniverse. This versatile Order is perhaps the most common magical Order on various worlds.

ASTROLOGY

To most, luck, fate and destiny are nebulous forces beyond the province of mortal beings. Though few common folk can grasp the power and meaning of the vagaries of chance, those who know the secrets of the stars, planets and heavens can. It is with this key that an Astrologer unlocks his powers.

Astrologers are skilled in the arts of divination and the interpretation of signs and events.

Most Astrological divinations are vague, metaphorical and difficult to understand. With practice, however, an Astrologer can learn to better interpret the cryptic pronouncements of the stars.

Some physical effects may also result from astrological spellcasting. Trained Astrologers may cast spells that draw upon the essence of the zodiac or constellations. Therefore, water may be manifested by drawing upon the zodiacal sign of Aquarius or perhaps the Astrologer may be imbued with great strength by drawing upon the powers of Taurus the bull.

PHYSICAL COMPONENTS

An Astrologer must have both hands free in order to manipulate the star charts and other tools required for his art. When casting non-sensory mode spells, Astrologers must still use their hands to trace astrological signs in the air.

ADVANTAGES

Spells of Astrology can be quite subtle. No lights, noises, or other tell-tale signs emanate from the magician while she is casting a spell. Of course, those familiar with Astronomy may realize what is happening as soon as the magician begins an innocent shuffle....

LIMITATIONS

As noted under Physical Components, Astrologers must use their star charts and tools to cast sensory mode spells. Without his charts, an Astrologer is powerless to divine the future or past.

MODES

Not available: Kinetic, Manifest, Summoning
Bonuses: Sensory +4, Ward +1
Manipulate Effects: Astrologers can manipulate any quality that is representative in a symbol of the Zodiac
Summoning Effects: N/A

SAMPLE ASTROLOGY SPELLS

Horoscope (Sensory)

Duration: 1 minute
Casting Modifiers: Variable (see description)
Description: By consulting simple star charts and focusing their energies on them, an Astrologer can often create a simple horoscope for himself or another person. In game terms, the PC asks the GM: "What is likely to be my best course of action?" The level of the spell should be used as a ruler in deciding how accurate and helpful the insight will be. For example, a 5th level horoscope might yield only general information, such as, "The future is obscure, but it seems that subtlety is the best course of action." For a 10th level horoscope the result might be more specific, as in "Signs indicate that deceit would yield greater fortune than direct action." A 20th level horoscope might yield more detailed information, like "Fortune would shine on sneaking into the tower in disguise", while at 30th level the GM might really get specific, as in "Use a spell to hide your life-essence and enter the necromancer's tower in the guise of undead."

Planets in Alignment (Ward)

Duration: 5 rounds (30 seconds)
Casting Modifiers: -10 (10th level spell)
Description: By drawing upon the destiny aspects of the stars, the caster will temporarily be granted good luck in any sort of fight or melee. During the time the enchantment is in effect, attacks of any sort (melee or ranged that are aimed at the caster will unaccountably miss the mark, either by the narrowest of margins, or by what will appear to be an incredible stroke of good fortune. Once the spell has absorbed 20 hit points of damage or its duration is exceeded, the good luck fades and the caster's fortunes return to normal.

The Warrior Stars (Manipulate)

Duration: 2 minutes
Range: Touch (three targets)
Casting Modifiers: -18 (15th level, -1 for extra duration, -2 for extra targets)
Description: By drawing upon the courage and bravery of mythical hero constellations, the Astrologer may cause up to three targets to be filled with the courage of the archetypal Warrior, receiving +3 to their CR attribute.

Reflexes of Aries (Manipulate)

Duration: 5 minutes
Range: touch
Casting Modifiers: -20 (15th level, -5 duration)
Description: By channeling the fundamental powers of the constellation Aries, the Astrologer may invest these powers in a single person. This serves to boost the reflexes of the subject such that taking them by surprise becomes much harder. The spell confers a temporary +5 to the target's SPD for the purposes of determining initiative. The spell does not serve to warn the recipient of a pending attack but rather boosts their own natural reflexes to respond.

Light of the Moon (Illusion)

Duration: 1 minute
Range: 50 feet
Casting Modifiers: -4 (4th level (+3 levels for motion feature))
Description: This fairly minor spell allows the Astrologer to project a small globe of pale light as a reflection of the light of the full moon. This small globe of radiance can be guided by the Astrologer and moves with a SPD of +0.

Mars Ascendant (Attack)

Duration: Instant
Range: 50 feet
Casting Modifiers: -15 (-10 for damage, -5 for overcoming PR)
Description: Using this spell the Astrologer calls upon the martial aspect of the planet mars (the celestial representation of the war god, Aries). This spell will fire a bolt of vril energy at a target selected by the caster up to 50 feet away. This bolt of celestial power does DR 10 and automatically overcomes 5 points of PR.

Contra-Influence (Influence)

Duration: 10 rounds
Range: Line of Sight
Casting Modifiers: -9 (9th level, -9 for extra duration, -2 for extra targets)
Description: The spell of contra-influence draws upon the reverse energy of Gemini. A victim of this spell must make a WIL roll on the Omni Table at a -5 penalty. Failure indicates the victim of the spell will act in a manner contrary to their normal nature for 10 rounds. A partial success reduces the time affected by 5 rounds. Characters that are normally cautious will act in an impulsive and foolhardy manner, miserly characters might go on a spending spree or give away their possessions, etc....

View Astral Dimension (Sensory)

Duration: 5 minutes
Range: 50 feet
Casting Modifiers: -4 (-4 for extra duration)
Description: By drawing upon the power of the stars and planets, the Astrologer is granted the ability to see invisible or astral creatures out to a fifty foot diameter.

Far Seeing (Sensory)

Duration: 2 minutes
Range: 20 miles
Casting Modifiers: -20 (-1 for extra duration, -19 for extra range)
Description: This powerful spell allows the Astrologer to use his charts and other scrying devices to spy on a individual up to 20 miles away with perfect clarity. If the Astrologer knows the birth date of the target, they receive a +5 bonus to their casting roll. Knowing the birth date and birth place increases this bonus to +10. Far Seeing grants not only a visions of the target but also auditory access as well.

Divine Ailment (Manipulate)

Duration: 1 round
Range: Touch
Casting Modifiers: -5 (5th level)
Description: By consulting their charts and using the power of the stars, the Astrologer is granted a +5 bonus on all Heal rolls on the Omni Table when attempting to diagnose or heal a disease. This pen-

alty is not granted when using Heal to heal wounds or other such damage.

Leo Ascendant (Illusion)

Duration: 10 rounds
Range: 50 feet
Features: visual and auditory
Casting Modifiers: -6 (+3 motion, +3 2 features)
Description: With this spell the Astrologer brings forth an Illusion of a great Nemean Lion by drawing upon the energy of the constellation Leo. The illusory lion can move and gesture (including a great roar) at the Astrologer's command and in all ways resembles an actual beast.

Incantation of Astral Warding (Ward)

Duration: 5 minutes
Area: 10 feet radius of caster
Casting Modifiers: -12 (-4 duration, -6 for environmental warding, -2 Mode protection)
Description: The incantation of astral warding creates a barrier of astral force around the caster and any allies with a 10 foot radius. The barrier prevents all forms of magical attack spells (those of the Attack mode). The Ward also protects those inside from fire, electricity and cold damage.

Infusium Scorpius (Influence)

Duration: 5 rounds
Range: Line of sight
Casting Modifiers: -12 (8th level, -4 duration)
Description: By means of this spell, the Astrologer infuses the target with a blind rage from the energy of the constellation Scorpio. The recipient will attack any creature within 10 feet, friend and foe alike, by any means at their disposal. Creatures affected will be unable to cast any spells or otherwise use special abilities but will use any other means of attack even if it is bare hands and teeth alone.

Aspect of Taurus (Manipulate)

Duration: 5 minutes
Range: Touch
Casting Modifiers: -28 (-15 major manipulation, +9 attribute increase, -4 duration)
Description: This incredible spell allows the Astrologer to turn himself or anyone he touches into a Minotaur by charging the recipient of the spell with the latent powers of the constellation Taurus. The recipient takes on all outward appearances of a Minotaur but otherwise retains all attribute and skill ratings of their normal form with the exception of STR. The recipient gains a +3 bonus to the normal STR rating for the duration of the spell.

THE DARK ARTS

The Dark Arts deal with the power of death, decay and destruction. Practitioners of the Dark Arts believe they can gain power by interacting with, and controlling entities from the lower dimensions. Many also seek to gain temporal power by overcoming death, something that none but the most powerful adherents ever gain.

Because of its morbid applications, practitioners of The Dark Arts accumulate knowledge of anatomy, physiology, and the general workings of the body. Due to cultural taboos regarding the dead across the world, Dark Arts practitioners are among the only experts in this field.

Dark Arts spellcasters learn their spells by studying the magical writings of ancient black-magicians and by communing with demonic powers. Aspirants need a great numbers of corpses and living beings to practice on, another reason why this Order is unpopular in "civilized" lands. Dark Arts spellcasting is usually unpleasant in some way. Spells can be painful for the caster, the subject, or both. Bizarre and gruesome fetishes must be used to focus spells. In some extreme cases, actual death or suffering must be inflicted to empower the magic ritual.

PHYSICAL COMPONENTS

A practitioner of the Dark Arts must be able to gesture with both hands and speak aloud in order to cast spells. Certain necromantic devices and fetishes are also required, such as a necklace of bones, a bag filled with corpse-dust, a preserved skull, etc.... Each Dark Arts spellcaster chooses his or her own personal fetishes.

ADVANTAGES

Death and pain are not only the subject of the Dark Arts, they are also its ally. The vast majority end up spending eternity enslaved by a demon or other dark spirit, but some few are able to cheat death. Upon their demise, a Dark Arts practitioner has one opportunity to escape his final fate. A single d20 is rolled by the player. On a roll of 13, the character dies as expected but is later resurrected as an undead creature within 24 hours. The form of undead assumed is purely at the discretion of the GM and should reflect the overall power and experience of the spellcaster at his time of death. This undead creature remains under the control of the spellcaster player but suffers a loss of 5 skill ranks from all known skills as a result of the horrific transformation.

LIMITATIONS

Those who practise The Dark Arts are universally regarded with fear and suspicion by most decent folk, and are welcome in few lands. Nature spirits and other benevolent entities will not willingly cooperate with spellcasters of this Order, whom they consider cruel and vile.

MODES

Not available: Illusion
Bonuses: Attack +1, Summoning +4
Manipulate Effects: Dark Arts practitioners are able to manipulate many qualities, most commonly physical strength and power. In all cases, the side effect of a Dark Arts spellcaster's manipulations is the demonic appearance of the re-

cipient in some way.

Summoning Effects: Dark Arts adherents specialize in dealing with otherworldly entities but generally not of the benign type. Dark Arts summonings are always of demons and other malign spirits.

Sample Spells of the Dark Arts

Pain Touch (Attack)
Duration: Instant
Range: Touch
Damage: DR 5
Casting Modifiers: -5 (-5 damage)
Description: By drawing upon demonic energy, the Dark Arts practitioner may deliver a withering attack using only his bare hands. On a successful close attack using the Brawling skill (or just CR), the Dark Arts practitioner delivers 5 points of damage from negative energy. This attack bypasses all protection provided by physical armor but magic items and spells that provide PR still come into play. Additionally, the victim of this spell must make a CON roll on the Omni Table. On a failure, the victim suffers a permanent scar from the attack where the skin and muscle have been shrivelled and disfigured. A partial success or better indicates no permanent disfigurement.

Withering Bolt (Attack)
Duration: Instant
Range: 50 feet
Damage: DR 5
Casting Modifiers: -15 (-5 damage, -5 PR resistance, -5 bonus to hit)
Description: The creator of this common spell is thought to be the same as of the Pain Touch spell as both cause similar vicious wounds. The caster must make a ranged attack as usual but with a +5 bonus to hit. If successful, the withering bolt does 5 points of damage and ignores all PR except that provided by orichalcum armor. Additionally, the victim of this spell must make a CON roll on the Omni Table. On a failure, the victim suffers a permanent scar from the attack where the skin and muscle have been shrivelled and disfigured. A partial success or better indicates no permanent disfigurement.

Protective Circle vs. Demons (Ward)
Duration: 5 minutes
Range: 10 feet
Area: 10 feet diameter
Casting Modifiers: -19 (15th level, -4 duration)
Description: All practitioners of the Dark Arts learn this, or similar spells at an early point in their careers. Protective Circles are a must when one deals in the summoning and commanding of dark forces. The caster of this spell must first draw a magic circle upon the ground using chalk mixed with the blood of a Sidhe. This process takes approximately five minutes. Once completed, the casting time of the spell itself is only 1 round. This spell creates a magical barrier of energy that helps guard all those inside the barrier from attacks by demonic entities. The barrier has an HP rating of 30, making it fairly effective in protecting the Dark Arts practitioner from summoned demons that are not under control.

Protective Circle vs. Spirits (Ward)
Duration: 5 minutes
Range: 10 feet
Area: 10 feet diameter
Casting Modifiers: -14 (10th level, -4 duration)
Description: All practitioners of the Dark Arts learn this, or similar spells at an early point in their careers. Protective Circles are a must when one deals in the summoning and commanding of dark forces. The caster of this spell must first draw a magic circle upon the ground using chalk mixed with bone dust. This process takes approximately five minutes. Once completed, the casting time of the spell itself is only 1 round. This spell creates a magical barrier of energy that helps guard all those inside the barrier from attacks by malign spirit entities and undead. The barrier has an HP rating of 20, making it fairly effective in protecting the Dark Arts practitioner from summoned spirits that are not under control.

Invoke Dark Spirit (Summoning)
Duration: 5 minutes
Range: 50 feet
Casting Time: 8 rounds
Casting Modifiers: -12 (-8 ability level, -4 duration)

Description: This spell is among the more favored spells of many Dark Arts spellcasters for it is at the heart of the art: the summoning of dark forces. With this spell, the spellcaster calls forth the ghost of a particularly evil humanoid from the spirit realm to do his bidding. If the summoner is protected by a protective circle, it will obey one single command from the summoner. If there is no circle present, the malign spirit will attack the closest individual for the duration of the spell after which it will retreat back to the spirit realm.

Ghost
Ability Level: 8

INT +0	PER +3
WIL +3	CHA -5
STR -6	DEX +5
CON n/a	SPD +3

Attacks/Damage: Energy drain DR 2 (ignores PR)
Special Abilities: Incorporeal, ghosts cannot be struck by non-magical weapons; flight; able to detect invisible and ethereal beings at will
Armor: None
Hit Points: 22

Hyd's Hideous Malformation (Manipulation)

Duration: 1 minute
Range: Line of Sight
Area: Single target
Casting Modifiers: -20 (-15 attribute decrease, -5 range)
Description: This spell invokes dark powers that transform the target into a hideously ugly creature. The target's face begins to swell and boils form and rupture on the surface of the skin. The target's limbs lengthen or shorten, become twisted and malformed, while their torso bloats and bursts the seams of clothing. The target's CHA is effectively lowered by -5 for the duration of the spell. The target may attempt to resist the effects of the spell by making a WIL roll on the Omni Table using the spell's level as the degree of difficulty.

Alsgar's Skeletal Servant (Summoning)

Duration: 10 minutes

Casting Time: 1 round
Casting Modifiers: -10 (-1 ability level, -9 duration)
Description: Using Alsgar's famous necromantic incantation, the spellcaster may call forth a dark spirit to animate a skeleton that will do the caster's bidding. The Dark Arts practitioner must have a humanoid skull on which the magic will be worked. Upon successful casting, bones will erupt from the ground where the caster has placed the skull. These bones will magically form into a humanoid skeleton and the skeleton will rise and be mobile serving the caster to the best of its ability for the duration of the spell, after which it will disintegrate into dust. The summoned skeleton may be equipped with weapons and/or armor at the spellcaster's discretion which takes an additional round's time.

Skeleton
Ability Level: 1

INT -5	PER -5
WIL -5	CHA -10
STR +3	DEX -4
CON n/a	SPD -3

Attacks/Damage: Claws DR 4 or per weapon employed
Special Abilities: None
Armor: PR 4S, PR6 T, PR 0B
Hit Points: 14

Omen of Darkness (Sensory)

Duration: 1 minute
Range: 50 feet
Casting Modifiers: -12 (12th level)
Description: By calling upon the wisdom and knowledge of demonic forces the caster may attempt to deduce the answer to an otherwise unknown question. The player may ask a question like: "Where have the gate keys been hidden in this room?" and then roll on the Omni Table using the Perception rating of the spell as a positive modifier (+12). The degree of difficulty (1-20) is determined by the GM, based on how well-concealed or esoteric the information is.

Mazar's Malediction (Manipulation)

Duration: 1 minute
Range: Self or touch
Casting Modifiers: -12 (-12 increased attribute)

Description: Through this frightful spell the Dark Arts practitioner may alter his physical make up or that of an ally on whom he casts this spell. For the duration of the spell the target will have a +4 increase in their STR rating. As a side-effect, the target takes on demonic features, growing horns from the forehead, feet of cloven hoofs, skin tone of black or red and so on.

Demonic Destruction

(Summoning - Banish)

Duration: Instant
Range: 50 feet
Casting Time: 20 rounds
Casting Modifiers: -20 (20th level)
Description: Even the most experienced Dark Arts spellcaster sometimes cannot control summoned demons and, if so, the Demonic Destruction spell may be used to banish the creature from whence it came. Upon successfully casting this spell, up to 20 levels of summoned extradimensionals beings will be immediately returned to their home dimension. Should the demons not wish to be sent home, they may attempt to resist the banishment with a Full Success on a WIL roll on the Omni Table. The creature suffers a -5 penalty to this roll due to the strength of the spell.

Ebon Armor (Ward)

Duration: 10 Minutes
Range: Self or Touch
Casting Modifiers: -19 (10th level, -9 for duration)
Description: This incantation causes the necromancer's shadow to expand, solidify, and envelop him in a fearsome-looking suit of black plate armor including cuirass, peturgis and greaves. The armor is weightless and provides 20 HP of defense before dissipating. NPCs suffer a -3 to their morale when facing a foe in Ebon Armor.

Incantation of Possession (Influence)

Duration: Instant
Range: Line of sight
Area: Single target
Casting Modifiers: -22 (18th level, -4 duration)
Description: By releasing a small portion of their own spirit, the spellcaster of this frightening spell may actually take possession of the target's mind. The target may attempt to resist the spell with a successful WIl roll with a -9 penalty (half spell level). Failure indicates the spellcaster has successfully invaded the target's mind and may implant one single command, which can be any single action such as go to sleep or drop you weapons. The target will take any action possible to fulfill the command and will take no other action until the expiry of the spell.

Barghel's Bane (Influence)

Duration: 6 rounds
Range: 50 feet
Area: Up to 3 individuals within range
Casting Modifiers: -13 (-6 mental attribute, -5 duration, -2 Area)
Description: Barghel's Bane fills the enemies of the spellcaster with fear and doubt. Those targeted by the spell become edgy and unsure of themselves. Each affected creature takes a –3 penalty to their CR due to their mental stress.

Wall of Souls (Ward)

Duration: 5 rounds
Range: 10 feet
Casting Modifiers: -16 (-10 area, -6 PR)
Description: By calling upon the enslaved spirits of the dead, the caster can command them to form a howling, spectral barrier within a 5 foot radius of the spellcaster. Within the barrier the faces of the dead can be seen moving about, howling their eternal agony. Nothing unliving can pass through the barrier, although living matter can pass through with ease. The barrier can be broken by inflicting 12 HP damage.

ELEMENTALISM

Elementalism is the catch-all Order for the various magical traditions that harness and manipulate one of the four elemental powers: Fire, Water, Earth, and Air. Spellcasters study a single element at a time, often exclusively. Such magicians are known as Pyromancers, Aquamancers, Geomancers, or Aeromancers, respectively.

Elemental power is thought to originate from deep in the earth and is stuff from which everything in reality is formed. Elementalists can learn to contact spirits of the primordial elements to draw forth raw elemental power or to consort with these living spirits (known as Elementals).

PHYSICAL COMPONENTS

Elementalists often incorporate elemental substances into their spellcasting, such as bits of coal and flint for a Pyromancer, a vial of water for an aquamancer, a fistful of earth for a Geomancer, or a flute or fan for an Aeromancer. Such physical accoutrements are not required, however. An elementalist must have their hands free to gesture in order to cast their spells.

ADVANTAGES

Each elemental power bestows a special ability on arcane scholars that study its ways. A spellcaster must have at least one Elemental Mode rating of +10 or better to receive the abilities below. A magician must focus on a single type of Elemental magic to receive these special benefits. If a magician studies both Air magic and Fire magic for example, he receives no special abilities.

Water The elementalist can breathe freely underwater, and never feels the cold. This does not offer any special defense from elemental cold attacks.

Fire Extremes of heat do not bother a Pyromancer. Additionally, normal, non-magical fires will not harm the Pyromancer, although their equipment can still be damaged. This offers no special defense against magical fire attacks.

Earth Weapons of stone, such as thrown rocks, boulders, slingstones, stone axes, etc., will not harm a Geomancer, nor will landslides or earthquakes. This offers no special defense against magical earth attacks. The Geomancer is also infused with the solidity of earth, and gains an additional 2 HP.

Air Aeromancers are never bothered by natural winds of any intensity, and natural lightning never harms them, although magical lightning attacks will. Additionally, airborne toxins, gases, etc... are slower to reach them, giving them an extra round in which to act.

LIMITATIONS

All spells of Elementalism lack subtlety. They produce loud noises, bright lights, and strong scents, and are impossible to conceal. Elemental magic is also very limited in the kinds of effects it can produce (see Mode restrictions, below).

MODES

Not available: Illusion, Influence, Sensory

Bonuses: Summoning +2 plus Attack +3 (Pyromancy) or Kinetic +3 (Aeromancy) or Ward +3 (Geomancy) or Manipulate +3 (Aquamancy)

Penalties: None

Manifest Effects: An elementalist may only manifest the element in which the specialize. For example, an Aquamancer could manifest water as either ice, liquid or steam.

Manipulate Effects: The elementalist's chosen element can be transmuted through its various forms. Fire may be turned to smoke or ash, and vice versa. Air may be transformed to fog, toxic gases may be changed to fresh breezes. Water can be purified or turned to solid ice or steam. Earth can be altered from oozing mud to solid stone.

Summon Effects: An Elementalist may summon an Elemental appropriate to the type of energy he studies. A Pyromancer may summon a fire elemental, a Geomancer may summon an earth elemental, etc.

Elemental Blast (Attack)

Duration: Instant
Range: 50 feet
Area: Single target
Damage: 12 HP
Casting Modifiers: -12 (12th level)

Description: This spell can be used to create an aquamantic blast or steam of ice, geomantic shards of stone, pyromantic blast of flame, or an aeromantic bolt of electricity which may be hurled at a target, inflicting 12 HP of damage. To cast the enchantment, the elementalist must have a small amount of the chosen element in hand.
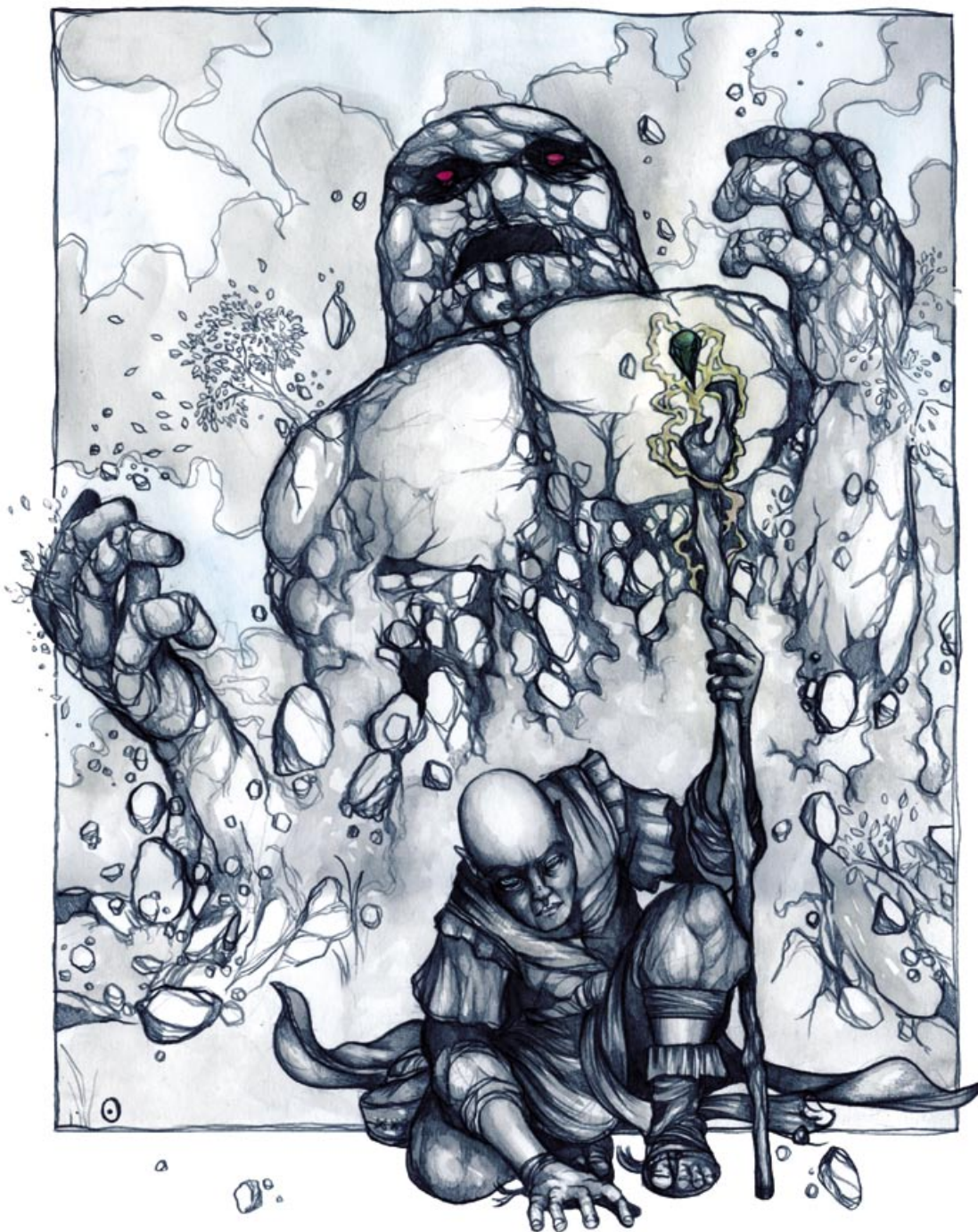
Aquamantic Globes (Ward)

Duration: 5 rounds (30 seconds)
Range: Self
Casting Modifiers: -8 (8th level)
Description: By taking a handful of water and tossing it into the air, the aquamancer can use this spell to create a number of water bubbles that hover in the air. These magical spheres will follow the elementalist wherever he goes, and will move to intercept incoming attacks, bursting as they absorb the blow. The globes can sustain a total of 16 HP damage before they are all expended.

Transmutative Defenses

(Manipulation)

Duration: 1 minute
Range: Touch
Subject: Single target
Casting Modifiers: -12 (12th level)
Description: By means of this spell, the elementalist may change the physical makeup of a target's armor and similar protective gear. For example, a Pyromancer who succeeds in touching an opponent's armor may turn it to ash or smoke while a Geomancer may transmute a target's armor into a muddy texture. The spell may transmute up to PR 4 worth of armor effectively reducing the PR of the armor by up to 4 points.

Mists of Obscurement (Obscure)

Duration: 3 minutes
Range: 50 feet radius
Casting Modifiers: -10 (8th level, -2 for extra duration)
Description: This enchantment allows the elementalist to create billowing clouds of gray mist, obscuring vision and damping sound in the area of effect. Living creatures caught within the mists suffer -8 to any PER-based rolls they make. This spell can be cast by either Aquamancers or Aeromancers.

Conjure Element (Manifest)

Duration: 5 minutes
Range: 50 feet
Casting Modifiers: -0
Description: This spell has slightly different effects depending on the school of elementalism but the overall theory is the same. Using this spell the elementalist may call forth a moderate quantity of the relevant element: an Aquamancer conjures enough water to sustain two average-sized adult humanoids for one day. A suitable receptacle must be provided to hold the water until it is consumed, and it must be consumed before the spell expires, after which the water evaporates swiftly. Pyromancers may call forth a small amount of flame (enough to start a reasonable campfire or torch or create a pound or two of ash). Geomancers may bring forth mud, earth or rock and while Aeromancers rarely find need for this spell, it could prove lifesaving when confronted by toxic fumes or gas as the caster may conjure a bubble of pure air.

Thunderbolt (Attack)

Duration: Instant
Range: 50 feet
Area: 3 foot radius sphere
Casting Modifiers: -12 (9th level, -3 for area)
Description: This spell allows the Aeromancer to generate a bolt of lightning, which can be sent arcing through the air with the sound of thunder and will do 9 HP damage to all within a six-foot diameter area of the strike. A side effect of this spell is that all within the area of effect must make Constitution checks at -3 or be deafened for three rounds (one-third the level of the spell). The bolt may be dodged as usual, with a -3 (in addition to the normal penalty of the caster's Attack rating) due to the area of effect.

Pyroclasm (Attack)

Duration: Instant
Range: 50 feet
Area: 5 foot radius sphere
Casting Modifiers: -15 (10th level, -5 for area)
Description: This spell creates a stream of coruscating flames that will inflict 10 HP damage to all in the area of effect and ignite all combustible materials. Victims caught in the area of effect may continue to take an additional 3 HP of damage per round from burning clothing, hair, and/or other items until they spend at least one round to extinguish the flames. Items of paper or light cloth (such as books and normal clothing) will almost certainly be set aflame, while other items may get a roll at the GM's discretion. Individuals targeted by this spell may attempt to evade or dodge as usual,

but at a -5 penalty (in addition to the normal penalty of the caster's Attack rating) due to the spell's area of effect.

Whirlwind (Kinetic)

Duration: 5 rounds
Range: 50 feet
Casting Modifiers: -18 (6th level for +2 Strength, -12 for SPD)
Description: This spell allows an Aeromancer to use the minor spirits that exist everywhere in the air to create a whirlwind that can be made to move individuals and objects weighing up to 150 lbs. At the caster's discretion, the whirlwind can be used like a spell of levitation to lift either the Aeromancer or a designated subject into the air. Or it may be directed in a more forceful manner, to force back assailants, scatter small objects or creatures, disperse mists or gasses, and so forth. In the latter case, the vortex will cause up to 2 HP of damage per round and move objects or creatures up to 30 feet per round (Speed rating of +0).

Petrification (Manipulate)

Duration: 2 minutes
Range: Touch
Casting Modifiers: -21 (20th level, -1 for extra duration)
Description: Using this spell, a Geomancer can turn a living being or creature into stone. The spell may be resisted with a Constitution check at -10 (half the spell level). On a partial resistance the spell still turns the victim to stone, but spell duration is reduced by half.

Endure Flame (Ward)

Duration: 5 minutes
Range: Self or touch
Casting Modifiers: -19 (15th level, -4 for extra duration)
Description: By means of this spell, the Pyromancer may surround himself with a glowing barrier of flame that absorbs all flame and heat that it touches while the spellcaster contained within stays cool and unscathed. The flame barrier will absorb up to 30 HP of heat or fire damage before dissipating in a roar of fire and ash.

Summon Elemental (Summoning)

Duration: 1 minute
Casting Time: 2 rounds
Casting Modifiers: -17 (8th level, -9 for duration)
Description: This spell opens a portal to an Elemental dimension and summons forth a lesser elemental spirit from it. When the spell is complete, a lesser elemental of the type relevant to the caster's school appears. Once these creatures appear, they serve the spellcaster for the duration of the spell. The elementals obey the elementalist explicitly and never attack their master, even if someone else manages to gain control over them. The spellcaster need not concentrate to maintain control over the elementals and they may be dismissed at any time up to the spell's duration.

Lesser Elemental Spirit

Size: 7' tall; weight unknown
Ability Level: 8

INT -2	PER +0
WIL +0	CHA +0
STR +5	DEX +0
CON +5	SPD +10

Attacks/Damage: Earth claws DR 6; Air Wind Burst DR 4 range 50 ft.; Fire Flame touch DR 6; Water Punch DR 4.

Special Abilities: Fire and Air elementals may fly at their full SPD while Earth elementals may travel through or on the earth at full SPD. Water elementals swim at full SPD and may travel on the ground at half SPD.

Armor: PR 3   **Hit Points:** 30

Flash Freeze (Manipulate)

Duration: 1 minute
Range: Line of sight
Casting Modifiers: -14 (9th level, -5 for range)
Description: This useful spell draws upon the powers of both air and water and may therefore be used by either types of elementalist. By means of this spell, the caster is able to freeze a target's joints, slowing them down and causing minor pain (-3 to SPD). More powerful versions of this spell have been known to stop opponents completely. The target resists with a STR check vs −1/3 the spells level.

Windflight (Kinetic)

Duration: 2 minutes
Casting Time: 2 rounds
Casting Modifiers: -38 (-12 weight, -14 duration, -12 SPD)
Description: By casting this spell the caster is able to fly at SPD +0 (30' per round), for 2 minutes. This spell also causes swirling winds, knocks over small items and loose articles, extinguishes candles and other small flames, and generally makes a lot of noise. This spell functions on the caster only.

Purify Water (Manipulate)

Duration: 1 minute
Range: Touch
Casting Modifiers: -5 (Level 5)
Description: A fairly common aquamantic spell, this spell is normally used to purify saltwater for drinking, although it may be used on any type of water. Many merchant ships keep Aquamancers on board for this very reason.

Putrefy Water (Manipulate)

Duration: 10 minutes
Range: Touch
Casting Modifiers: -14 (5th level, -9 duration)
Description: Although abhorrent to most Aquamancers, some will employ this spell to cause trouble for their enemies, turning clean water into a brackish mass of undrinkable filth.

INVOCATION

Invocation is a means of attaining magical power by calling upon the aid of supernatural entities and forces. The type of being called upon varies greatly among Invokers, and is usually dependant upon their superstitious or religious beliefs.

Most cultures use Invocation, calling upon entities benevolent and foul. Some priests believe themselves to the earthly representatives of their gods while many others view themselves as mortal agents whose goal is to placate their gods.

Some aspects of the Invocation Order resemble the Dark Arts in that they both channel magical energy originating ultimately with powerful extra-dimensional entities. However, practitioners of the Dark Arts make a pact with a demonic entity for their powers whereas priests of the Gods need only worship their deity.

Regardless of their sources, all orders of Invocation share a common philosophy: in order to receive magical power, the Invoker must first gain the favor of the supernatural patron. There are many rites and rituals to accomplish this, depending on the style and beliefs of the Invoker. All Invokers realize that if they fail to act according to the wishes or ideology of their patron, they will find themselves deprived of their powers (or worse).

Characters who select the Invocation order must dedicate themselves to one deity. These may be selected from any of the Gods and Goddesses available in their campaign worlds at the discretion of the GM. All spells designed by players of characters from this Order should reflect the nature of their chosen deity.

Physical Components

Invokers generally incorporate the icons and trappings of their beliefs into their spellcasting, using such items as holy symbols, ritual vestments, incense, votive candles, and so forth. Invocation also requires that the magician be free to gesture and speak clearly, to better beseech their patron and proclaim their loyalty and faith.

ADVANTAGES

Invokers often find that their magic becomes more powerful and easier to use when they act in the interests of or follow the codes and strictures of their patron diety. The GM may award a casting roll bonus of +0 to +20, depending on how well-favored the actions or intentions of the priest are in the eyes of his patron. Note that this bonus does not apply to every casting roll, only those situations that warrant the special attention of the patron.

LIMITATIONS

As an Invoker's magic becomes easier when he is faithful, so too does it grow weak when he fails to please his patron God or Goddess. The GM may subtract a casting roll penalty of -0 to -20, depending on how ill-favored the Invoker's actions are in the eyes of his patron. Note that the GM does not have to reveal these penalties to the player.

MODES

Not available: None
Bonuses: Two Modes befitting the patron diety: +2
Penalties: Two Modes not suiting the patron diety: -2
Manipulate Effects: Anything appropriate to the patron entity. (*ex: transform into the form of a stag for priestess of Artemis, etc.*)
Summon Effects: An Invoker can summon any extra-dimensional being associated with his patron. Supernatural wild beasts may be summoned by a priestess of Artemis while a priest of Poseidon may call forth a mighty whale or massive school of fish.

SAMPLE RELIGION ADJUSTMENTS

Poseidon (Greek Mythos): Kinetic +2, Attack +2, Influence -2, Manipulate -2
Ra (Egyptian Mythos): Attack +2, Sensory +2, Manifest -2, Manipulate -2
Cupid (Roman Mythos): Illusion +2, Influence +2, Attack -2, Ward -2
Ares (Greek Mythos): Attack +2, Ward +2, Illusion -2, Manifest -2
Thor (Norse Mythos): Attack +2, Kinetic +2, Ward -2, Summon -2

SAMPLE INVOCATION SPELLS

Shield of Faith (Ward)
Duration: One minute
Range: Touch
Area: Self
Casting Modifiers: -12 (10th level, -2 for extra attack protection)
Description: An invoker can call on the protection of his patron deity when he is faced with danger. The Shield of Faith surrounds the caster with a glowing aura that absorbs 20 HP of damage from either ranged or melee attacks damage before dissipating.

Breath of Hesperus (Manipulate)
Duration: Instant
Range: Touch
Casting Modifiers: -10 (10th level)
Description: With this spell, a priestess of Athena leans close to a fallen comrade and breathes an icy blue cloud of air, a boon from Athena allowing her to heal her fellow Amazon or other ally for 10 HP of damage.

Communion (Sensory)
Duration: Instant
Range: Scrying- 1 mile, 6 hours into past or future
Casting Modifiers: -12 (12th level)
Description: By silently praying to his patron deity, an invoker can learn mysteries and uncover secret knowledge. The player may ask a specific question and roll on the Omni Table using the spell level as a bonus to the PER roll. The degree of difficulty is determined by how well-concealed or esoteric the information is.

By the Word of... (Sensory)
Duration: Instant
Range: 50 feet
Casting Time: 3 rounds
Casting Modifiers: -12 (12th level)
Description: By means of this spell the invoker calls upon the might of his patron deity to banish creatures not of this world to their home dimensions. In a great flash of light up to 12 ability levels of demons, spirits or other extra-dimensional

beings will be instantly returned to their home dimensions. The total ability level of such creatures is used as the degree of difficulty on the spellcasting roll.

Hammer of Thor (Attack)

Duration: 3 rounds
Range: 50 feet
Damage: 10 HP
Casting Modifiers: -12 (10th level, -3 duration)
Description: Priests of the Norse god Thor are renowned for their martial prowess and warlike nature. By means of this spell, a Priest of Thor calls forth a hammer of shimmering energy that can be thrown at an opponent up to 50 feet away with no penalty for distance. If it strikes the opponent, the hammer does 10 HP of blunt damage and immediately flies back to the hand of the wielder to be thrown again. The hammer may be thrown up to three times at which time it disappears in a thunderclap and flash of light.

Soul Swarm (Attack)

Duration: Instant
Range: 50 feet
Damage: 10 HP
Casting Modifiers: -12 (15th level, -5 for area of effect)
Description: This spell was originally created by the priests of Set but similar versions are used from Atlantis to Hellas. When this spell is cast, a momentary stream of souls of the dead is unleashed, allowing hundreds of 1-inch angry spirits of the dead to swarm out and attack anything in the area of effect, causing a total of 15 HP damage to all those within the area of effect. Those unfortunate enough to be subjected may attempt to dodge, but at -5 (in addition to the normal penalty of the caster's Attack rating) due to the area of effect. Once the souls have inflicted their damage, they fade back to nothingness.

Ra's Brilliance (Illusion)

Range: 50 feet
Duration: 5 rounds
Casting Modifiers: -13 (1st level base, +12 levels for Magnitude)
Description: With this spell, the Priest of Ra beseeches his patron deity to shine a great holy light down upon the believers (or non-believers) and fill them with grace and power. A massive beam of illumination radiates outward from the caster, covering an area as large as a house and as bright as a lightning flash. Believers will be filled with a great sense of peace and understanding, while outsiders may feel cowed or threatened by the massive radiance.

Food of the Gods (Manifest)

Range: 50 feet
Duration: 20 minutes
Casting Modifiers: -2 (2nd level, -3 duration)
Description: By calling upon the generosity of his deity, the invoker conjures forth enough food to feed ten men. Though the food is bland it is filling. Any uneaten food will vanish into thin air when the duration of the spell expires.

Aphrodite's Command (Influence)

Range: Line of sight
Duration: Instant
Casting Modifiers: -8 (8th level)
Description: The sensual and sensuous priests and priestesses of Aphrodite often call upon their Goddess to boost their own natural charisma and powers of persuasion. By means of this spell, the invoker is imbued with the seductive powers of her deity. They may utter only a single word of command that the target of the spell must obey, but which cannot cause harm in and of itself, although it can have nasty side effects (i.e., compelling someone standing next to a cliff to *"jump"*). The target may resist with a WIL roll but takes a penalty of -4.

MENTALISM

Psionic mind powers come from sentient minds and Mentalists are those who study and practice these esoteric mental arts. Mentalists view themselves as scientists unlocking the hidden secrets of the human mind. Often studying psionics from childhood, most Mentalists receive their training in special government or corporate run training centers established specifically to tap the unseen powers that Mentalists possess.

Mentalists effect mind powers through the direct manipulation of their mental energy. There are no special incantations or rituals required as in most magical Orders and not even the mantras or prayers of the Mystic are required to employ Mentalism mind powers.

Because their mental abilities are rarely understood by laymen, Mentalists are often persecuted for their mental powers and in some games may even be outlawed and hunted.

PHYSICAL COMPONENTS
Mentalism requires very little in the way of physical components. A mentalist does need to concentrate to properly use the powers of their mind however (see Limitations).

ADVANTAGES
Mentalism uses mind powers instead of spells and therefore has entirely invisible effects. It produces no images or sounds and cannot be detected by normal means.

LIMITATIONS
Concentration is required to use any mentalist mind power. Distractions make it much harder for the Mentalist to gain the proper composure required to focus their mental abilities.

Normal distractions like crowds and the hustle and bustle of city can easily be filtered out by a trained Mentalist. Focus can even be maintained in a rain or snow storm thanks to their rigid training but strenuous or dangerous situations that threaten the Mentalist are much harder to push down.

In situations of combat involving the Mentalist or in situations of extreme danger (earthquake, hurricane, burning building, etc.) a successful Concentration skill roll, using the level of distraction as the Degree of Difficulty is required. A Mishap could cause the Mentalist to become unconscious or may cause a -5 penalty to all further mind power use until the Mentalist is able to rest or meditate. A Failure indicates the automatic failure of any attempt to use a mind power for 2 rounds. On a partial success, the Mentalist suffers a -5 penalty to any Omni Table rolls used for mental powers in that round.

The outward manifestation of any Mentalist mind power is always mental. No physical manifestations or effects are possible. Therefore, while Mentalists have access to things like the Attack mode, all such attacks affect the targets mind and brain and not his body. Similarly, while Mentalists can create mind power Wards that prevent or lessen attacks on a creatures mind, no wards against physical attack or energy can be created. Mentalists may be able to create Wards against diseases and toxins or use the Manifest mode to heal by tapping into hidden areas of the brain that will allow it to focus antibodies and similar biological functions on healing. The one exception is the Kinetic mode. This mode will obviously always have a physical effect but at the same time mastering Kinetics is difficult for most Mentalists (who are most comfortable dealing with matters of the mind).

MODES
Not available: Illusion, Manifest, Summon
Bonuses: Influence +3, Sensory +3
Penalties: Kinetic -5
Manipulate Effects: A mystic can manipulate only their own mental qualities.
Summon Effects: N/A

SAMPLE MENTALISM MIND POWERS

Clairvoyance (Sensory)
Duration: 1 minute
Range: 1 mile
Casting Modifiers: -5 (Level 5)
Description: By means of this mind power the Mentalist stretches out his or her consciousness and is able to see events transpiring up to one mile

away. While the mind power is titled clairvoyance, it also covers clairaudience as the Mentalist has both sight and auditory capability using this mind power. The degree of difficulty of this mind power may be modified by the familiarity the Mentalist has with the area to be viewed. A known place, like the Mentalist's home or office may be at +0 while an unknown industrial complex or deep into an unfamiliar wilderness area may suffer a -5 to -10 penalty.

Precognition (Sensory)

Duration: 1 minute
Range: 1 mile
Casting Modifiers: -6 (Level 1, -5 duration)
Description: Mentalists with this mind power are able to expand their conscious into the future to a limited degree. By concentrating on a particular item or person, the Mentalist may see up to 6 hours into the future. The Precognition is generally a vague sense of what is to come (PER +0) but by increasing the level the Mentalist may also be able to increase the clarity of the vision (+1 PER per spell level).

Telekinesis (Kinetic)

Duration: 5 rounds
Range: 50 feet
Casting Modifiers: -11 (-6 SPD, -5 Order penalty)
Description: This is one of the more difficult disciplines that Mentalists study as it focuses more on the external world than the mind. Through this mind power Mentalists are able to affect physical object through the power of their minds. A single object up to 50 pounds in weight (STR +0) may be moved at a rate of 20 feet per round (SPD -2) by means of this mind power.

Receptive Telepathy (Sensory)

Duration: 1 minute
Range: 50 feet
Casting Modifiers: -7 (Level 10, +3 Order bonus)
Description: This mind power is sometime know as ESP or mind reading. With it the Mentalist can reach into the mind of another sentient being and "read" his or her thoughts. Any Receptive Telepathy attempt is opposed by the target's WIL.

Danger Sense (Sensory)

Duration: 1 minute
Range: 100 feet
Casting Modifiers: -12 (Level 10, -5 range, +3 Order bonus)
Description: By concentrating and focusing his psionic abilities, the Mentalist can expand his ability to sense danger in an almost preternatural sense. This mind power effectively grants the Mentalist character a +10 bonus to PER for the duration of the mind power. Because of this, surprising the Mentalist will be very tough indeed.

Psychic Shock (Manipulate)

Duration: Instant
Damage: 10 HP
Range: Touch
Casting Modifiers: -10 (Level 10)
Description: By grasping a victim and focusing his mind upon the target, the Mentalist is able to invade the mind of the target and inject a deep sensation of pain causing actual damage to appear on the target's body as the mind overpowers the body. This mind power is not commonly taught in Mentalist schools but is taught to many special psi-operatives employed by various corporations and government agencies.

Mindprobe (Reveal)

Duration: 1 minute
Range: 50 feet
Casting Modifiers: -variable (12th level, -difficulty of probe, +3 due to Order modifier for this mode)
Description: By concentrating, the Mentalist can use this discipline to reach into the mind of another and read surface thoughts, relive memories, or even bring to light hidden knowledge and blocked memories. The target may resist with a WIL check at -12, though individuals who have been trained to keep secrets may receive a bonus to the resistance check. For example, a spy may add their Deception skill level. The level of knowledge sought determines difficulty of the probe as follows:

Surface thoughts -0
Recent memories -3
Old memories   -6
Forgotten memories -9
Suppressed memories
Subliminal observations -12

Mind Merge (Manipulate)

Duration: 3 minutes
Range: Touch (2 targets)
Casting Modifiers: -21 (18th level, -2 for extra duration, -1 for extra target)
Description: When Twin Mind is cast, two willing individuals (such as the caster and a chosen recipient) share a psychic link. Closer than telepathy, the link allows the two to move as though their two bodies were controlled by one mind, like two halves of a single whole. Also, as long as they remain within ten feet of one another, the linked individuals receive +6 to one skill that they have in common and can perform the most complex feats without the need for verbal communication of any sort.

Induce Sleep (Influence)

Duration: 10 rounds
Range: Line of sight
Casting Modifiers: -12 (Level 6, -9 duration, +3 Order bonus)
Description: My focusing on a single target the Mentalist is able to plant a deep sense of fatigue in the sub-conscience of the target causing them to immediately fall into a deep slumber. The victim of this suggestion may attempt to resist my making a WIL roll on the Omni Table with a -3 penalty.

Mind Shield (Ward)

Duration: 5 minutes
Range: Self
Casting Modifiers: -10 (10th level)
Description: By repeating a simple thought over and over in the mind, the Mentalist can use this discipline to erect a mental ward that will protect him or her from all spells of Influence.

Psychic Jamming (Sensory-Obscure)

Duration: 5 minutes
Range: 50 feet
Casting Modifiers: -11 (Level 10, -4 duration, +3 Order bonus)
Description: By sending out waves of psychic "static", the Mentalist may effectively block incoming attempts to use other Sensory mode mind powers. All attempts by other Psionic characters to use Sensory mind powers in the range of the Psychic Jamming must are opposed by the level of this mind power.

Psycholocate (Sensory)

Duration: 10 minutes
Range: 1 mile
Casting Modifiers: -9 (Level 3, -9 for extra duration, +3 Order bonus)
Description: By focusing, the Mentalist can use this discipline to discern the approximate location of all living minds within a one-mile radius. This spell cannot be used to determine the precise locations of individuals, but will give general indications such as "There are several dozen living beings in the store ahead" or "We must be passing over a tunnel, I can sense travelers below moving north". If more detailed information is sought, the mystic adds +3 to PER and rolls against a penalty based on the level of detail desired (GM's ruling).

MYSTICISM

Thought over Action. Will over Instinct. Mind over Matter. These are the tenets of the Order of Mysticism. Mystics cultivate the powers of their will in order to perform supernatural feats. They also seek to comprehend the unseen world of spirits and the soul. The powers of this Order include the ability to confuse or manipulate the minds of others, to fortify the body or soul with energy, to perceive invisible auras, to read emotions and to commune with spirits of all kinds.

Mysticism has been practiced on some worlds (or nations) for untold millennia. Mysticism has little in common with the magical traditions of the world as it is a psionic discipline of the mind and not the manipulation of arcane forces. While many mystics prefer to study in private or with a personal "guide" as their instructor, several great schools of Mysticism can be found throughout the world and many of these are in fact temples as Mysticism and religion are often one and the same for practitioners.

PHYSICAL COMPONENTS

Mysticism requires very little in the way of physical components. Often a mantra may be chanted or a prayer recited to focus the mind. The mystic must

be at peace while casting spells, however. Emotional or mental turmoil interferes dramatically with a mystic's abilities. During especially stressful situations, a mystic will first meditate before attempting to use a mind power (see Limitations).

ADVANTAGES

Mysticism has mind powers instead of spells and therefore has entirely invisible effects. It produces no images or sounds and cannot be detected by normal magical means. Another mystic employing Aura Reading on practitioner of Mysticism may "see" forces emanating from the mystic, but cannot be sure what sort of mind power is being employed. In addition, mind powers of Mysticism require no gestures, incantations, rituals, or foci of any kind.

LIMITATIONS

A mystic must be at peace in order to perform any spell-casting. Loud noises, bright lights, emotional or physical distress, or any kind of distracting stimulus can cause mind powers to be employed at a penalty of -5 to -10. A successful Concentration skill roll, using the level of distraction as the Degree of Difficulty, negates this penalty. It is for this reason that most Mystics devote themselves to increasing their Concentration skills.

MODES

Not available: Attack, Manifest,
Bonuses: Influence +3, Manipulate +3
Penalties: Illusion -4
Manipulate Effects: A mystic can manipulate any quality of body, mind or spirit. A mystic cannot alter any quality of inanimate objects or animals.
Summon Effects: Mystics have the very special ability to use the Summon Mode as a means of leaving their physical body and moving about on the astral plane (see the "Astral Projection" spell, below). No other use of the Summon mode is permitted in the mysticism Order.

SAMPLE MYSTICISM MIND POWERS

Tower of Solitude (Manipulate)
Duration: 2 minutes
Range: Self
Casting Modifiers: -13 (12th level, -1 duration)

Description: By focusing on familiar people and places, the caster erects a tower of Solitude in their mind, allowing them to shrug off urges that otherwise they might not be able to. The Mystic receives a +4 bonus to their WIL score for the duration of the spell.

Skin of Iron (Manipulate)
Duration: 1 minute
Range: Self
Casting Modifiers: -9 (9th level)
Description: By focusing their inner strengths upon themselves, the Mystic is able to increase the toughness of their skin making it as hard as iron. For the duration of the mind power, the mystic has a PR of 3 against all attacks.

Nimble Mind (Manipulate)
Duration: 1 minute
Range: Self
Casting Modifiers: -9 (9th level)
Description: This spell is one of many basic mind-over-body alterations that beginning mystics often learn. For the duration of the mind power add +3 to any DEX attribute roll for balance or body-coordination. This +3 DEX does not add to manipulation skills like Disable mechanism but it does apply to skills like Acrobatics and Perform (dance).

Mind's Eye (Manipulate)
Duration: 10 minutes
Range: 1 mile
Casting Modifiers: -9 (-9 duration)
Description: By meditating and listening deep within, the mystic uses this discipline to discern the approximate location of all living minds within a one-mile radius. This mind power cannot be used to determine the precise locations of individuals, but will give general indications such as: *"There are several dozen living beings in the grove ahead"* or *"We must be passing over an underground cavern, I can sense travelers below moving north"*. If more detailed information is sought, the mystic adds +3 to Perception and rolls against a penalty based on the level of detail desired (GM's ruling).

Healing Thoughts (Manipulate)

Duration: Instant
Range: Self or touch
Casting Modifiers: -10 (10th level)
Description: Mystics use this discipline to heal themselves or others by exercising the force of their own will. Up to 10 HP of damage may be healed each time Healing Thoughts is used.

Telekinesis (Kinetic)

Duration: 5 rounds
Range: 50 feet
Casting Modifiers: -6 (3 levels for +1 Grappling Strength, 3 levels for +1 lifting Strength)
Description: By focusing the power of the mind, the mystic can create an invisible force that can be used to move objects, wield a weapon, parry a blow, open a door, or catch a falling object. The telekinetic force has a Strength of +1 for purposes of grappling and lifting.

Mystical Mind Trick (Influence)

Duration: 5 rounds
Range: Line of sight
Casting Modifiers: -18 (18th level)
Description: Subtle Ways is a means by which a mystic may use the power of suggestion to influence others. To do so, the mystic speaks a phrase in a subtle tone of voice while focusing on the subject of the suggestion. If the influence is not resisted (with a WIL check at -9), the subject will believe that the suggestion originated within his or her own thoughts. For example, the mystic might suggest something like: *"No need to check that door, no one could be hiding in there"* or *"These aren't the slaves you're looking for. Move along."* If the subject fails to resist, he or she succumbs to the suggestion without hesitation. On a partial success the subject will be inclined to agree with the thought, but not completely convinced. On a failure, the target will go along for the duration of the mind power. On a mishap, they will continue believing the suggestion after the mind power duration, unless shown evidence otherwise.

Meditative Focus (Ward)

Duration: 1 minute
Range: Line of sight
Casting Modifiers: -10 (10th level)
Description: The Meditative Focus is the key to unlocking the body's inner potentials. With a moment's concentration, the mystic is ready for any incoming attack. Arrows can be knocked from the air, sword blades caught between the palms, even hidden attacks or attacks from behind are sensed and avoided. Nothing can reach the mystic until the Focus wears off, which occurs in 1 minute or when the aura has been breached (20 HP of damage).

Astral Travel (Summon)

Duration: 5 minutes
Range: Self
Casting Time: 10 rounds
Casting Modifiers: -20 (15th level, -5 for extra duration)
Description: This mind power allows the mystic to project his consciousness in astral form, leaving behind the physical body and material possessions. Enchanted items, which have an astral form of sorts, may be brought along into the astral plane. While in astral form, the mystic will be able to see clearly for great distances on the astral plane, and will also be able to perceive events transpiring on the material plane, though with somewhat less clarity; PER rolls are necessary to find the mystic's way around and notice what is happening on the material plane.

On the astral plane, the mystic may meet astral entities, dreamers, and other beings. All these beings will seem physical to the astral mystic, and they will be able to cause and sustain damage exactly as material beings do.

Like spiritforms, astral entities cannot be seen by individuals on the material plane, nor can they interact with physical objects or beings except through psychic abilities.

If the mystic's astral form is slain on the astral plane, his physical self will also perish. On the other hand, an astral traveler may be stranded in non-corporeal form if his physical body is slain on the material plane

Feather Walk (Kinetic)

Duration: 1 minute

Range: Self
Casting Modifiers: -9 (-4 for lifting Strength, -5 for extra duration)
Description: This discipline allows the mystic to alter his or her body weight, becoming as light as a feather. While using it the mystic can walk along any surface stronger than a spider web, fall any distance without harm, and move without making a sound (+9 to stealth skill). Up to 175 lbs can be made weightless, counting the mystic and everything carried on his or her person.

SHAMANISM

Shamanism is the magic of spirit and dream. By connecting with his unconscious dream-self, a shaman can interact with the spirit-gods of the Dreamrealms, known as Totems. Totems are the spiritual representation of all the primal energies that inhabit the world. For example, the Eagle Totem embodies the spirits of all great eagles, the wise hunter. The specific creatures and qualities represented by the Totems vary from region to region.

Most shamans see spirits in abundance in the world. Every natural form is an extension of one Totem or another. The oak trees are the many arms of Giver-of-Life; the crow is the embodiment of Raven. When in communion with a Totem spirit, a shaman may either seek the spirit's council or take on the powers and aspect of the Totem. Attaining the dream-like state necessary to commune with the Totems often requires the ingestion of herbs, mushrooms, or other natural psychotropic substances. Some shaman also train themselves to visit the Dreamrealms while sleeping or meditating.

Like Witchcraft, Shamanism is an oral tradition, without scrolls or spellbooks. Shaman initiates are usually chosen by their instructors and trained in private. In tribal communities, the Shaman is often the leader or chief council to the tribal head. Shamanism can be found throughout the world but is rarely practiced in civilized realms.

PHYSICAL COMPONENTS

Shamanism relies on complex chants, gestures or dances, and specific natural fetishes. For example, to summon up an avian Totem, the Shaman might cry out like a raven or hawk, flap his arms like wings, and brandish a fetish made of feathers.

ADVANTAGES

Every shaman has a specific totem animal that guides them in the spirit world. When casting spells appropriate to their totem, the shaman receives a casting roll bonus of +3. The player may pick one Mode that this bonus applies to, according to the nature of the chosen totem. For example, a Hawk totem might give a bonus to Sensory spells (due to the animal's keen perception). A Shaman will never be attacked or threatened by an animal of the type that corresponds to his totem.

LIMITATIONS

A Shaman must first attain the dream-state to cast his spells. This can be accomplished by ingesting a natural hallucinogen such as opium, yaje, peyote, or other psychotropic herbs or mushrooms or by careful meditation, normally with the aid of rhythmic drumming. Without the benefit of drugs or meditation, the shaman suffers a casting roll penalty of -5.

MODES

Not available: Manifest, Kinetic
Bonuses: Sensory +3
Penalties: Attack -3
Manipulate Effects: A shaman can manipulate a quality that suits his personal totem: a Bear totem might let the shaman alter strength while the Wolf totem might find perception and stealth altered. Every shaman has the ability to assume the form of her totem animal. See the example spell, "Totem Form" below.
Summoning Effects: A shaman cannot summon the entities of the dream-realm, per se, but she can communicate with them. The Summon Mode is used for any spell that does this. The greater the level of the Summon spell, the more likely a given spirit is to be helpful and knowledgeable.

Sample Shamanism Spells

Spirit Track (Sensory)

Duration: 5 minutes
Range: 50 feet
Casting Modifiers: -9 (7th level, -4 for extra duration)
Description: This spell allows the caster to see the spirit-traces left by the passage of any living creature, spirit, or extra-dimensional entity. The age of the tracks can also be determined by the use of this spell. The shaman's effective Perception rating is +7 while using this spell.

Call Totem Animal (Summoning)

Duration: 6 minutes
Casting Time: 20 rounds
Casting Modifiers: -20 (-5 ability level, -15 for permanent summons)
Description: This spell allows the shaman to summon a totem animal: a creature that will willingly serve the caster as his or her familiar. The type of animal that responds to the summons is the same as that chosen by the player as their shaman's Totem Animal. The animal must be native to the shaman's homeland, and must be of the natural world (i.e., not of sorcerous or extra-dimensional origin). A totem animal will be ability level 5 and has the same stats as any animal of the same species, but has the ability to comprehend and converse with the caster on a spiritual (non-verbal) level. Only one such totem animal will serve the Shaman at any time.

Giver-of-Life (Manipulate)

Range: Touch
Casting Modifiers: -12 (12th level)
Description: This ritual allows the shaman to enter a trance and call upon the spirits to heal up to 12 HP of damage to any living creature or being. A ceremonial drum, flute, or fetish is a necessary component of this spell.

Totemic Aspect (Manipulate)

Duration: 1 minute
Range: Touch
Casting Modifiers: -12 (-9 attribute increase, -3 skill increase)
Description: After entering the dream-state, the shaman's form shifts to partially resemble that of her Totem Animal. Fingernails extend into claws, eyes turn to slits, or skin hardens into scaly hide. The player may increase one attribute and one relevant skill by +3 for the duration of the spell, to simulate the Totem Animal's special aspect.

Dreambane (Manipulate)

Range: Touch
Damage: Level 15 disease
Casting Modifiers: -15 (15th level)
Description: A vengeful or vindictive shaman can lay a powerful curse with this spell. By touching the victim while he sleeps and whispering the curse, the shaman severs the sleeper's connection to the Spiritrealms. The victim now suffers a Level 15 disease known as Dreambane. He can no longer have a restful night's sleep, and will always awake fatigued and confused from the host of nightmares that visit his sleeping self. For seven consecutive nights, the victim will lose 1 point of CON. If the victim's CON rating drops to -7 or below, they fall into a coma. A special tincture of Purple Lotus, Cleric's Cowl, and Black Mushroom can cure the Dreambane (and restore lost CON points) or awaken the victim from a coma. The shaman that cast the spell can also lift its effects at will.

Far-Seeing (Sensory)

Duration: 3 minutes
Range: 5 miles
Casting Modifiers: -14 (8th level spell, -2 for extra duration, -4 for extra range)
Description: By entering a trance the shaman can use this spell to see through the eyes of any creature of the same species as the caster's totem animal. For example, if the shaman's totem animal is a jaguar, he or she will be able to see through the eyes of any jaguar within range of this spell. If no suitable animal is present in the area, the spell fails (GM's discretion). The shaman must roll a PER check with a +8 modifier to detect specific events, the difficulty will vary based on the relative obscurity of the event. Note that a shaman will be completely unaware of his or her immediate surroundings while using Far-Sight.

Totemic Form (Manipulate)
Duration: 5 minutes
Range: Touch
Casting Modifiers: -29 (15th level, -10 for ability level of Totemic Form, -4 for extra duration)
Description: This spell allows the shaman to adopt the form of his or her chosen Totem Animal (see the spell, Call Totem Animal, for more information). Once the shape-change has been affected, the shaman will have the same abilities (and game stats) as the animal whose form has been adopted and an ability level of +10.

Altered State (Sensory)
Duration: 5 minutes
Range: 50 Feet
Casting Modifiers: -11 (7th level, -4 for extra duration)
Description: By means of this spell, the shaman may enter a trance-state in which he or she will be able to see invisible, astral or spirit entities of any sort with a Perception rating of +7.

Tribal Drums (Illusion)
Duration: 1 minute
Range: 50 Feet
Casting Modifiers: -6 (6th level)
Description: With this spell, the shamans creates the sounds of drums off in the distance. Drums are used by many tribal cultures for communication purposes, and this spell can be used by the shaman to create any desired rhythm.

Viper's Strike (Manipulate)
Duration: 1 minute
Range: Touch
Casting Modifiers: -9 (9th level)
Description: Shamans with the Snake totem can increase their SPD by +3 for up to a minute by chanting this incantation and shaking a bone rattle.

WITCHCRAFT

The magic of the natural world is subtle, mysterious and in harmony with its environment. The spellcasters that practice this Order are similarly at peace with their surroundings and are known in most civilized lands as Witches (both males and female casters). Looked down upon by most casters of more scholarly Orders, Witches are more common in primitive and rural places than cities and civilized lands. In some lands however, the ruling class is comprised of practitioners of this Order, known collectively as Druids.

Unlike the some invasive magical Orders like Wizardry, witchcraft comes from a tradition of nurturing and communing with the spirits of nature. One should not be fooled by its placid appearance, however. Nature also has its fury, and should not be trifled with.

Witchcraft relies heavily on physical components for its spells to work. A connection must always be made between the witch, the materials of the spell, and the target. This connection is often metaphorical —a witch may break a handful of twigs to symbolize the breaking of bones, for example—but the spell will work so long as the metaphor has meaning for the witch. The act of association connects witch, materials, and target as if they were one. The most powerful spell components are personal effects owned by a subject or, better yet, discarded parts of the target; for example, a splinter from a wagon-wheel or a lock of hair.

The magic of witchcraft is about relationships, not power. If a witch wants to break a stone in two, he does not hurl destructive energy at the stone. Rather, he associates the stone with a bit of clay, and breaks that instead. To bring a curse on someone, the witch might obtain an article owned by the victim and cast his magic upon it, thereby doing harm to the intended victim. Witchcraft is one of the most subtle forms of spellcasting, often having none of the obvious external effects of other Orders, such as lights or loud noises.

In most realms Witchcraft is passed down by oral tradition. In addition, aspiring Witches must be "right" for the teachings to work for them. Overly violent or destructive attitudes conflict with this Order, making

the magic ineffective.

Witchcraft is generally practiced by those who are attuned with nature in some way.

Physical Components

A witch must have both hands free and be able to speak aloud in order to cast spells. Some sort of symbolic object must also be used, and is often destroyed as part of the magic ritual. The player is free to improvise appropriate metaphors for the spell components.

Advantages

Witches possess the power of Binding, allowing them to work their magic across any distance, provided they have a strong mystical connection to their target. Any object that has been on the target's person for three or more days, or a physical piece of the target (such as hair, fingernails, or blood) will suffice. This material can be used for a single ritual only, and is consumed as the spell is cast. Spells that incorporate the power of Binding act as if the witch is touching the target.

Limitations

Witches suffer a casting roll penalty of -0 to -5 while using their magic in cultivated areas such as cit-

ies or settlements. Witchcraft use in some areas (such as elven forests) may actually receive a casting bonus (GM's discretion).

Modes

Not available: Manifest, Kinetic
Bonuses: Influence +2, Ward +2
Penalties: Attack -3
Manipulate Effects: A witch can alter virtually any quality, provided he has the appropriate physical components. The heart of a bear might help the witch alter a subject's strength, for example. No manipulation can be made without a metaphorical connection like this. A witch's "curse" sometimes takes the form of a transformation of the target into an animal. Once the "curse" is cast, it takes one day per level of the spell for the target to transform completely. The process is a gradual one, adding a new animal feature each day as the spell runs its course. Once fully transformed, the target will remain in that state for seven days and then instantly revert to its normal form. It is rumored that the witches of old could transform a victim permanently, but it is unknown whether any modern Witches or Druids possess such a talent.
Summon Effects: A witch can summon minor spiritforms to perform simple tasks. These spiritforms are Ability Level 7 or less and can do no harm to living things. They do

have unique qualities, however, including invisibility, immunity to normal weapons, and the special power of Weirding (see sample spell, below).

Sample Witchcraft Spells

Obsession (Influence)
Duration: 5 rounds
Range: Touch (or Binding)
Casting Modifiers: -14 (10th level, -4 duration)
Description: This spell enables the caster to afflict a subject with an overwhelming craving or desire of the caster's choice. For example: the urge to eat or drink to excess, affection for a particular person or creature, a fixation upon obtaining some object of desire or compulsive behavior of some sort (laughing, crying, counting things, etc...). The subject may resist the spell with a Will check at -5. On a partial success they will still feel the obsession, but can control it with repeated will checks for the duration. On a failure, they will experience the obsession for the spell's duration. On a mishap they will continue to experience the obsession after the spell expires until something shocks them out of it.

Weird (Summoning)
Duration: 1 minute
Casting Time: 1 round
Casting Modifiers: -1 (1st level)
Description: This spell calls forth a minor spiritling and allows the caster to compel it to retrieve any small object or item that rightfully belongs to the caster without the requirement of a pact. A Weirded spiritling will recover any object that was lost, stolen, dropped, or even thrown; however, it will not retrieve any item that was sold or freely given away. Once the service has been rendered, the spiritling will then return to its home, unless the summoning is made permanent with an enchantment.

Sympathetic Harm (Manipulate)
Duration: Instant
Range: Touch (or Binding)
Casting Modifiers: -9 (9th level)
Description: This spell allows the caster to do harm to another being by harming an object that symbolizes the intended victim. A crude doll or fetish made from a piece of the target's hair or clothing will suffice to effect the magic, which can cause up to 9 HP damage to the intended victim. Optionally, the nature of the damage done to the victim (fire, strangulation, stabbing, etc...) is determined by the type of damage done by the caster to the object. The spell may also be used to cause minor damage or inconvenience, such as shooting pains in a hand or limb, tripping, obscuring vision, etc.... The GM determines resistance rolls based on the nature and intended severity of the attack.

Mending (Manipulate)
Duration: Instant
Range: Touch
Casting Modifiers: -10 (10th level)
Description: This spell allows the caster to heal up to 10 HP of damage to any living creature, or to mend a similar amount of damage done to any inanimate object.

Nature's Fury (Attack)
Duration: Instant
Range: 50 feet
Area: 10 foot radius
Casting Modifiers: -10 (8th level, -10 for area of effect)
Description: By giving voice to a soft chant, the witch can call a swarm of flying insects and/or small avian creatures (such as sparrows, or whatever creatures are indigenous to the region) and direct them against a designated area and all within. Though individually such small creatures may be capable of only minor damage, the aggregate effect of the swarm's attack is considerable (8 HP damage). At the end of the round, the swarm departs as swiftly as it arrived.

Forest Gloom (Illusion)
Duration: 5 rounds
Range: 50 feet
Casting Modifiers: -19 (1st level base, -15 for magnitude, -3 levels for motion)
Description: This spell enables the witch to call upon the spirits of woodland or forest to shut off the outside world, shrouding the area around him or her in darkness. The gloom is not absolute, but

is an interweaving of shadows, revealing less than it seems. The area of effect is a circle roughly 200 feet diameter around the caster, which moves along with the magician for the duration of the spell.

Barkskin (Ward)

Duration: 3 minutes
Range: Self or Touch
Casting Modifiers: -14 (12th level, -2 for extra duration)
Description: By calling upon the spirits of the forest for protection, the witch can make his skin as hard and durable as the strongest tree-bark. Barkskin will absorb a total of 24 HP damage before the spell is broken.

Animal Friendship (Influence)

Duration: 5 rounds
Range: Line of sight
Casting Modifiers: -12 (8th level, -4 for extra duration)
Description: By the use of this spell, witches befriend an animal by communing with it's spirit. This spell is generally short term, lasting only long enough for the caster to obtain the animal's services for one minute. The animal resists with its ability level against half the spell level. On a partial success the animal is moderately friendly if not particularly obedient. On a failure it obeys simple commands for the duration. On a mishap it remains friends with the caster, even after the spell's expiration, or for as long as the caster gives no reason for the bond to be broken.

Detect Unnatural (Sensory)

Duration: 5 minutes
Range: 50 feet
Casting Modifiers: -10 (6th level, -4 for extra duration)
Description: While this spell is in effect, the caster can sense anything that is not native or natural to the area. Hidden structures, traps, lost objects, and non-natural magical effects will stand out like a beacon to the caster's eyes.

WIZARDRY

The omniverse is permeated by waves of fluctuating magical power, known as vril, mana or arcane energy. In ancient times, certain magicians developed incantations, gestures, and rituals that could tap into the flow of Arcane Energy that surrounds the world. These procedures, known as Wizardry, have survived almost unchanged for millennia.

In its natural state, Arcane Energy is an ambiguous, flowing force with no discernible positive or negative characteristics. When directed into the Primal Plane, Arcane Energy can take on a nearly limitless range of forms (excluding elemental forces, which cannot be replicated by Wizardry).

Arcane Energy can be used to surround the caster with a shimmering aura of protective energy; to conjure simple shapes such as ropes, swords, or walls of force; or to manipulate the physical world with grasping tendrils or "magic hands". Arcane Energy can also manifest as destructive beams of force or the intricate conglomerations of swirling light and shadow used to create illusions.

Compared to more esoteric arts such as Witchcraft or Astrology, Wizardry is a relatively simple magic Order to learn and use. As a result, it is popular among many disparate cultures.

PHYSICAL COMPONENTS

Wizards must gesture with both hands and speak arcane phrases aloud in order to cast spells. A device such as a wand or staff is sometimes used to direct spells, but is not required.

ADVANTAGES

Specialization: The wizard may pick one Mode to represent the type of spells they regularly practice. This Mode receives a bonus of +3 to its overall rating.

LIMITATIONS

Spells of wizardry are always accompanied by glowing lights, an electrical charge in the air, and a strange humming sound. Anyone nearby that makes a successful PER roll with a +5 bonus will be aware that magic is being used and will be able to discern its

source. Because of this, subtle illusions that are meant to appear "real" are very difficult to accomplish with this Order. Likewise, anyone affected by a spell of wizardry (magical influence, protection) will have a noticeable glow and shimmer about them.

Modes

Not available: Summon

Bonuses: +3 to one Mode chosen by the magician.

Penalties: None.

Manipulate Effects: Only simple physical qualities can be altered with Wizardry through the careful application of Arcane Energy. For example, a character's strength might be altered by applying a field of Arcane Energy that helps the character lift, push, and swing. Or a sword's damage rating might be altered by adding a nimbus of destructive energy to the blade. Subtle manipulations (like increasing a character's memory or charm, for example) are not possible with this Order.

Summon Effects: N/A

Sample Wizardry Spells

Animated Warrior (Kinetic)

Duration: 5 rounds

Range: 50 feet

Casting Modifiers: -9 (3rd level spell, -3 for area of effect, -3 for complexity)

Description: This complex spell causes a suit of armor and one weapon to animate as though the wizard himself were in it. This will appear as though an hazy, glowing warrior were wearing the armor and holding the visible weapon. The weapon will be swung with the same skill as if the caster were holding it, although the strength is +1. The caster can perform no other action while moving the armor and weapon.

Solomnent Radiance (Influence)

Duration: 5 rounds (30 seconds, plus see below)

Range: 5 feet

Casting Modifiers: -8 (8th level)

Description: The caster holds his hand out, and with a soft word of Power a glowing ball of soft light springs into being in the wizard's palm. The target's eyes are drawn to it, and feels a drowsi-

ness come over him as his eyes sink into it's depths. When the target falls asleep, the glowing ball will float over his resting head until the spell expires. The target resists with a Will roll at -4. On a partial success, the target can be wakened by sounds or a gentle nudge, and will awaken at the end of the spell's duration in any event. On a failure the target will sleep for the full duration, regardless of sounds and such (but will awaken if struck.) On a botch, the target will sleep through anything, and will continue sleeping normally after the spell duration expires, although they can be awakened normally.

Invisibility (Illusion)

Duration: 10 rounds (1 minute)

Range: 50 feet

Casting Modifiers: -10 (1st level base, +3 levels for Magnitude, +3 levels for Motion, +3 levels for complexity)

Description: With this spell the caster makes himself or any man-sized target in spell range invisible. Sound, scent, and other senses are unaffected. In combat, the invisible fighter receives a +5 to his effective combat rating, unless the opponent has other reliable means of detecting him, such as magical senses, the invisible character standing in water, etc.

Unseen Blade (Sensory)

Duration: 3 minutes

Range: Self or 50 feet

Casting Modifiers: -10 (8th level, -2 for extra duration)

Description: There are the occasions when a battlemage must carry a weapon hidden on his person. This spell will not make the weapon invisible, but will cause everyone to be much less likely to notice it's hiding place. Anyone not looking for it will not see it, and anyone looking for it will have a -8 to their perception. If this lowers their perception to -7 or lower, they cannot perceive the weapon at all, regardless of their roll, even if the sword is an obvious bulge under a cloak.

Arcane Armament (Manifest)

Duration: 10 minutes
Range: 50 feet

For a sword:

Casting Modifiers: -10 (1st level, -9 for extra duration)

Description: A favorite of battlemages everywhere, this spell is taught throughout the continent. When it is cast, a sword made of glowing energy forms in the hands of the caster or any chosen recipient within range. The blade has a weight of 6 lbs, a DR of 8, a minimum strength of 0, and sheds a faint nimbus of light equal to a candle flame.

For a suit of armor:

Casting Modifiers: -15 (6th level, -9 for extra duration)

Description: When this spell is cast, a suit of chain mail forms around the body of the caster or any chosen recipient in range. The armor weighs 40 lbs, a PR of 5, a minimum strength of +3, and sheds an arcane light equal to an oil lamp.

Arcane Aura (Ward)

Duration: 5 rounds
Range: Self/Touch
Casting Modifiers: -10 (10th level)

Description: A standard spell for all wizards, the Arcane Aura spell causes the target's skin to shimmer with arcane energies. Any blows or physical spell effects that strike the target are absorbed by the magical aura, until 20 hp of damage has been taken, at which time the aura fades.

Healing Numinae (Manipulate)

Duration: Instant
Range: Touch
Casting Modifiers: -12 (12th level)

Description: The wizard using the Healing Numinae passes his hands over the wounded individual, and a soft light emanates from the wizard's hands. This light seeps into the wound, and will continue to glow for several seconds, after which it fades and the wound is healed, or nearly so. A total of 12 hp damage can be healed with this spell, and once a target has been magically healed no more can be done that day unless further damage is taken.

Crimson Bands of Cytorak (Kinetic)

Duration: 5 rounds (30 seconds)
Range: 80 feet
Casting Modifiers: -18 (15th level, -3 for extra range)

Description: No one knows who Cytorak was, although a few strange references hint that he may have been an ancient sorcerer supreme. When his spell is invoked, seven shimmering, arcane rings of ruby hue coalesce out of the air and constrict upon the target, holding it immobile with a strength of +5.

Zora's Starburst (Attack)

Duration: Instant
Range: 50 feet
Area of Effect: 10 foot radius
Casting Modifiers: -13 (3rd level, -10 for area of effect)

Description: Zora was a magical duelist. Some claim that she stole the formula for this spell from a competitor who later died in a mysterious duel. Regardless, this spell has since fallen into other hands, and is now in common use. Arcane energies are released in a flash of intense light, dealing 3 hp damage to all in a 20 foot diameter circle, roll Perception at -10 for half damage. On a botched resistance roll, the targets are blinded for 1 round.

Arcane Eye (Sensory)

Duration: 10 minutes
Range: 50 feet
Casting Modifiers: -13 (4th level, -9 for extra duration)

Description: The Arcane Eye is a common enough spell, although it is known by different names in many lands. When this spell is cast, the wizard's eyes take on a piercing. Any magical effect, regardless of Order, becomes apparent to the wizard's eyes. Magical items shine, spell-effects are obvious, and beings that are magical by their nature (demons, conjured beings, undead) stand out easily. Note that if the magic is concealed, an opposed resistance roll is required.

Koron's Bladepact (Hex)

Duration: 2 minutes
Range: Touch
Casting Modifiers: -11 (10th level, -1 for extra duration)
Description: Koron, ever the crafty duelist, would slip this spell onto an opponent at the earliest opportunity... often before hostilities had even begun. The Bladepact is a curse on the target, causing them to be particularly susceptible to rapiers (Koron's own weapon of choice.) A hazy, barely perceptible glow would surround the target, and the haze would flash whenever Koron's rapier struck them. The target would then sustain double damage from his weapon for the duration of the spell. Those individuals lucky enough to survive a duel with Koron were known to demonstrate an aversion to thin blades for months after.

Koron's Chaos (Illusion)

Duration: 5 rounds (30 seconds)
Range: 50 feet
Casting Modifiers: -19 (1st level, +12 levels for Magnitude, +3 levels for Animation, +3 levels for Sound)
Description: Koron was a wily battle-mage who was fond of using illusions to confuse his opponents. With a wave of the hand, the caster of this spell calls into existence 30 feet of swirling lights and colored mists which completely obscures vision in the area of effect. In addition to the sights, random bursts of sound emanate from every direction; barks, clashes, rolling thunder, screams, etc. The net effect of this chaos is that anyone in the area of effect will be unable to see or hear anything, and all Omni Table rolls will be at -4 (one-third the magnitude.) The caster can then escape unseen, or attack the confused opponents, or take the time to cast some other spell.

Manil's Memory Mesmerization (Influence)

Duration: 5 rounds (30 seconds, plus see below)
Range: 5 feet
Casting Modifiers: -20 (20th level)
Description: Manil used this spell to get himself out of many entanglements, romantic and otherwise. When cast, a small sphere of arcane energy comes into being at the tips of the caster's fingers. As the target's eyes are drawn to it, the caster says "Forget I was here." The target must make a Will check at -10 or forget. On a partial success on the resistance roll, the target will remember everything after the spell expires. On a failure, the target will remember that someone was there, just not who. On a botch, the target will forget the entire encounter.

Speed of Lightning (Manipulate)

Duration: 5 minutes
Range: Touch
Casting Modifiers: -25 (21st level, -4 for extra duration)
Description: Used for quick escapes from uncomfortable situations (angry tribe of goblin approaching, angry demon just summoned, angry jilted husband just entered the room) this spell causes a crackling of arcane energy to surround the feet of the caster, increasing running speed by +7. Note that the Speed attribute is not increased, just running speed.

CREATIVE CANTRIPS

Magic, in particular spellcasting, is one of the cornerstones of many fantasy settings. Spellcasters are capable of producing wondrous magics, though these are sometimes but a pale shadow of the past. With magic being of such importance to the game, it is worth making it that bit more exotic, and enriching the roleplaying experience in the process. The *Omni System™* magic system actively permits and encourages players and GMs to create their own, unique, imaginative spells, and presents fantastic opportunities for the creative individual.

However, creating a spell, especially on the spot, can prove daunting for some players, and as a result, many spellcasting descriptions in-game can become dull or cliched. This need not be the case, for creating a memorable spell requires but a little thought and is easier than might at first be believed.

Here is a step-by-step guide:

INTENT

When creating a new spell, the first thing to do is decide precisely what you want it to achieve. This might be as simple as: *"Hurt my enemy at range"* or as involved as: *"Steal the keys from the guard's belt and place them in my grasp"*.

BASIC IDEA

Taking your Intent, and the restrictions of your Order into account, think for a moment of how it might be achieved. Take a moment to consider what the spell could possibly do. In the case of one designed to cause injury, think what things can hurt someone. For example: being cut, impaled, burnt, bludgeoned, frozen, crushed or electrocuted.

DESCRIBING THE SPELL

Suppose you decide that you want your enemy to burn in a ball of flame (in essence the classical "Fireball"). Well, now you have the idea, you can go on to describe the spell itself. Just by considering each of the following components of a spell's description, you can make it far more unique:

APPEARANCE

What exactly does the spell look like? What substance forms the physical aspect of the spell? A Fireball, for example, need not look like a simple ball of flame. It could look like a flaming winged skull, a fiery fist, incandescent heart, or glowing phoenix. It's still a fireball, but it need not look so basic. Also consider the color or colors of the spell; where magic is concerned you need not adhere to the expected. Why not make the fireball green, blue, purple or even pink? Giving the spell an unusual appearance is entirely permissible, providing it makes no change to the effect of the spell (in this case, burning someone).

Another part of the spell's appearance is its motion. If the spell has to cover a distance, how does it do so? Does it erupt, or does it travel? Following the fireball example, does it fly through the air and, if so, does it fly straight, spiral, or zigzag? Does it simply appear out of nowhere to engulf the target? Does it bounce or roll along the ground?

SOUND

What does the spell sound like? Sound accompanies the casting of many spells and can range from the tinkling of bells to the rumble of thunder, from echoes of chilling laughter to the crackle and sizzle of energy. Once again, giving just a little thought to this aspect of a spell gives it much more depth, and the sound need not necessarily match the spell. Why not have your fireball sing as it flies through the air?

SMELL

The least important of the descriptive elements in most cases, describing the scent of the spell can make it seem far more real in the mind's eye. Once again, the scent of the spellcasting, if indeed there is any, can be unique or unexpected. For example, the fireball may well smell of brimstone, but it could just as easily smell of lavender or anything else.

NAMING THE SPELL

Now you have decided what your spell does, and described it, it is time to give it its all-important name. Even the most mundane spell can be made exciting when given an impressive title.

Given the eccentricity and egotism of many spellcasters, it is hardly surprising that even the most banal of cantrips may often bear a flamboyant title. Precious few magicians, having spent weeks or months in toil creating a new spell, would then give their unique creation a humdrum name. Instead, they would make it grandiose, taking pride in their personal achievement.

Giving a newly created spell a good title is satisfying and easy. All spell-titles are composed of one or more of the following components, although two or three components is optimum:

DESCRIPTOR

The most vital part of any spell name informs of the spell's effects, appearance or, less commonly, results, and in many cases, a truly evocative Descriptor is often all that's needed to make a spell sound fantastical. When describing the spell, try to avoid the most mundane descriptions, and choose those less immediately obvious. For example, while "Fireball" does accurately describe the spell producing the ball of fire, it is hardly flamboyant. Take a second to think of alternate or related words that can be used to describe the same thing. In this case, such words as Flaming,

Blazing, Incendiary, Conflagrating, Scorching, Burning, Searing, and Lambent, as well as Sphere, Orb, and Globe, are also appropriate substitutes for "Fire" and "Ball". "Searing Orb" sounds far more exotic than "Fireball".

Creator's Name

A common spell-naming convention, especially as regards the more egotistical or famous creators of spells, is that of appending the individual's name to the front of the spell's title. For example, the infamous Pyromancer Sassan may very well have created the Searing Orb spell, and named it "Sassan's Searing Orb".

Embellishment

Spell creators sometimes add certain extravagant descriptors to their spell titles, particularly if especially proud of a spell, or excessively egotistical. For example, if Sassan was particularly delighted with his Searing Orb spell, he might add such a word as Excellent, Magnificent, Superior, Superlative, Brilliant or Triumphant, to the spell's title. It might have been named "Sassan's Superlative Searing Orb" in this case.

Spell, Cantrip, or Dweomer

Another common spell-naming convention is the actual referral to the spell as being a spell, placed before or after the main description. For example, Sassan might have named his Fireball spell, "Sassan's Searing Orb Spell" or "The Spell of Searing Orbs". Alternately, he could have chosen to use a different word, such as Cantrip, Dweomer, Enchantment, Charm, Glamour, Weird, or Incantation.

Mode Name

Adding a direct referral to the type (i.e. Mode) of the spell is also a common spell-naming option. For example, Sassan might have named his Searing Orb spell, "Sassan's Searing Orb Attack", or might have substituted such words as Assault, or Strike. In the case of an Illusion spell, such words as Illusory, Phantasmal, Ephemeral, Deceptive, or False, can just as easily be used, and so on.

Signature Spells

The ability to be truly individual when creating new spells means that it is quite possible for all of a spellcaster's spells to bear some kind of personal trademark or signature, if desired, that makes all their spellcastings instantly recognizable as their work, for better or worse. For example, the spells of Moncarr the Mauve might always feature a particular red hue in some way, irrespective of the spell's appearance or effect. His "Crimson Fist of Justice" spell might resemble a clenched fist of cracking red energy, while his "Invocation of Carnelian Regeneration" might turn the skin of the individual he is healing temporarily red. A signature need not be a color, nor necessarily even a visual clue. A specific scent, sound, or other theme, is just as appropriate.

Making magic memorable does take imagination and a little thought, but the result is always worth it, as it will entertain all concerned, enrich the game, and perhaps even garner an additional XP or two from an appreciative GM. Any player can say: *"I cast a Fireball! A ball of fire flies forth and strikes my target!"*; but stating something like: *"I invoke Sassan's Searing Orb! A ball of vivid green flame spirals swiftly through the air, shrieking, the scent of brimstone in its wake!"* makes the tired old fireball exciting, and magic as magical as it should be.

CREATIVE COMPENDIA

Maintaining a spellbook is an integral part of playing any spellcasting character and although the book-keeping aspect can put some players off, it can be a very involving exercise.

Sample Spells

The *Omni System™* presents a variety of sample spells for each Order, and these can always be used when personal inspiration fails, or time is of the essence. Indeed, even though the sample spells have effective Levels, Ranges, etc... already worked out, it is entirely possible to ignore these factors, and simply use the description of the spell, allocating the mechanics as desired. Another way to get more use out of the sample spells is to slightly tweak the descrip-

tion and give the spell a different name.

PREPARING SPELLS

Although the sample spells can prove their worth several times over, it is infinitely more rewarding to personally create spells. Creating spells can be exciting, but does require some thinking and creativity, and can be cause for some players to panic. By spending a little non-gaming time preparing some spells, the entire spellcasting process can be speeded up significantly during play.

When deciding the kind of spell descriptions it is necessary to prepare, and what kind of spells will be needed, bear in mind the current campaign, the personality of the spellcaster, and the Modes they possess. For example, an action-packed military campaign will require more Attack Mode spell descriptions, while one based on intrigue might require spells of the Sensory and Influence Modes. Similarly, a spellcaster known as a practical joker will have several elaborate Illusion, Manifest and Manipulate spells useful for such antics, while one famed for their attunement to nature will inevitably have a few peaceful, nature-based spells. One good guideline when preparing some sample spell descriptions is to look at the various Modes for which the character's Orders have bonuses or penalties.

After this initial investment of time and imagination, playing the spellcaster will be much easier, and far less daunting. The same spells can be used time and again by the same character, and as the character is played their repertoire of spells will be rapidly increased with the addition of spells created as experience is earned. Creating a few extra spell descriptions between each session also makes life much easier for the player of a spellcasting character, and it is surprising just how large, and quickly, a character's grimoire can grow.

CREATING AND MAINTAINING THE GRIMOIRE

As any experienced roleplayer knows, keeping notes can be vital to the success of a game, and scraps of paper, torn notes, and other hastily scribbled messages can be easily lost. When keeping a record of a character's spells, relying on scraps of paper to record them can waste a lot of time if such pieces are misplaced.

It is worthwhile investing in an attractive notebook to act as the character's spellbook; one with an unusual cover, such as a mottled or marbled effect or a fake leather binding, is especially appropriate. Such a notebook can even be used as a physical prop, embellished as desired with gold pen, transfers, or stickers, and need not be expensive. Treat the notebook as if it is the character's traveling spellbook and record any prepared spell descriptions in it; use pencil when scribbling down spontaneous creations, or descriptions that lack spell mechanics, as these can easily be written in properly with ink later, and the pencil erased. Try and use the same color ink throughout the notebook to give the spellbook a more uniform look. Using a fountain pen or quill, while extremely authentic, is not necessary. Don't worry about ink blotches or errors either, as magician's spellbooks are typically replete with such marks. If possible, try and write as the character would, because doing so is a good roleplaying experience and can provide the character with more depth.

The spellbook need not be restricted solely to the containment of the character's spells either. Magicians often scribble notes in their traveling grimoire, especially in the margins, and many also keep their journal, details of notable events, dates and times of meetings, important clues, personal theories, and so on, in them as well. Some even add sketches and diagrams of things they have seen, such as magical symbols they wish to investigate or research later. Few magicians are particularly artistic in nature, so it doesn't matter if these illustrations are rough. Physical clues, such as fragments of parchment, and letters used as props in a game can also be kept in the pages of the spellbook, or even glued in. Printing off pieces of text using a special font on a computer, including any number of arcane-looking fonts, can add even more realism to the grimoire, and the translated or legible text can even be printed off and glued onto the back of the page, so it can be easily read.

Just a little preparation and thought when playing a spellcaster can make the game more enjoyable for all concerned, and keeping and maintaining a notebook as if it is the character's eclectic traveling grimoire, can be one of the most enjoyable aspects of playing a spellcasting character.

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CREATING ENCHANTED ITEMS

Enchantment is the process of investing items with lasting magical power. Enchanted items continue to produce their effects without the need for further Spellcasting. For example, a stone can be enchanted to give off a soft light when a command word is spoken, allowing it to be used as a source of illumination whenever it is needed.

In game terms, Enchanting and Spellcasting are very similar. The Modes and magical Orders are used in the same way and the actual game mechanics are nearly identical. The big difference between the two processes is time. Enchantment takes considerably longer to perform than Spellcasting and is much longer lasting. Enchantment also requires an investment in specialized and costly materials.

Enchantment counts as an individual skill of the character's magic Order, in the same way a Mode does. Experience Point costs for learning and improving Enchantment are the same as any Mode Skill. As such, it is possible to be an accomplished enchanter within one field of magic, but still be a novice in another.

Enchantment Types

There are two types of enchantments: Limited and Continuous.

Limited enchantments function three times per day. A magic item invested with a Limited enchantment may recharge itself every day, or may need to be recharged manually by some means (prayer, ritual, exposure to moonlight, or whatever). Examples include a wand that shoots lightning bolts, a ring that gives the power of flight, or a staff that heals wounds.

Continuous enchantments function all the time unless their magic is somehow disrupted, and never need to be recharged. Examples include an amulet that confers continuous protection from fire, magically enhanced weapons and enchanted armor. Continuous enchantments take considerably longer to make than limited enchantments and require finer and more expensive materials. Modes with a duration

of "Instant" cannot be incorporated into Continuous enchantments.

Note that regardless of the method employed, a single item can have only one enchantment. For example, a sword cannot be both +2 damage and capable of producing light.

Overview: Procedure for Enchantment

The following is an overview of the procedure for enchanting an item. Each of the steps is explained in detail below.

1. Player states Intent (what is the item's Mode, Spell Level, and intended use? Will it have a Limited or Continuous enchantment?)
2. Determine Enchantment Requirements (how long will the item take to make, and how much will it cost?)
3. GM determines bonuses or penalties (based on the spellcasters's Enchantment skill rating, the item's Spell Level and casting penalties, and other factors)
4. Player rolls to see if the Enchantment was successful
5. GM judges result

The Enchantment Die Roll

1. Stating Intent for Enchantment
Like stating intent for spell casting, the player decides what spell-effect (Mode) the item will have, and its spell level. The player also decides whether the item will have a Limited or Continuous Enchantment. If the enchantment is Limited, the player must decide whether it must be recharged manually and, if so, by what means.

2. Determining Enchantment Requirements
Before an item can be enchanted there are two requirements a GM needs to determine. First: how much time will it take to make the item described by the player? Second: how much will it cost the character to buy the materials needed for the procedure?

The requirements for Limited and Continuous Enchantments are determined as follows:

Limited Enchantment

- Time required: 2 weeks (80 hours) per Spell Level (one and a half weeks if the item must be recharged manually).
- Cost of materials: 2 times the average price of the item that is to be enchanted.

Continuous Enchantment

- Time required: 6 weeks (240 hours) per Spell Level.
- Cost of materials: 4 times the average price of the item that is to be enchanted.

Note that the Enchantment process does not require special materials or rare ingredients, such as those used in the field of Alchemy. Instead, Enchantment is accomplished by investing ordinary items with the power of magic spells. The Cost in Materials reflects the fact that most Enchanters prefer to use items of good quality, which tend to be more durable. Enchanted items can be made from sub-standard materials, though such items may function erratically or may prove to be defective in some way.

3. Determining Bonuses or Penalties for Enchantment

After reviewing the requirements for the enchanted item, the GM must determine if any bonus or penalty will be applied. This is done before the player rolls to enchant the item.

Apply a bonus equal to the character's Enchantment skill rating. Additional bonuses may be applied if the enchanter is using a magical device that enhances his powers, has access to superior materials or is operating under highly beneficial conditions or surroundings.

Apply a penalty of -1 per spell level plus any additional casting roll penalties the spell might have as a result of increased range, duration, etc. Additional penalties may be applied if the enchanter is using sub-standard materials, or is working under poor conditions or extreme duress.

Comparing applicable bonuses and penalties, the GM arrives at a single figure. This is the modifier that will be applied to the player's Omni Table roll.

4. The Enchantment Roll

To determine whether the Enchantment is successful or not, the player rolls a d20 on the Omni Table, applying the GM's modifier to the die result.

5. Judging Results

A Critical Success means the item has been enchanted, plus it functions even better than intended. Possibilities include: the item functions at a higher level than planned, works more times per day, does not have to be re-charged, etc....

A Full Success means the item has been enchanted and works as planned.

A Partial Success means that the enchantment failed to take hold, but the item and all materials survived intact and can be used again. To do so, the character must repeat the "Time Required" segment of the procedure, then roll again and check the results.

Failure means the enchantment did not take hold and the item and all materials were ruined. If the character wants to try again he must start from scratch.

A Mishap is equal to a critical failure, and may yield disastrous consequences. Some of the worst magical mishaps have occurred as a result of failed attempts at Enchantment.

TIME & ENCHANTING

Unlike Spellcasting, Enchanting does not need to be performed all at once. Many enchanters space out their work over many months and work on several items at a time and more than one enchanter may work on an item, for quick completion. If all the enchanters make their Enchantment roll, the item will succeed. Regardless the number of enchanters, only 24 hours of work can be put into it in a single day.

CREATING TRIGGERED ENCHANTED ITEMS

If desired, any enchanted item can be made so that it will be activated by a specific circumstance or "trigger" (for example, a ring of levitation might activate when the wearer falls more than ten feet). Creating an enchanted item with a trigger adds an additional week to the time required.

USING ENCHANTED ITEMS

Anyone can use an enchanted item, provided they know how the device functions. Some enchanted objects require precise command words or must be physically manipulated in a particular way in order to function. Others are always active (like most enchanted weapons, protective amulets, etc...), are activated by touch, or by a specific trigger of some sort.

Spellcasters can divine the operation of an unfamiliar enchantment by studying it for one hour and making a successful Enchantment roll, using the item's spell level as the Degree of Difficulty. The spellcaster is allowed three attempts to identify a given item; if unable to do so, he or she will have to seek the help of another spellcaster. Optionally, he can wait until he has improved his Enchantment skill by at least +1, and then try again.

If an enchanted item must be aimed to work properly, the character can use the Thrown Weapon skill or an appropriate Mode. Lacking these, the character defaults to Combat Rating or Magic Rating and takes a substitution penalty determined by the GM (usually -5).

ENCHANTED WEAPONS AND ARMOR

Most magical weapons carry enchantments that enhance their basic Damage Rating. The Manipulate Mode is used to accomplish this effect. Attack spells are sometimes enchanted into normal weapons, staves, or wands, allowing the wielder to fire the spell from the item. Attack enchantments never add to the base damage of a weapon, and cannot be combined with a normal attack.

Enchanted armors typically have enhanced Protection Ratings or carry a Ward that repels certain types of damage, such as fire, cold, or Attack spells.

EXAMPLE ITEMS

The following are some examples of enchanted items, illustrating the Mode used in their creation, their Level and Type, and their cost in time and materials.

Item: A pair of magical boots that levitate the wearer all the time
Mode: Move
Spell Level: 6 (can lift up to 150 pounds)
Type: Continuous
Time Required: 36 weeks

Item: A ring that lets the wearer create a small sphere of light 3 times per day
Mode: Illusion
Spell Level: 4
Type: Limited
Time Required: 8 weeks

Item: A dagger enchanted with magical sharpness (+2 Damage Rating)
Mode: Alter
Spell Level: 6
Type: Continuous
Time Required: 36 weeks

Item: A sword whose blade produces a stream of magical flames up to 3 times per day, and must be plunged into fire to be recharged
Mode: Attack
Spell Level: 8
Type: Limited
Time Required: 12 weeks

Item: A brooch that protects against scrying when activated, and can be used 3 times per day
Mode: Conceal
Spell Level: 10
Type: Limited
Time Required: 20 weeks

CHAPTER SEVEN

EQUIPMENT

COIN OF THE REALM

There is a wide variety of currency used throughout the many game worlds from the shell coins of the Elysium tritons to the titanium shills of the Terran Confederation.

To make the economics of this multi-genre system easier for the GM, all prices of goods and services are given in a basic currency unit (cu). This is roughly the equivalent to cost of a single unit of staple food such as a loaf of bread. This universal constant may not be used in the various Omni System genre and setting books. Instead these books will use whatever currency may be in common use on that world. In all cases, conversion notes to convert to and from CUs will be provided.

WEALTH OTHER THAN COIN

Merchants commonly exchange trade goods without using currency. In fact, in many game worlds, currency is not even recognized and folk from these regions normally rely on barter or a system of credits as a means of trade. In these cases, trade goods, weapons, armor, tools, gems or other such items may be required for trade.

BUYING & SELLING GOODS

In general, a character can sell something for half its listed price. Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

The section covers many types of goods and equipment available in fantasy, modern and even sci-fi settings, and includes information on:

◈ **Weapons & Armor:** descriptions of weapons and armor from both primitive and more advanced cultures

◈ **Conveyances:** descriptions of land, sea, air and even spaceborne conveyances

◈ **Specialized Equipment:** descriptions of items used by particular cultures

◈ **Trade Goods & Natural Resources:** descriptions of wares from many nations.

◈ **Magical Equipment:** magical mechanisms and enchanted items

◈ **Alchemical Creations:** elixirs, medicinal mixtures, narcotics, poisons, potions and powders along with alchemical ingredients.

◈ **Equipment Master List:** complete information on prices, weights, weapon & armor ratings, etc.

EXCEPTIONAL WORKMANSHIP

All weapons and armor listed in this chapter represent average workmanship and components. For superior manufacture or workmanship, the GM may attribute a bonus of +1 to +5 to either Attack roll, Damage roll or both.

WEAPONS

The following is a list of weapons used across multiple genres. All weapons in this section are rated according to Damage Rating (DR), weight in pounds (WT), the attribute used to modify Omni Table rolls, minimum STR required to use the weapon, average cost, and Effective Range, when appropriate. Characters receive a -2 penalty to combat skill rating for each point by which their STR The following is a list

Type	Class	DR[1]	WT	Attribute	STR	Cost	Effective Range
Bladed weapons							
Claymore	Blades, large	12S	20	STR	+3	60 cu	—
Dagger	Blades, small	3T	2	DEX	—	1 cu	—
Gladius	Blades, small	6S	4	STR	+1	5 cu	—
Katar	Blade, small	4T	2	STR	+1	5 cu	—
Khopesh	Blades, large	7S	5	STR	+1	14 cu	—
Knife	Blades, small	2S	0.5	DEX	—	1 cu	50 ft.
Kukri	Blades, small	4S	2	DEX	+0	8 cu	—
Longsword	Blades, large	10S	10	STR	+2	40 cu	—
Machete	Blades, small	4S	3	STR	+0	4 cu	—
Mong	Blades, large	8S	5	STR	+2	20 cu	20 ft.
Saber	Blades, large	6S	5	DEX	+0	16 cu	—
Sickle	Blades, small	4S	2	DEX	—	7 cu	—
Hafted weapons							
Aqhu	Hafted	5T	5	STR	+0	4 cu	—
Battle Axe	Hafted, 2 handed	10S	10	STR	+2	45 cu	—
Club	Hafted	5B	6	STR	—	1 cu	—
Fang	Hafted	6T	5	STR	—	3 cu	—
Hammer	Hafted	7B	6	STR	—	3 cu	10 ft.
Hercules Club	Hafted, 2 handed	11B	6	STR	+2	10 cu	—
Ja-Dagna	Hafted	5B	4	STR	—	2 cu	30 ft.
Maquahuilt	Hafted	7S	4	STR	+1	4 cu	—
Maul	Hafted, 2 handed	12B	16	STR	+3	30 cu	—
Pacho	Hafted	6S	4	STR	—	8 cu	—
Tomahawk	Hafted	5S	4	STR	—	3 cu	40 ft.
Tonfa	Hafted	4B[7]	2	STR	—	2 cu	—
War Axe	Hafted	6S	5	STR	+0	10 cu	20 ft.
Warhammer	Hafted	10B	10	STR	+2	12 cu	—
Spears & Polearms							
Halfmoon	Spears	9S	14	STR	+1	15 cu	—
Mancatcher	Spears	3T[2]	12	STR	+1	35 cu	—
Nagimaki	Spears	9S	15	STR	+1	50 cu	
Pilum	Spears	8T	8	STR	+0	13 cu	—
Pitchfork	Spears	5T	6	STR	—	1 cu	—
Pole Axe	Spears	10S	18	STR	+3	30 cu	—
Quarterstaff	Spears	6B	4	STR	—	1 cu	—
Sjang Sutai	Spears	10S	8	DEX	+1	26 cu	—
Spear	Spears	7T	6	STR*	—	2 cu	40 ft.
Trident	Spears	7T	8	STR*	+1	13 cu	30 ft.
Ranged Weapons							
Arrow, barbed	n/a	6T[3]	n/a	n/a	—	1 cu/doz	—
Arrow, blunt	n/a	5B	n/a	n/a	—	1 cu/doz	—

Type	Class	DR[1]	WT	Attribute	STR	Cost	Effective Range
Ranged Weapons (con't)							
Arrow, normal	n/a	6T	n/a	n/a	—	2 cu/doz	—
Arrow, piercing	n/a	6T[4]	n/a	n/a	—	5 cu/doz	—
Atlatl	Atlatl	+3T	1	DEX	—	1 cu	+60 ft.
Blowgun	Blowgun	1T[5]	1	DEX	—	5 cu	40 ft.
Boomerang	Thrown	4B	1	DEX	—	1 cu	60 ft.
Bola	Sling	2B[6]	1	DEX	—	2 cu	50 ft.
Chakram	Thrown	4S	1	DEX	—	8 cu	60 ft.
Grenade	Thrown	12T	0.5	DEX	—	30 cu	60 ft.
Grenade, stun	Thrown	12[8]	0.5	DEX	—	28 cu	60 ft.
Javelin	Thrown	6T	4	DEX	—	1 cu	90 ft.
Short Bow	Bow	n/a	6	DEX	+0	17 cu	270 ft.
Sling	Sling	4	-	DEX	—	1 cu	140 ft.
Shuriken	Thrown	3T	0.5	DEX	—	5 cu	60 ft.
Firearms							
Blaster Pistol	Pistols	8E	4	DEX	-2	350 cu	100 ft.
Blaster Rifle	Rifles	12E	9	DEX	+0	900 cu	160 ft.
Blunderbuss	Rifles	6T	12	DEX	+1	200 cu	15 ft.
Colt Python	Pistols	8T	2	DEX	-2	450 cu	80 ft.
H&K MP5	Submachine guns	10T	8	DEX	+0	1600 cu	100 ft.
M16	Rifles	10T	8	DEX	+1	14000 cu	140 ft.
Musket	Rifles	6T	10	DEX	+0	150 cu	200 ft.
Remington 700	Rifles	10T	8	DEX	+0	600 cu	140 ft.
RPG	Heavy Weapons	28T	14	DEX	+1	450 cu	600 ft.
S&W Ladysmith	Pistols	6T	2	DEX	-3	250 cu	80 ft.
Shotgun, 12 gauge	Rifles	14T	7	DEX	+0	500 cu	50 ft.
Uzi	Submachine guns	10T	7	DEX	+0	600 cu	90 ft.
Walther PPK	Pistols	4T	1	DEX	-4	285 cu	70 ft.
Other Weapons							
Ball & Chain	Flails	7B	8	STR	+1	8 cu	—
Cestus	Brawling	+3B	1	STR	—	1 cu	—
Flail	Flails	6	5	STR	+1	10 cu	—
Garrote	—	*	*	STR	—	1 cu	—
Net	Net	*	5	DEX	—	2 cu	20 ft.
Sap*	Sap	4	2	STR	—	1 cu	—
Whip*	Flails	2	4	DEX	—	4 cu	—

1. Number listed is amount of damage done on a full success. The letter after the number indicates the type of damage done and indicates the relevant PR rating to be used for an opponents armor. (B= blunt force, S= slashing, T= thrusting, E=Energy)

2. On a full success, the victim is immobilized and many not take any action other than attempting to break the grip of the weapon.

3. The barbs on these weapons do an additional DR 3 when removed.

4. Piercing arrows ignore 2 points of PR.

5. Blowgun darts are normally coated with some type of toxin from a paralytic to those that do significant damage.

6. These weapons provide a +4 bonus to attacks whose intent is to trip or entangle.

7. These weapons provide +4 bonus to parry attempts.

8.. All damage done by Stun weapons is Subdual Damage. See Subdual Attacks in Chapter One.

of sample weapons used in various RPG genres. All weapons in this section are rated according to Damage Rating (DR), weight in pounds (WT), the attribute used to modify Omni Table rolls, minimum STR required to use the weapon, average cost, and Effective Range, when appropriate. Characters receive a -2 penalty to combat skill rating for each point by which their STR falls short of the weapon's minimum STR requirement; characters cannot use missile weapons at all without having the minimum required STR.

Aqhu: A weapon derived from a tool, the Aqhu was derived from the adze used by masons and stoneworkers. It consists of a metal or wooden haft and a chisel like blade.

Arrows: There are a myriad variety of arrows and arrowheads. For simplicity's sake, arrows have been divided into 4 categories:

Barbed: These arrows have any barbed points instead of one arrowhead. As well as doing normal damage, the removal of a barbed arrow does an additional 3 points of damage.

Blunt: Blunt arrows are generally used when hunting for small prey but can also be used in combat. Blunt arrows do Bludgeoning damage.

Normal: normal arrows are the most common type, They have a leaf shaped head used to pierce lighter materials, skin and tissue.

Piercing: Piercing arrows are generally only used for combat. The are designed with sharp, conical or pyramidal tips to better pierce heavier armors.

Atlatl: An atlatl is not a weapon per se but rather is used in throwing short javelins. The leverage of an atlatl extends the range of a thrown javelin by 80 ft. and also increases the damage done.
RoF: 1   *Ammo:* 1

Ball & Chain: A ball and chain is just what it sounds like: a heavy metal ball attached to a chain. Sometime the ball is spiked or studded and often the chain is affixed to a wooden haft. The ball is swung around to give it increased impact.

Battle Axe: A battle axe is a large double bladed combat axe.

Blaster Pistol: A typical sidearm weapon used in science fictions settings. The blaster pistol fires a pulse of energy and requires a battery pack to operate. Blaster pistols typically get 20 shots before the battery pack is drained.
RoF: 2   *Ammo:* 20

Blaster Rifle: A typical longarm weapon used in science fictions settings. The blaster rifle fires a pulse of energy and requires a battery pack to operate. Blaster rifles typically get 40 shots before the battery pack is drained.
RoF: 2   *Ammo:* 40

Blowgun: Found primarily among more primitive cultures, the blowgun is most often used in hunting but can also be used in war. While the darts of a blowgun do a negligible amount of damage, what makes the weapon dangerous is the fact that most of these darts are coated in some toxin or another.
RoF: 1/2   *Ammo:* 1

Blunderbuss: A blunderbuss is a muzzle-loading firearm with a flared, trumpet-like barrel. It is highly inaccurate and suffers a -8 penalty on attack rolls when used to hit a particular target. It is more often used to strike a general areas much like a shotgun. A blunderbuss may attack all targets within a 5 foot area. Any Mishap roll when using a blunderbuss indicates the weapon has exploded causing 8T damage to the user.
RoF: 1/2   *Ammo:* 1

Bola: Bolas are found in various cultures around the world. A bola consist of stones attached together by means of a flexible cord. Like a sling, the bola is swung above the head before being released. A bola grants the user a +4 to Omni Table rolls when attempting to trip an opponent.
RoF: 1   *Ammo:* 1

Boomerang: A type of throwing stick most often found in Australia. Because of it's unique shape, a boomerang will return to the hand of its thrower the round after it is thrown.
RoF: 1   *Ammo:* 1

Cestus: A cestus is a brawling weapon that consists of leather and linen wraps quilted with lead and other heavy substances. The weapon gives more weight to normal punches.

Chakram: The chakram is a throwing disk. It is a flat bronze or iron ring about a foot across with a sharpened edge.
RoF: 1   *Ammo:* 1

Claymore: The claymore is a large (6 feet) two handed sword commonly found among the highland clans of Scotland. Only the strongest warriors may wield this massive weapon,

Club: There are many varieties of clubs in use in all genres of game. Clubs can be solid pieces of wood or may have stone heads attached for more weight.

Colt Python: A handgun with a well deserved

reputation for accuracy. users receive a +1 bonus on all Attack Omni Table rolls when using this weapon.

RoF: 2   *Ammo:* 6

Dagger: unlike the knife, the dagger is a rugged and intended for combat and hunting. It consists of a short metal blade sharped on both sides.

Fang: A common weapon from Asia, the fan consists of 2 double edged blades attached at right angles to each other.

Flail: Flails were originally derived from the tools used to thresh grain. They consist of a metal club attached by a short chain to a wooden haft. The additional leverage makes them deadly in combat but more difficult to wield than a normal club.

Garrote: A garrote is simply a cord or wire used for strangulation. They normally have short wooden handles making them easy to hang onto while a victim struggles.

Gladius: Originally a Roman weapon, it is a short sword with a double-edged blade.

Grenade: A grenade is a small explosive that can be thrown at a target. Grenades release shrapnel when they explode doing damage to all within a 20 foot radius.

RoF: 1   *Ammo:* 1

Grenade, stun: Grenades do not release shrapnel when they explode instead they release a flash of light and loud sonic boom doing subdual damage to all within a 20 foot radius.

RoF: 1   *Ammo:* 1

H&K MP5: Perhaps one of the most recognizable firearms in the world. The MP5 is a common submachine gun in use around the world by armed services, police forces and corporate security personnel.

RoF: 5   *Ammo:* 30

Halfmoon: A polearm consisting of a crescent shaped blade affixed to a seven foot pole. The weapon is used in a great sweeping arc and can devastate unarmored or lightly armored opponents.

Hammer: Another tool-turned-weapon, the hammer consists of a heavy square or rectangular head mounted on a wooden or metal haft,

Hercules Club: Named for the great Greek demi-god, the Hercules club is a large, two-handed wooden club sheathed (and often studded) in metal.

Ja-Dagna: An ironwood club used by native American tribes. The ja-dagna has a polished round striking edge.

Javelin: A typical throwing spear. The javelin is used more often than bows in most games set in classical times. Javelins used as melee weapons suffer a -4 on all melee attacks with them,

Katar: The katar is a punching dagger consisting of a double edged bladed affixed to a hilt. When held the blade juts out from the users fist.

Khopesh: The traditional sword of ancient Egypt, the Khopesh is a sickle-sword made of bronze and used by elite warriors.

Knife: A simple weapon consisting of a short single-edged blade attached to a wooden haft. Knives are used more for cutting and eating than they are in combat however some knives are specially balanced for throwing and are deadly in the hands of an experienced knife-fighter.

Kukri: A type of fighting knife originally from Nepal. The Kukri has a single sharped edge and a curved blade.

Longsword: The longsword is the name given to a number of different types of simple swords used throughout the world. These swords all share a simple design with a straight, double-sided blade with a simple crossbar separating blade from hilt.

M16: A very popular assault rifle found in both military and private hands around the world. Originally a weapon of the US military.

RoF: 5   *Ammo:* 30

Machete: The machete is a type of short sword normally used for cutting through undergrowth or other utilitarian uses.

Mancatcher: A forked polearm with a spring loaded mechanism that closes around the hapless victim requiring a Full Success STR roll on the Omni Table to break free.

Maquahuiltl: A common weapon in Aztec lands. It consists of a wooden club covered in shards of obsidian (a type of volcanic glass). Since most warriors in these regions wear little to no armor, these weapons are particularly devastating to bare skin and cloth.

Maul: A maul is a heavy hammer normally made of wood and wielded two-handed. They require considerable strength to wield effectively.

Mong: The Mong is a strange weapon found in some primitive regions (particularly among the Nubian tribes in the Atlantis setting). It is a strangely shaped metal weapon normally of bronze though iron mong are known. Shaped like a large Throwing Iron is normally used as a melee weapon.

Musket: A common early black powder weapon.

It is a muzzle loading weapon and requires 3 rounds to reload.

> *RoF:* 1/3 *Ammo:* 1

Nagimaki: The nagimaki is a weapon from Japan that blurs the line between polearm and sword. Averaging 5 to 6 feet in length, the Nagimaki's blade is half the length of the weapon. It is wielded two-handed and it borrows techniques from both sword use and polearm use.

Net: A net is used to entangle enemies. On a Full Success with a net the victim is entangled and must make an omni Table roll against STR to try and break free (-12 Difficulty)

Pacho: This wooden club from the Pacific Ocean region that has dozens of shark teeth lashed to its surface.

Pilum: The pilum is a very common weapon in ancient Rome. It is essentially an infantry spear with the top half being a solid metal rod with a piercing tip. They are a melee weapons and cannot be thrown with any accuracy.

Pitchfork: Another agricultural tool, the humble pitchfork can make a adequate weapon when needed.

Pole Axe: The pole axe is exactly what it sounds like, an axe head mounted on a polearm. It is often used by city guards in a crowd control capacity.

Quarterstaff: A simple length of wood, normally oak or some other hard wood. As simple traveler's weapon.

Remington 700: Typical of many privately available hunting rifles, the Remington 700 can also be found in the military and in police forces.

> *RoF:* 1 *Ammo:* 5

RPG: A common weapon that can do a significant amount of damage, the rocket propelled grenade (RPG) is a favorite weapon of terrorist cells and insurgent forces because if its ease of use and relatively low price tag.

> *RoF:* 1 *Ammo:* 1

S&W Ladysmith: A snub nosed revolver that is a popular handgun with many private citizens. The Ladysmith (model 642) holds 6 rounds in the cylinder and one in the barrel.

> *RoF:* 1 *Ammo:* 7

Saber: A single edged, slightly curved sword.

Short Bow: A typical bow found in many cultures around the world. Although normally made from wood, bone and horn versions are also manufactured by some cultures.

Shuriken: A small metal disk sharpened and spiked used as a thrown weapon primarily in Japan.

Sickle: Commonly used as an agricultural tool in the harvest, the sickle can also be used as a weapon (most often by farmers and other commoners).

Shotgun, 12 gauge: A typical pump action shotgun often used for hunting.

> *RoF:* 1 *Ammo:* 6

Sjang Sutai: This type of polearm is most frequently found in Asia. It is essentially a bladed staff with a circular metal guard separating the blade from the shaft of the staff.

Sling: A sling consists of a small patch of leather attached to two cords or thongs on either side. A rock or other small heavy item is placed in the leather pouch and the entire thing is swung in a circle to build up speed before the stone is released.

Spear: A simple weapon consisting of a wooden shaft with a sharpened end. More sophisticated versions exist with metal blades instead of simple sharpened sticks.

Throwing Stick: perhaps among the first weapons used by humans, the throwing stick is simply a weighted club used for ranged combat. There are dozens of regional variants.

Tjaluk: A knife with a curved blade and knuckle guard. It is most commonly found in Malaysia

Tomahawk: The traditional fighting axe of some Native American tribes. The axe head is normally bronze although stone heads are also known.

Tonfa: The tonfa consists of a wooden block about 18 inches to 2 feet in length with a handle jutting out from one end at a right angle.   It can be used like a club but more importantly is used to parry blows by resting its length along the forearms. These weapons are commonly used in both hands.

Trident: The favored weapon of the Triton people, many humans also find the weapon an excellent choice. It is essentially a three pronged spear normally made of metal.

Uzi: One of the most common and recognizable submachine gun on the market.

> *RoF:* 3 *Ammo:* 20

Walther PPK: A typical handgun made famous in many spy movies.

> *RoF:* 2 *Ammo:*

War Axe: This is a combat version of the simple hand axe. Reinforced for durability, the war axe is a favored weapon of Dwarves.

Warhammer: The warhammer is 2-handed

hammer designed specifically for combat. It consists of a heavy metal head with a stout wooden handle.

Whip: A whip is a length of woven leather or hide usually used on animals or slaves. In the hands of some, it can also make a formidable weapon against unarmored foes. Users receive a +4 bonus to all Omni Table rolls when attempting to trip or entangle an opponent.

AMMUNITION

Firearms ammunition comes in a variety of calibres and types. For the purposes of the basic Omni System, all ammunition is basically the same for all guns. It does come in different 'flavours" These are covered below.

HOLLOW POINT

Hollow Point bullets are designed to destroy flesh. They are disastrous when used against unarmored targets but have a harder time penetrating hard surfaces. Hollow point bullets cause +2 damage to unarmored targets but suffer twice the normal PR when fired at armored or hard targets.

ARMOR PIERCING

Armor piercing bullets are manufactured in such a way to give them better penetration against hard targets. Armor piercing bullets ignore the first 4 points of PR on any target struck.

ARMOR PIERCING DISCARDING SABOT (APDS)

APDS rounds are hardened metal bullets encased in a plastic sleeve that break away from the round when it leaves the barrel of the gun, effectively increasing range. APDS bullets double the effective range of a firearm and also do +1 damage on successful Attack rolls.

AMMUNITION & ACCESSORIES FOR MISSILE WEAPONS

Type	WT	Cost
Case (blowgun)/60 darts	5	1cu/1cu
Pouch w/12 shuriken	6	5 cu
Pouch w/20 sling stones	5	0.5 cu
Quiver (blunt arrows)/20 arrows	5	1 cu/2 cu
Quiver (barbed arrows)/20 arrows	4	1 cu/2 cu
Pouch (piercing arrows)/20 arrows	4	1 cu/3 cu
Quiver (normal arrows)/20 arrows	4	1 cu/1 cu
Bullets (normal)/50	1	30 cu
Bullets (hollow point)/50	1	50 cu
Bullets (armor piercing)/50	1	100 cu
Bullets (APDS)/50	1	500 cu
Bullets (musket balls)/20	2	10 cu

ARMOR

Many types of armor are used in genres ranging from fantasy to historical and even modern and sci-fi. Armor is more important in some genres and settings than other. Fantasy characters will typically rely heavily on armor to keep them safe while it will be relatively rare in a modern espionage game.

Armor functions in the game by effectively reducing the amount of damage done by any successful attack made against the character. All armor has a protective rating (PR). This is the amount of damage that the given piece of armor absorbs for any given attack.

In many cases armor is modular, that is to say, it is made up of several pieces to form a whole. The armor bonuses to PR for each piece worn are totaled giving the overall PR of the character wearing the armor. Some pieces of armor cannot be stacked and these are fully described in the next section.

Because armor can stop the blow of an axe or even a bullet, it is generally heavy and cumbersome. As a result, some armors will have a minimum STR requirement to wear it. Also as a result of its weight, for every +1 of STR required to wear a type of armor, the

character suffers a -1 penalty to his or her DEX attribute. Players should note this is also applied to any DEX modified skills so trying to be stealthy or attempting to wield DEX based weapons can be quite difficult while wearing the heavier armors.

Armor can normally be broken down into the following pieces: a cuirass consisting of a molded breast plate often with an adjoined backplate; a peturgis (broad belt and apron that covers the groin and thighs normally made of leather; and greaves of metal or leather covering the lower legs. A helmet is also often added to most full suits of armor. There are certainly other pieces that make up a full suit of armor (vambraces, chanses, bracers and genouilleres, etc.), but for ease of play all armor has been abstracted into these 4 main divisions in the *Omni System™*.

From the heavy plate armor of the medieval knight to the woven cord armor of the Polynesian Islands to powered mecha-like armor of the far future, armor may be broken into a number of categories.

LIGHT CLOTH

Light cloth armors are probably the most common along with light leather armor. They consist of multiple layers of linen or another cloth used to soften the blows of light weapons or the claws and teeth of beasts. It is very light weight but offers little in the way of protection for serious injury.

HEAVY CLOTH

Heavy cloth armor is traditionally made by layering linen or another cloth until it is about half an inch or so thick. This is normally accomplished by gluing the fabric layers together making the whole armor stiff but still light weight. Other types of armor also fall into this classification including cord armor, quilted or padded armor and armor of woven reeds and grasses.

	PR						
	B	**S**	**T**	**E**	**WT**	**STR**	**Cost**
Cuirass							
Light Cloth	+1	+0	+0	+0	5	—	5 cu
Heavy Cloth	+2	+1	+1	+0	8	-2	10 cu
Light Leather	+1	+2	+1	+0	7	—	16 cu
Heavy Leather	+2	+2	+2	+0	11	+0	45 cu
Bezainted, cloth	+2	+1	+1	+0	18	+0	22 cu
Bezainted, leather	+2	+2	+2	+0	20	+1	50 cu
Jazerainted, metal	+2	+3	+2	+0	28	+1	60 cu
Brigandine, metal	+3	+4	+4	+0	44	+2	300 cu
Brigandine, bone	+2	+2	+2	+0	33	+2	150 cu
Brigandine, wood	+3	+2	+2	+0	30	+1	135 cu
Lamellar, metal	+3	+3	+3	+0	30	+2	260 cu
Chain shirt	+4	+5	+5	+0	40	+2	300 cu
Plated, bronze	+4	+5	+3	+0	40	+3	300 cu
Plated, iron	+4	+5	+5	+0	50	+3	400 cu
Plated, steel	+4	+6	+6	+0	42	+3	600 cu
Flak Jacket	+1	+2	+2	+0	18	+0	350 cu
Ballistic Vest	+1	+2	+6	+0	10	+0	500 cu
Tactical Vest	+1	+2	+6	+0	15	+0	1500 cu
Peturgis							
heavy cloth	+1	+1	+0	+0	8	+0	45 cu
leather	+1	+1	+1	+0	12	+1	65 cu
metal	+2	+2	+2	+0	16	+1	100 cu
Greaves							
leather	+1	+1	+1	+0	4	+0	50 cu
metal	+1	+2	+2	+0	8	+1	75 cu
Helmet							
leather	+1	+1	+1	+0	2	+0	15 cu
metal	+1	+1	+1	+0	8	+1	50 cu
Full Suits (*does not include helmet*)							
Chain Mail	+5	+6	+6	+0	64	+2	475 cu
Full Plate	+8	+10	+10	+0	63	+3	775 cu
Tactical Suit	+6	+5	+9	+1	20	+1	6000 cu
Battlearmor	+8	+12	+10	+10	50	+2	20000 cu

LIGHT LEATHER

Soft Leather armor is made from the hides of horses, cattle, deer and similar animals. It is soft and suptle but provides adequate padding and protection from blunt weapons and some slashing attacks.

HEAVY LEATHER

This type of armor consists of normal leather that has been treated and hardened or from the hide of an animal such as an elephant or rhinoceros. Wooden armor also falls into this category of armor.

BEZAINTED

This type of armor consists of normal heavy leather or heavy cloth with the addition of metal rings, disks or studs affixed to the outside of the armor. This additional armor helps to deflect piercing attacks as well as slashing weapons.

JAZERAINTED

Jazeraint armor consists of a number of metal scales being riveted onto normal Heavy Leather Armor. These scales generally cover the majority of the armor with areas like the joints and armpits left bare leather for ease of movement.

BRIGANDINE

This type of armor is similar to jazerainted armor but consists of a number of metal, bone or wood strips which are then overlapped and lashed together and then encased in a layer of leather front and back.

LAMELLAR

Lamellar armor is made of a series of metal scales that are laced together rather than riveted into leather as in the case of jazeraint armor. This type of armor offers excellent protection against all types of attack and is fairly easy to move in .

MAIL

Mail armor consists of small metal rings linked one to the other to form a metal fabric. Mail is very time consuming to make and is therefore very expensive. It does offer excellent freedom of movement and protection against all types of attacks.

PLATED

Plated armor consists of a solid metal breast and/or back plate and metal plates mounted on leather in other vital areas.

PROTECTIVE RATING

All armor is rated according to Protection Rating (PR) against each of three types of attack (blunt (B), thrusting (T), slashing (S) and E (energy)), weight in pounds (WT), minimum strength required to employ the armor (STR), and average cost. Characters have a -2 penalty to all actions for each point their Strength Rating falls short of the armor's minimum STR requirement.

MODERN AND SCI-FI ARMOR

FLAK JACKET

The flack jacket is a heavy canvas jacket with steel plates shown into the lining offering some degree of protection from shrapnel and bullets.

BALLISTIC VEST

A typical bulletproof vest worn by police and other law enforcement and security personnel.

BALLISTIC SUIT

A more rugged version of the Ballistic Vest, this suit also protects the wearer's legs, groin, arms and comes with a helmet.

TACTICAL VEST

The Tac-Vest consist of a kevlar vest lined with ceramic plates that offer even greater protection against bullets.

TACTICAL SUIT

The Tac-Suit consists of a heavy kevlar jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. This type of suit is often worn by police SWAT units.

BATTLEARMOR

Designed for heavy warfare, Battlearmor covers the user from head to toe in lightweight, but strong, armor plating. The helmet usually has some type of heads up display system and often has noise and light dampening technology to protect the wearer from stun grenades and similar weapons.

SHIELDS

Information on shields includes weight in pounds (WT), maximum damage the shield can withstand in a single attack without breaking (Max. DR), the minimum strength required to employ the shield (STR) and average cost.

Type	WT	Max. DR	STR	Cost
Shield, bronze	20	25	+1	20 cu
Shield, hide/wood	5	15	-1	10 cu
Shield, iron	20	35	+2	35 cu
Shield, steel	20	50	+1	60 cu
Shield, riot	10	75	+0	200 cu

All shields are assumed to be medium sized shield. For larger shield such as tower or kite shields multiply the weight and cost by 2. Larger shields provide a +4 bonus to Parry but require a +2 STR to employ effectively. (exception: Riot Shields require only a +0 STR regardless of size)

EQUIPMENT LISTS

The following is a sample list of equipment and supplies available across multiple game world. Prices listed here reflect the average price for goods of standard quality, as found in regions where such goods are in abundant supply. Prices may be adjusted as follows:

◈   Half price for shoddy or used goods
◈   Double price or more for goods of superior quality or material.
◈   +50-200% in areas where such goods are rare or illegal.
◈   +10-40% for tariffs on imported goods

Again, the purpose of these lists, along with the rest of the core *Omni System™* book is to provide broad information on how to adapt the rules to your chosen genre and game world. Specific equipment commonly found in your style of game and much more information on relevant equipment is provided in each *Omni System™* supplements and game world.

BEASTS

Type	Cost
Baboon (tamed)	100 cu
Camel	50 cu
Cat, house	1 cu
Chicken	0.5 cu
Cow	10 cu
Dog, guard	25 cu
Dog, hunting	17 cu
Donkey/Mule	8 cu
Elephant, war	5000 cu
Falcon, hunting	50 cu
Goat	1 cu
Horse, Riding	40 cu
Horse, Draft	30 cu
Horse, War	250 cu
Lion (tamed)	500 cu

Type	Cost
Monkey, small	50 cu
Ox	15 cu
Parrot (talking)	40 cu
Pig	1 cu
Pigeon, homing	1 cu
Pony	15 cu
Sheep	1 cu
Songbird	5 cu

TACK & HARNESS

Type	Cost
Barding	*
Battle rig (thunder lizard)	20 cu
Battle tower (elephant)	1,000 cu
Harness (any steed)	3 cu
Saddle bag	5 cu
Sedan chair (ogriphant)	40 cu
Yoke (per burden beast)	1 cu

* Base price is the cost for comparable armor for humanoids. For horse & camel mounts: multiply cost by 5. For thunder lizard & elephants: multiply cost by 10.

TRAVELERS' EQUIPMENT

Type	Cost
Backpack/traveler's satchel	2 cu
Bandolier belt	10 cu
Bedroll	1 cu
Chest, large (10,000 coins)	10 cu
Chest, small (1,000 coins)	5 cu
Coin purse (50 coins)	0.5 cu
Fan	0.2-1 cu
Flask, copper (1 pint)	1 cu
Flask, pottery (1 pint)	0.5 cu
Gourd (w/stopper; 1 quart)	0.1 cu
Lantern	2 cu
Lantern oil (pint; one hour)	1 cu
Map Case (bone)	1 cu
Mirror, crystal	10 cu
Mirror, metal	2 cu
Pouch, belt (100 coins)	2 cu
Pouch, shoulder (500 coins)	3 cu
Rope, hemp (per foot)	0.2 cu
Rope ladder (per foot)	0.5 cu
Sack, cloth (1,000 coins)	0.2 cu
Sack, hide (1,500 coins)	1 cu
Strongbox, large (10,000 coins)	25 cu

Type	Cost
Strongbox, small (1,000 coins)	10 cu
Tallow (burns one hour)	0.1 cu
Tent	4 cu
Tinder box	1 cu
Torch (burns four hours)	0.25 cu
Walking stick	0.5 cu
Waterskin, large (2 gallons)	2 cu
Waterskin, small (2 quarts)	1 cu
Wineskin (2 pints)	0.5 cu

CLOTHING

Type	Cost
Boots (cloth/hide)	2 cu
Boots (velvet/leather)	10+ cu
Cap (cloth/hide)	1 cu
Cap (velvet, satin)	10 cu
Cape (cloth/hide)	1 cu
Cape (silk, satin)	15+ cu
Cloak (cloth/hide)	2 cu
Cloak (velvet/brocade)	10+ cu
Gauntlets (chain)	10 cu
Gauntlets (thick hide)	4 cu
Gloves (hide/cloth)	2 cu
Harness (leather)	4 cu
Headband (cloth/hide)	0.5 cu
Headband (silver)	5 cu
Hooded cloak	5+ cu
Loincloth (cloth)	0.2 cu
Loincloth (hide/fur)	0.5 cu
Ritual vestments	10+ cu
Robe (elaborate)	20+ cu
Robe (simple)	5 cu
Sandals/slippers	0.5 cu
Slippers (elaborate)	10+ cu
Smock/dress (simple)	1 cu
Smock/gown (elaborate)	20+ cu
Toga	8 cu
Tunic/breeches (cloth)	1 cu
Tunic/breeches (velvet)	10+ cu

TOOLS & PROFESSIONAL EQUIPMENT

Item	Cost
Abacus	1 cu
Adze	1 cu
Navigation Clock	2000 cu
Barrel, large (20 gallons)	5 cu
Barrel, small (1 gallon)	1 cu
Cage, metal (per cubic foot)	3 cu
Cage, wood (per cu. foot)	1 cu
Chain (per foot)	0.5 cu
Chart, navigational	200 cu
Chart, astrological	125 cu
Clockwork tool kit	350 cu
Costume (fool/jester)	10+ cu
Costume (for stage)	25+ cu
Crowbar	1 cu
Glass worker's tools	25 cu
Grapnel	2 cu
Iron maiden/rack	100 cu
Jeweler's tools	25 cu
Juggler's pins (each)	1 sp
Crystal matrix engineer's tools	200 cu
Lense Cusps	5 cu
Lock, simple	1 cu
Locksmith's tools	20 cu
Logbook/ledger	2 cu
Loom	5 cu
Mallet	0.5 cu
Manacles	1 cu
Metalworker's tools	50 cu
Net, dredging	2 cu
Net, fishing/throwing	2 cu
Notebook/folio	1 cu
Oil cloth (per square foot)	0.25 cu
Performer's make-up kit	2 cu
Pick/shovel	1 cu
Saw	2 cu
Seal (to stamp documents)	25 cu
Sharpening stone	0.25 cu
Slave's collar	0.5 cu
Spy Glass	50 cu
Spikes/pitons (10)	0.2 cu
Stone worker's tools	10 cu
Thieves' tools	20 cu
Veil, silk (dancer's)	1 cu
Winch	5 cu
Woodsman's axe	2 cu
Woodworker's tools	10 cu

ALCHEMICAL & MAGICAL EQUIPMENT

Item	Cost
Alchemical test kit	5 cu
Alembic	1 cu
Apothecary jars (12)	1 cu
Bellows	5 cu
Blowtube (alloy)	2 cu
Blowtube (silver)	25 cu
Brazier	2 cu
Censer	5 cu
Crucible	1 cu
Crystal ball (unenchanted)	20 cu
Furnace	200 cu
Hour glass	5 cu
Incense	1 cu
Ink, sepia (per ounce)	1 cu
Inkwell (crystal)	5 cu
Inkwell (pottery)	1 cu
Mirror (obsidian)	200 cu
Mirror (silver)	10 cu
Mortar and pestle	1 cu
Piping/tubing (per foot)	0.2 cu
Prism	2 cu
Quill pen	1 cu
Scroll (hide)	5 cu
Scroll (parchment)	10 cu
Scroll case (bone)	10 cu
Scroll case (hide/wood)	2 cu
Scroll case (silver)	10 cu
Spell book (iron-bound)	50 cu
Spell book (leather-bound)	20 cu
Spell book (silver-bound)	100 cu
Sphere (per inch diameter)	1 cu
Tongs	1 cu
Vat (per cubit foot)	5 cu
Vial (12)	2 cu
Vial, amberglass (each)	20 cu
Wand (unenchanted, costly)	100 cu
Wand (unenchanted, simple)	10 cu

FOOD & LODGING

Type	Cost
Beer, mug	0.25 cu
Coffee, cup	1 cu
Mead, mug	0.5 cu
Meal, inn, full	2 cu
Meal, inn, simple	1 cu
Night's Lodging (simple)	1 cu
Night's Lodging (quality)	2+ cu
Rations, travel (one week)	0.3 cu
Stable fees (per night)	0.1 cu
Tea, cup	0.4 -1 cu
Whiskey, shot	0.6
Wine, glass	0.3 cu - 10 cu

MODERN & SCI-FI GEAR

Type	Cost
Batteries	5 cu
Binoculars	325 cu
Cabling, steel, per foot	1 cu
Camera, digital	300 cu
Camera, SLR	600 cu
Cellular Telephone	200 cu
Climbing Gear	22 cu
Compass	35 cu
Computer, desktop	750 cu
Computer, laptop	1400 cu
Computer, PDA	400 cu
Computer, wearable	1000 cu
Cybernetics, arm	10000 cu
Cybernetics, datajack	3500 cu
Cybernetics, optical	15650 cu
First Aid Kit	50 cu
Fishing Gear	50 cu
Flashlight	14 cu
GPS Receiver	180 cu
Life Jacket	80 cu
Lockpick, electronic	1650 cu
Nightvision Goggles	750 cu
Psi Booster (single dose)	100 cu
Recorder, digital	50 cu
Sleeping Bag	50 cu
Suitcase	150 cu
Tent, 4 man	180 cu
Water Purification Tablets (50)	10 cu

CONVEYANCES

A list of a few common vehicles and other conveyances are provided here as examples only. Like the rest of the Equipment chapter, specific types of equipment required for a given genre or game world will be provided in the relevant *Omni System™* supplements.

Type	Cost	SPD
Automobile	30000 cu	+25
Biplane	60000 cu	+26
Bus	135000 cu	+24
Cargo barge	5,000 cu	+2
Carriage (fancy)	200 cu	-2*
Cart, small	5 cu	-1*
Chariot	1,000 cu	+0*
Cog	45,000 cu	+6
Dogsled	250 cu	+4
Galley	15,000 cu	+5
Motorcycle (Harley)	20000 cu	+25
Palanquin (curtained)	100 cu	+0
Pleasure barge	200,000+ cu	+3
Raft	1-2 cu	+0
Reed boat	5 cu	+5
Speedboat	20,000 cu	+20
Starship	1000000 cu+	*special*
Trireme	65,000 cu	+6
Wagon (enclosed)	100 cu	-2*
Wagon (open)	50 cu	-2*
War chariot	5,000 cu	-1*
Windship (*Atlantean*)	250,000+ cu	+14

* This SPD rating is added to the SPD of the animal or animals pulling the conveyance.
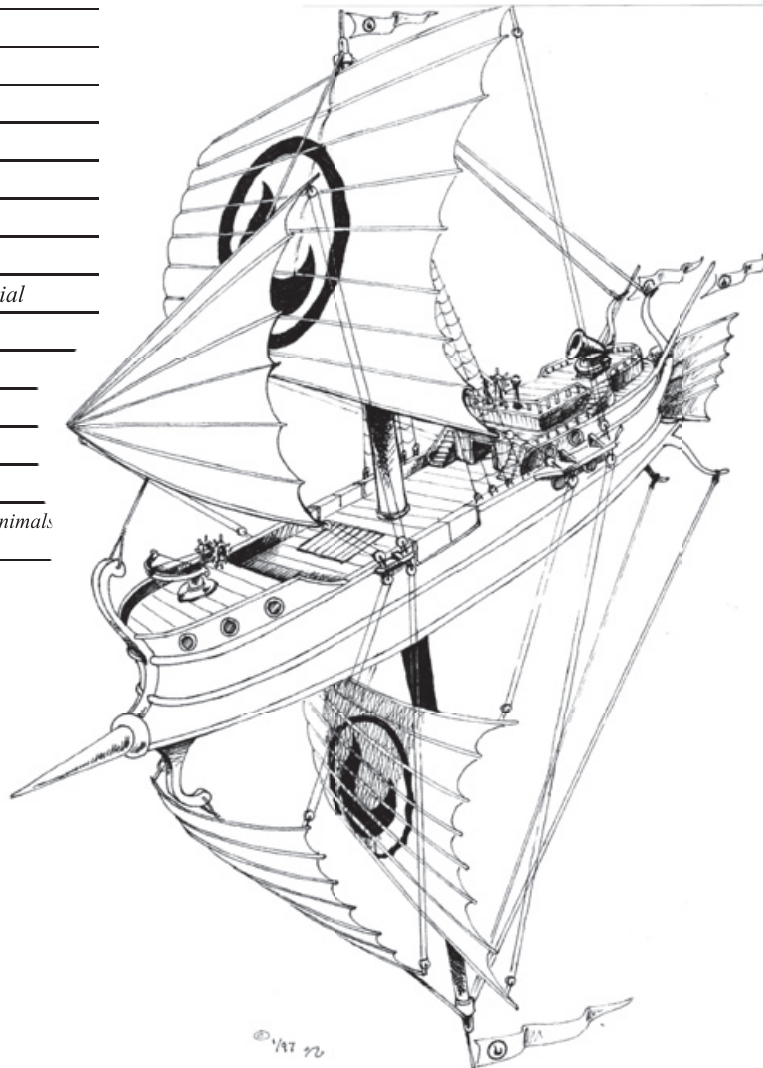
CHAPTER EIGHT

GMs ONLY

RULES & TIPS FOR GAMEMASTERS

The *Omni System™* uses a simple rule system based on the Omni Table. All actions in the game are resolved by the same procedure: first, compare the character's Skill or Attribute Rating with the Degree of Difficulty. Then take the difference (positive, negative or zero) and add it to a d20 roll. Then, consult the Omni Table for the result.

Players contribute by describing the Intent of their character's actions to the GM before rolling on the Omni Table. The GM combines the character's Intent with the Omni Table die result to interpret the outcome of the attempted action. With a few variations pertaining to the use of Combat, Magic, and Skills, these are the basics of the rule system.

Make sure you have a good grasp of how the rules work before starting to play. Take it slowly at first, and don't be too concerned if you or your players make mistakes at first. Once everyone becomes acquainted with the rules and their respective roles, the game will run much more smoothly.

INTERPRETING OMNI TABLE RESULTS

Here are some tips for interpreting Omni Table results:

❶ Describe the Action Table result in terms of how close the character came to their stated intent. When the player describes her character's action in the scene, picture what could happen if:

...the character performs extremely well (Critical Success)

...the character performs at their skill level (Full Success)

...the character barely succeeds (Partial Success)

...the character fails in the attempt (Failure)

...or the character bungles the action (Mishap)

❷ Use the player's intended result as the basis for your description. For example:

Player: "I approach the guard, attempting to capture his attention with my outrageous costume and conspiratorial demeanor. Hopefully, his back will be turned long enough for Al-Taab to lift the keys from his belt."

GM: "Okay. Roll on the Omni Table and add your Deception skill rating to the result."

Player: "Hmmm. A 10: partial success."

GM: "The guard is not really fooled by your act, and seems very suspicious. He can't help but look your way, however, giving Al-Taab the chance he needs. He'd better be careful with those magic fingers, now that the guard is on the alert."

❸ If the Omni Table result is associated with a number (such as damage in combat) try to include a bit of description as well, to add color to the scene. For example:

❹ Don't forget the environment. Characters don't always fail due to a lack of skill. Sometimes, things just don't go their way. When a Player Character fails at a task that they ordinarily could accomplish (striking an inferior opponent, for example, or scaling a simple wall) you can describe their failure as a result of unforeseen circumstances or unfavorable conditions. For example:

"The Goblin's shield does not buckle as you anticipated, but instead deflects your expertly placed blow." "The brick you were using as a foothold crumbles just as you place your weight on it."

Be careful with this technique, though. Too much of it and the game quickly becomes slapstick comedy.

DETERMINING DEGREE OF DIFFICULTY

Setting the degree of difficulty for a given action is another important GM job. For many actions, the rulebook provides guidelines for selecting difficulty numbers. In combat, for example, the degree of difficulty in hitting a foe is equal to the combat skill rating of the defender. When spellcasting, the Level of the spell acts as the degree of difficulty. Not all actions are so cut-and-dried, however.

As a tool for the harried GM, a sliding scale of difficulty numbers is provided below. Remember that degree of difficulty is always based on how hard it

Instead of saying: "You take 6 hit points of damage," try something like: "The Nubian's serrated blade bites into your upper arm, drawing a jagged line of blood across your sleeve."

is for an average "novice" (0-rating) practitioner to accomplish the action.

Difficulty	Modifier
No chance of failure	No need to roll
Any fool could do it	+10
Very Easy	+7
Easy	+5
Simple	+3
Routine	+0
Tricky	-3
Difficult	-5
Very Difficult	-7
Extreme	-10
Beyond extreme	-15 or worse

Armed with these numbers, the ratings of the characters and some common sense, the GM can run an *Omni System™* campaign without ever looking in this book for a rule. For any given action, no matter how unusual, ask yourself: *"Would this be Difficult for the average skilled practitioner? Very Difficult? Routine?"* When you have your answer, you have your degree of difficulty and you're ready to roll. Or not to roll, as the case may be.

To Roll or Not to Roll

There's no need to call for an Omni Table roll for each and every action. Sometimes simply knowing the character's trait rating is enough to judge the outcome of an action.

For example, M'Tombay the Nubian is wandering through an open market while visiting the city of Rome . M'Tombay's Judaen companion, Saul, is somewhere in the sea of humanity, frantically searching for the Nubian. Frustrated, Saul stands on a cart and begins yelling and waving his arms, "M'TOMBAY! OVER HERE!" The GM decides that M'Tombay is quite a distance away, and is entranced by a collection of Egyptian pottery. Still, there is no need to roll in this case. With his +6 Perception, M'Tombay is one of the most observant beings on the continent. He hears Saul's vulgar hooting and begins moving in the opposite direction.

Only during stressful or unusual situations is a roll required to accomplish an ordinarily simple task. Just be consistent about what does and does not require a die roll in your game.

Interpreting Spell-Casting Die Rolls

Interpreting the results of spell-casting die rolls can be tricky for beginning Gamemasters, particularly when the player-spellcaster is still getting used to the peculiarities of *Omni System™* magic. In each case the GM should try to take into account the individual circumstances, be fair and patient, and use common sense. Here are some examples:

- **A full success does not always yield the same result.**

A full success while hurling fireballs underwater may not be as impressive as the same stunt used on wooden carriage wheels while on dry land. These secondary effects are important, and depend a great deal on the vividness of the player's roleplaying, description and statement of Intent.

- **A full success isn't always required.**

Even pathetic results can sometimes do the trick, if the Intent is good: *"I use a puff of elemental air to blow that vial of acid into the fireplace."*

- **Even a critical success doesn't always work.**

If the player's Intent is flawed, no amount of powerful Spellcasting will help. A critical Influence success still has no effect on illusory people or mindless undead.

- **Intent should always be clear and to the point.**

"I whip up a swirling wind of hurricane force, knocking my enemies to the ground as I soar into the air and hurl lightning at the incoming Fomorian warships. Oh and the wind is actually a summoned Air Elemental."

One thing at a time, please. Explain to your players that Intent should be limited to a single, clear course of action.

PLANNING YOUR OMNI SYSTEM CAMPAIGN

The best way to create a campaign series that everyone will enjoy is to talk to your players before starting any work, and ask them a few questions about the kind of game they'd like to play. Do they prefer heroic games or a grittier, more "realistic" style of play? Do they like adventures that take place on an epic scale, or smaller-scale stories that have a more personal feel? Do your players want action and combat, or do they prefer mystery and intrigue? Are they into sightseeing and exploration? Would they like to try their hand at trading and commerce?

While a good campaign series will contain a mix of many elements, it's best to find out what your players like most, and balance their input with the sort of game you like to run. The following questions and explanations can help you put together an *Omni System™* campaign that both you and your players will enjoy.

HEROIC GAMES OR GRIM GAMES?

Your campaign can be modified to reflect a variety of gaming styles, from Heroic to Grim and everything in between. In the former, the characters are "larger-than-life" heroes whose sagas have a cinematic quality about them. In the latter case, characters act a bit more "realistically", knowing that the world (or galaxy, or dimension) they live in is a harsh and unforgiving place. This decision can also have an impact on the rules, which can be adjusted to reflect the style of play your group decides on.

The following sections contain suggestions on how to modify the rules to suit Heroic or Grim campaigns. If you prefer a campaign that strikes a balance between these two styles, you can use the rule system as is, without further modification.

HIT POINTS & GAMING STYLES

Quantity of Hit Points is the first thing that separates Heroic games from Grim ones. The standard HP totals in the *Omni System™* fall somewhere between the two extremes. These figures allow the average "tough-guy" character to survive two or three serious wounds and continue to fight — not exactly the stuff of legends, but by no means wimpy, either.

For a more Heroic feel to the game, double the starting HP totals for player characters (*i.e. 40 HP + CON for starting characters*). This makes the characters about as tough as your typical action-movie star, able to fall from extreme heights and get punctured by many sharp implements while still keeping their cool.

For a Grim game, halve the starting HP to 10 + CON for player characters. This makes the characters about as tough as real-world people. Characters in games like this must avoid a deadly fight at all costs. Combat-heavy games should not use this option, unless you want a very high rate of character turnover.

SPELL PENALTY

In Heroic games, magic wielding characters should feel capable of casting a great many spells without becoming ineffective. Apply the -1 spell penalty only for spellcasting rolls that are not a Full Success or better. This will allow magicians to cast more spells at or near their greatest level of ability.

In a Grim game, characters should be capable of casting fewer spells before losing their effectiveness. Characters should be wary of wasting their abilities for all but the most crucial situations. Increase the character's Spell Penalty by -2 for every spell cast earlier in a given day.

SKILL SUBSTITUTION

In Heroic games, characters should feel free to attempt almost any outrageous stunt, whether they have the actual abilities or not. An appropriately heroic explanation for how the character managed to succeed is all that is required. The GM should not be very strict about penalties for skill substitution in a cinematic game like this, and may even waive them altogether. This will give the series an "anything is possible" feel.

In a Grim game, the GM should be very strict with skill substitution, imposing stiff penalties for using
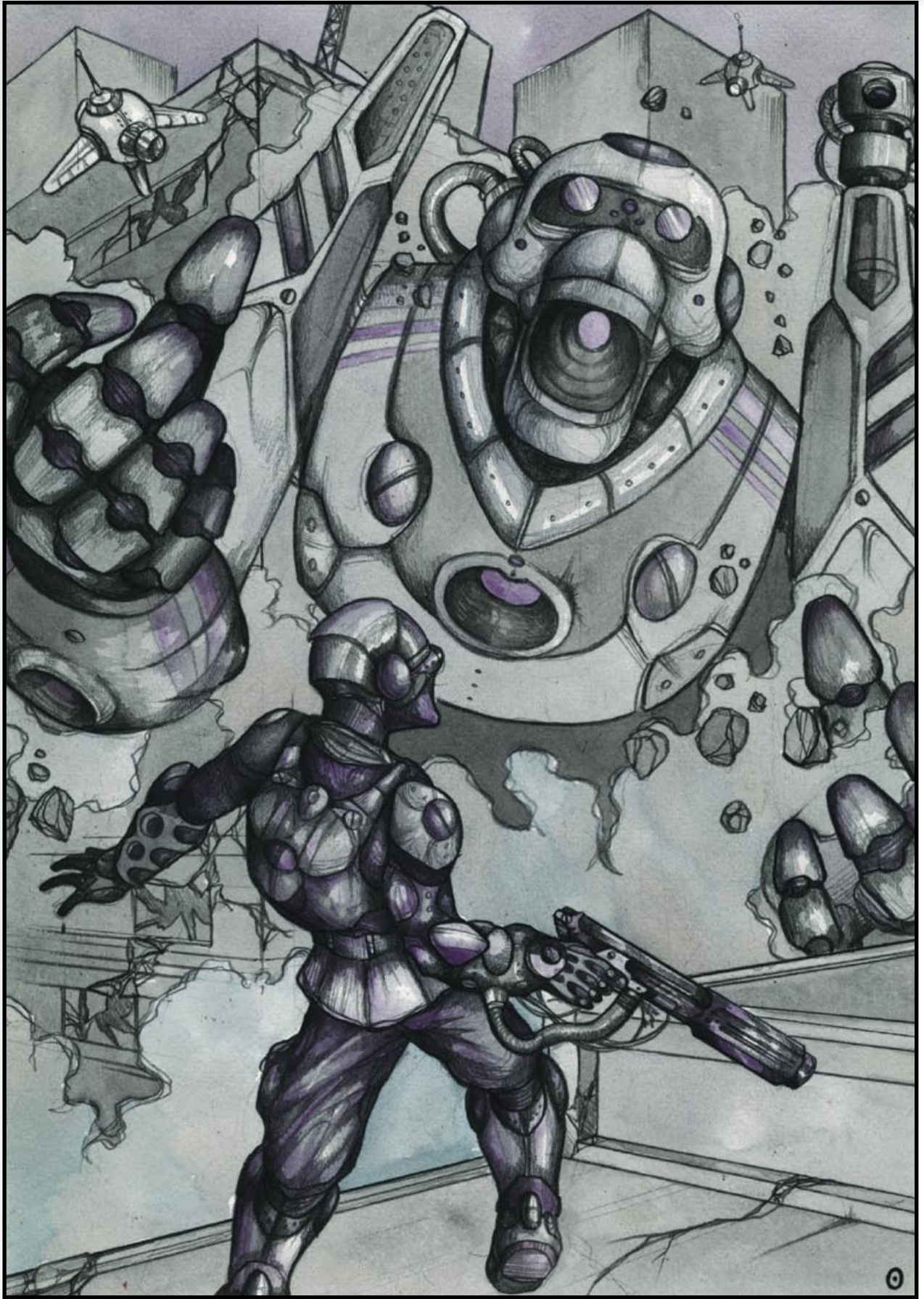
a skill other than the exact one required. This makes the characters much less versatile, and gives the series a more pessimistic and even fatalistic feel.

CHARACTER ABILITY
Characters in Heroic games are often much more skilled than typical members of their profession. To reflect this, the GM can increase the number of character points (CPs) the player has to build their Calling. The increase is at the GM's discretion and can be 10 extra, 20 extra or even more in the case of super heroic games.

Grim-style characters can also be quite skilled, but usually not to Legendary levels of ability. The existing number of CPs for starting characters is suitable for grim campaigns.

EXPERIENCE POINTS
In Heroic games, the Gm should double the number of XP awarded for overcoming Threats and may also want to increase the discretionary award of XP to 10 or 20 XP per adventure. Grim games would still use the existing Threat Rating table but may reduce the discretionary XP awards to 1-5 XP.

EPIC CAMPAIGN OR LOCAL TALE?
Like Heroic or Grim campaigns above, choosing whether your game will be an epic saga or a local tale is also important. Of course, you won't know which one you've played until the series is over, but it's good to have some ideas at the start.

Epic games tend to span a continent, world or galaxy, and involve scenarios on an international or inter dimensional level. Wars, plagues, invasions, and (unnatural disasters are all examples of epic sagas. Epic campaigns are usually very cinematic, but are not necessarily so. This sort of game is often suited to groups who have played for a while and have become familiar with the game world as a whole.

Local tales are usually restricted to one region, and revolve around the immediate problems and opportunities of that area. Local games are recommended for gaming groups new to the game world, since they only need learn about a small portion of the world.

Once your group has decided the style and type of campaign you want to play, you then need only determine is where you want to start.

MAKING THE OMNI SYSTEM™ YOUR OWN
All Omni System genre supplements and worldbooks contain setting information. This information attempts to give the GM a starting point from which to expand the world as he or she sees fit. Even with this considerable amount of world information, there's no way to provide you with everything you'll ever need to run your campaign.

What does alien dinnerware look like? How do Tritons greet each other? How big do the seven moons appear in the night sky? What does a Vampire consider insulting?

Details of this sort are not covered in this book, and by necessity must be left to the imaginations of the players and the GM. If you can't find the answer to a question in this or supplemental *Omni System™* books, don't despair. Our advice is: Make it up. Do whatever you need to make your game interesting, and above all, have fun. Inventing these little touches will help solidify the setting in the minds of the players, and allows you, the GM, to inject your own style into the game world.

DESIGNING ADVENTURES
Every GM has their own personal style when it comes to designing adventures. Several suggestions have been provided in this section, in order to help novice Game Masters learn how to design scenarios. After you've run several games with your group you'll begin to fine-tune how you approach adventure design, to accommodate both your own tastes and the preferences of your group.

A certain style of adventure design that works well can be summed up in the phrase, *"The action is where the PCs are."* What this means is, the PCs are the *stars* of the series. Wherever they go, and whatever they do, excitement and adventure are sure to be there. It is a common failing of novice GMs to set an adventure in a particular place, at a particular time, with particular villains, and then force the PCs

to care about the story and arrive at the locations. In gaming circles, this is known as "railroading" because the adventure seems to be on a set of tracks and cannot be steered.

One way to avoid railroading your players is to keep a lighter hand on the reigns and be ready to adjust your story. If you've planned an epic saga of warfare, intrigue and traitors in the outer reaches of the galactic empire and your players decide that fighting the alien invasion is too bad for their health, simply relocate your story to wherever the PCs end up. There's no need to create a black hole, block all trade routes, and conscript the PCs into the Galactic Empire Star Navy just so your war-story can be told. The players will probably spend the adventure sulking, rather than enjoying the drama of the game. On the other hand, if you let the PCs set the course for the story, you'll often find that all of the scenes and intricacies you had planned can still be used with different names and places. The players will never be the wiser.

Find out the group's agenda as early as you can. It may work to simply ask them if they have any group goals. The players' answers will practically write the adventures for you. If the group doesn't have any particular goals, perhaps they are waiting for you to provide adventures for them. In this case, it's helpful to introduce a patron or organization to hire the characters and provide missions and tangible rewards.

Here are some tips and questions for taking an idea and turning it into a full adventure:

THE ADVENTURE SEED
Most adventure ideas start with a single image: the PCs galloping behind a low-flying biplane, firing arrows over the walls of a castle; a fire-demon coalescing from the center of a fire-ruby; a no-holds-barred tavern brawl. The first questions to ask are: *Why are the PCs here? How did they get here? What are they doing? Who is trying to stop them? How?* Depending on how independent your group is, you may only be able to answer a few of these questions yourself. But you may find you've uncovered the seed of a good adventure.

THE NPCs
What characters are the PCs going to meet during the course of this adventure? What kind of people are they and what are their personal agendas? When describing a Non-Player Character to the players, try to limit your description to three key elements.

"The detective is stoop-shouldered, heavily wrinkled, and is scowling at you morosely through his monocle."

"Brownbeard the pirate has probably never bathed in his life and his costume represents the fashions of a great majority of the continent. He stands out from the rest of his crew due to the fact that he seems to have all of his fingers and both ears."

"Sergeant Murphy was probably an armadillo in is his past life. Unlike most of the raw recruits, he has a chest like a barrel and powerful arms. As you look down on his rather smallish stature you notice that years of wearing an heavy metal helmet have robbed him of the fine white hair that should be on his head."

You can also give each NPC a particular gesture, phrase, voice, or posture to help your players tell them apart.

THE SETTING
How does this setting affect the PCs? Would any of them be unwelcome here? Is the natural environment dangerous in some way? Is the area beneficial to the PCs? How will the opposition use the environment to its advantage? Should the PCs be in a familiar or unfamiliar place for this adventure to work?

THE THEME
What's the overall idea behind this adventure? Is there literary-style subtext going on, is it just a straightforward episode in the PC's lives? What can the PCs learn from this adventure?

THE REWARDS
What can the characters gain during this adventure? Will they receive payment for their services? Will they acquire valuable goods or property? Are there any magical or technological boons they might find or steal? What about fame, notoriety, and other intangible rewards? Is it all worth the risk?

THE ENVIRONMENT

A GM should always keep the character's environment in mind. The environment can come into play in a number of ways. Is it raining? If so, perhaps a penalty for wet and slippery surfaces should be applied to combat. Is there a considerable amount of noise and confusion? If so, Concentration and other skills like Disable Mechanism may require negative penalties.

EXTREME TEMPERATURES

Most importantly, severe environmental factors like extreme heat or cold could actually cause damage to those not equipped to deal with these extremes.

Players who find their characters in the deep desert may take damage from the extreme heat as well as from possible thirst. Those who are shipwrecked in the arctic without adequate protection will take damage from exposure and hypothermia.

The amount of damage dealt by extreme temperatures is at the discretion of the GM but should generally range from 1 to 10 DR per hour of exposure.

Thirst and hunger will likewise cause characters to take damage. (*see table*)

DROWNING

A character can normally hold their breath for up to one minute plus 1 round for each point of CON or minus 1 round for each negative point of CON. Certain Talents may prolong a character's ability to hold their breath.

ENVIRONMENTAL DAMAGE RATINGS

Burning	DR 4 per round (no armor)
Drowning	DR 4 per round (no armor)
Falling	DR 6 per 10-foot drop (max 60)
Thirst	DR 2 per day
Hunger	DR 1 per day
Exposure	Up to DR 10 per hour in extreme temps

DISEASES AND AFFLICTIONS

The following is a list of diseases found in various games. Included are various folk remedies and other treatments known (or at least believed) to be of some effect in curing or abating these maladies. This list is by no means exhaustive and there are dozens if not hundreds of other diseases that player characters may encounter in their adventures.

The Ague (Malaria)   Level: 7

A parasitic disease spread by mosquitoes, the Ague causes shaking chills, then severe fever and headache. After several hours the victim begins sweating profusely whereupon the headache and fever disappear. Attacks recur every two to three days. Also causes weakness and some anemia.

Notes: The Ague is rarely fatal with proper attention to the fever. While under the effects of the disease characters suffer a -2 penalty to all Attributes due to fever and shakes. Normally, the infection runs its course in two to three weeks.

The Bloody Flux   Level 5

An infection caused either by bacteria or amoebas, normally spread through consuming food and water contaminated by infected fecal matter, the Bloody flux has an incubation period of 1-6 days. The disease causes diarrhea, fever, cramps and dehydration. After incubation, the character suffers -1 to CON and STR for each week of infection until -5 CON is reached and death occurs.

Notes: Endemic in medieval armies and pretty common in cities. Dysentery likely caused more deaths in a medieval army than actual combat. Infantile diarrhea was a leading cause of death for infants.

Gonorrhea   Level 10

A bacterial infection of the genital tract, transmitted through sexual contact with an incubation period of 2-8 days. After incubation, characters suffer an urgency and burning sensation on urination with profuse discharge of pus. Inflammation of the prostate and seminal vesicles may lead to fever and difficulty urinating. If infection spreads to the upper tract, there

is acute fever and abdominal pain. Bacteria may invade the bloodstream and produce infections in other parts of the body, most commonly arthritis; the sufferer then develops fever and hot, swollen, painful joints. In males, symptoms normally subside in three to six weeks; in females, in a month or two. Serious infections may result in infertility for both males and females. Sufferers may remain infectious for several months following infection. Known colloquially as the Clap, this disease is rarely fatal, -1 CON for duration, -5 to any Diplomacy or CHA rolls made on the Omni Table where the target knows of the character's infection.

Influenza   Level 10

An acute, extremely contagious viral infection of the upper respiratory tract, spread by inhalation or contact with an incubation period of only 1-2 days. Those afflicted suffer a sudden onset of chills and fever, headache, general body pain and overall malaise; weakness, nausea, eye pain, mental confusion. After 1-5 days the respiratory symptoms increase: dry or sore throat, cough, runny nose. Serious complications include bronchitis and bacterial pneumonia. The disease can last a few months, maximum. Afflicted characters take -2 CON for the duration. If pneumonia results, a further -1 CON per week is suffered until death occurs at -5 CON.

Notes: Because influenza is very contagious, it often forms epidemics, generally occurring in the winter or early spring.

Leprosy   Level 5

A bacterial infection, transmitted by respiration or contact, leading to disfigurement and eventually death, with incubation sometimes lasting years. Those afflicted will see their facial features begin to coarsen and the voice becomes hoarse. Pale spots appear on the skin and eyes that turn into red, raised, blister-like nodules. Skin spots are insensitive to cold, touch, and pain; hands and feet lose feeling and eventually muscle weakness and paralysis set in, usually in the extremities. Secondary infections of lesions or unnoticed wounds often become gangrenous and lead to further complications. In most cases, blindness occurs after several years. In time, the nose, fingers and toes decay and rot and the hands become clawed. Sufferers take -1 CON and -1 CHA per year of infection until death occurs at -5 CON.

Measles   Level 7

A mild, highly contagious viral disease transmitted via respiration with an incubation period of 7-14 days. The first signs are cold-like symptoms (runny nose, dry cough, high fever, aching), plus inflamed and sensitive eyes. After three days of initial symptoms, red spots appear in the mouth, followed quickly by a red rash which starts on the face and spreads over the rest of the body. Most symptoms disappear after only a few days. Those afflicted take -1 to CON and -1 INT for duration due to fever.

Plague   Level 15-25

A bacterial infection transmitted by flea bites (or occasionally by respiration), the disease has several forms.

Bubonic (level 15): After 2-6 days, necrosis of the flea bite and heat and swelling in the nearest lymph nodes (neck, groin, or armpit); buboes can be as large as an orange and extremely painful.

Headache, fever, delirium. Approximately one in five will go on to develop the pneumonic form.

Pneumonic (level 15): less common but more infectious, involves a lung infection, with coughing and sneezing.

Septicemic (level 25): rare, the infection spreads throughout body in the bloodstream; death occurs too fast (within hours) for buboes to form.

In all cases the victim suffers -1 CON per day after symptoms appear until death occurs at -5 CON. Survivors are generally immune for years after.

Smallpox   Level 12

A severe, highly contagious viral disease transmitted by inhalation, *The Red Death* has an incubation period of 12 days. Those infected suffer high fever, chills, severe headache and backache, and general malaise. Hemorrhages (bleeding) may occur in lungs or other organs. After 4 more days a distinctive itchy rash of red lesions appears on face, arms, legs, and sometimes the trunk. The bumps soon become pus-filled blisters and, if secondary infections do not occur, they break and begin to dry up in about one week. Victims take -2 CON and -2 STR for duration. Survivors have a 45% chance of suffering a permanent -1 CHA due to scarring.

Notes: Varies in severity from a mild form with few skin lesions to a highly fatal hemorrhagic form. The majority of deaths occur in the second week of the disease.

Corpse Rot   Level 10

This malignant disease is transmitted by the bite of the ghoul. Symptoms include fever, severe weakness, unconsciousness and a gradual blackening and swelling of the limbs and body. The disease affects both humanoids and animals and is usually fatal within twenty-four hours. A potent alchemical or magical curative, employed in conjunction with a counterspell against curses, relieves these symptoms in approximately 95% of all cases. A swift burial is advised with regard to the unlucky 5% of such cases, as victims tend to swell and emit a horrid putrescence soon after death.

Swamp Fever   Level: 10

Swamp fever is a disease believed to be transmitted through contact with rats; drinking water tainted by these noxious creatures may also lead to the contraction of this malady. Swamp fever causes permanent insanity, perhaps in as short a time as two days. Most humanoid creatures appear to be susceptible to the disease, which can sometimes be treated via the ingestion of a mixture of crushed cleric's cowl root and vinegar. Some folk claim that immersion for twelve hours in a trough of fresh elephant's dung is a more certain cure, though madness might be deemed preferable to such a malodorous treatment. The symptoms of swamp fever are irrational behavior, a constant thirsting and a tendency to lean to the left while walking, standing, or running. Victims rendered insane by the disease typically evince the strangest behavior imaginable: prancing, capering, laying on the ground and rolling about, speaking in gibberish, emitting loud yelps and hoots, and so forth.

Yellow Tinge   Level 5

An infectious disease that affects water-breathing humanoids (such as the Tritons) and many other types of aquatic creatures. The victim's gills slowly become clogged with a sticky, yellow secretion, eventually resulting in death by asphyxiation within thirteen days. A fluid mixture consisting of spirits of alcohol and powdered red iron, applied directly to the gills twice daily for three days, will provide a cure. Magical or alchemical intervention is likewise possible in most cases.

CREATURE ENCOUNTERS

As mentioned in the Rules chapter, creatures in the *Omni System™* use a simplified system for determining the extent of their abilities. In place of Skill Ratings, creatures are rated according to their overall Ability Level, which is used as an Omni Table modifier for almost every situation. Constitution Ratings have already been added to Hit Point totals, and Strength Ratings have been factored into Damage Ratings.

When portraying animals and other non-humanoids, GMs should take into account the creature's nature

and tendencies, as well as the circumstances under which the creature is encountered. Is the creature normally aggressive or passive? Does it hunt by day or night, alone or in packs? Is the creature sick, injured, starving, drowsy, in heat, or fleeing from a larger creature? Even the most placid herbivores may attack if they feel trapped or cornered, or if they think their mate or offspring are being threatened. Conversely, even the most aggressive predator may pose no threat if its stomach is full, or if it's preoccupied with other concerns.

Even given the diverse milieus covered by *Omni System™* games, there are only so many different kinds of creatures to encounter. By individualizing the encounters in your adventures, you'll make things more interesting for your players and also keep them from getting complacent about their surroundings.

Types of Encounters

In *Omni System™* game, most encounters will take one of the following forms:

Traces

This category of encounters includes tracks, skeletal remains, or other evidence (such as claw marks on trees, spoor, signs of a struggle, etc.) that would indicate that a creature or creatures passed through the area in question. Individuals with the Tracking skill are able to identify most types of traces, and provide an accurate estimate of their age and the conditions under which they were produced. The Gamemaster can use this type of encounter to create suspense by foreshadowing the appearance of a dangerous predator, to mislead, or simply to give the players the idea that they are not alone in the region.

Sighting

The creature or creatures in question are spotted from a distance; typically, between 100-600 feet. Sightings should occur far enough away that the observers can choose whether they will attempt to initiate contact with the encountered creature or not. Crea-

tures spotted in their natural habitat will usually be doing what comes naturally for members of their species; i.e., foraging for food, sleeping, hunting, scavenging carcasses, hovering overhead, etc. Less common events such as inter-species rivalries, courtship rituals, or unusual behavior (creature is disoriented, wounded, sick, stuck in mire, caught in a trap, etc.) may also be witnessed. The Gamemaster can use this type of encounter to add some local color, to

attempt to direct players towards a desired destination (or away from an undesirable area), or as per Traces encounters.

CLOSE ENCOUNTER

Most encounters of this sort occur at distances of less than one hundred feet, requiring the players to take some sort of action: fight, flight, hide, attempt to communicate, etc. The Gamemaster should not overdo this type of encounter, and should vary the nature of close encounters in order to keep things interesting. For example, not all predators will attack in the same manner. Large and powerful beasts may charge at short range, but less imposing creatures might prefer to attack from ambush, or while their chosen victims are asleep. Avians might dive down from the skies, subterranean creatures could burrow upwards from below, while creatures capable of camouflage might seem to appear from out of nowhere.

All close encounters need not result in combat. Intelligent creatures should be accorded motives based on their emotional and/or physical state, and the conditions under which they are encountered. Some may act surprised, frightened, suspicious, or confused. Others may rob, intimidate, negotiate, or try to act intimidating. A rare few may even ignore the characters, considering them as beneath their notice. Unless stated otherwise, wild beasts rarely fight to the death unless trying to protect their young, nest, eggs, etc. In fact, unless cornered or faced with no other recourse, most will abandon a fight that is going badly, and reluctantly go off in search of easier prey.

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Gamemasters Only!