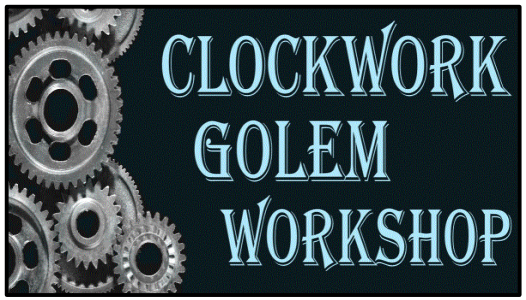
OMNI-Database Primer



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The OMNI-Database: A Players Introduction

Established in 1937 by Professor Stephen Barrington, the OMNI-Database was initially conceptualized as a research tool for those working in the burgeoning field of super-human studies. In 1943 Barrington was commissioned by the US government to expand the contents of the database as part of Project Overwatch, an early task-force devoted to curtailing the rise of criminal masterminds and super-humans who had appeared during the early days of the decade.

The database survived the decommissioning of Project Overwatch in 1957, becoming the basis of the independent super-human studies center known as OMNI-Labs. Since that time OMNI-Labs has maintained the Database as an independent entity, leasing its contents to the US State Department, the secret service and international law enforcement agencies such as Interpol in exchange for the opportunity to study and catalogue the powers of captured criminals.

The OMNI-Database is a comprehensive listing of every super-powered being and advanced technology that has been encountered since the 1940s. Maintained by a powerful A.I program and stored in a heavily fortified structure deep in the Nevada desert, it is the most complete listing of superhuman powers and activities known to mankind.

A less comprehensive version of OMNI is also available for private use, often accessed by independent super-heroes, corporations and super-hero fans to get the latest information about the meta-human world. An individual with access to the internet and a credit card can search the database by name or code name, key word, costume, power or any of a hundred other qualifiers, performing a rapid survey of the eight hundred thousand entries in OMNI's databanks.

The OMNI-Database: A Referee's Introduction

Any new character introduced in a super-hero roleplaying game is a blank slate. No matter how detailed his background, how important his role is in the history of the campaign, to the players he remains just a guy in a costume until you tell them otherwise. They know nothing about his powers or his background, and from his basic description he could be anything from a PL 20 Mastermind bent on global domination to a PL 6 rent-a-thug with delusions of grandeur.

In comic book terms, every new villain is making his first appearance, regardless of the information provided that makes it seem otherwise. For Referees trying to run a campaign that replicates the feel of many contemporary comic books, the constant stream of first appearances can quickly become a problem. In the continuity of many major comic labels, the days where every villain was new are long since gone. In fact, part of the excitement of reading new issues of a comic series comes from the sense of familiarity the reader has with the character and the setting. The satisfaction of seeing Bat-Dude taking on Cackling-Man, or of seeing Spider-Guy fighting an opponent we know is far beyond his abilities – it all plays heavily on a communal sense of history that is shared by the characters and the world they inhabit. It rewards devoted readers who have taken the time to familiarize themselves with the comics and the world they take place in.

To make matters worse, the First Appearance problem suffered in Superhero gaming can create gaps in believability for the players and the referee. If Barthos the Conqueror has tried to take over the world several times in the past, then it stands to reason the players should be familiar with him on sight and know the kinds of resources he has available. Referees trying to avoid this problem are faced with giving the players an endless amount of background material to read in order to familiarize them with the world, or halting game-play in order to provide the players with a quick recap of who they're fighting and what the character has done.

While the former is undoubtedly effective, many players are unwilling to spend much time researching a world between games and may resent being handed a complete sourcebook. Handing over sourcebooks can have additional problems as well, from players learning campaign secrets that are best kept hidden to the accidental destruction of your book when someone spills a cup of coffee.

Stopping game-play for a potted history of an opponent gets around this problem, but at the cost of halting game-play right when the players want to start kicking bad-guy butt.

The OMNI-Database series is designed to give Referees another alternative, providing a host of new Heroes, Villains and Locations for your MnM Superlink games along with a series of player handouts containing the character's entry in OMNI. By using the OMNI-Classification system, these handouts can provide a quick guide to an NPC's power level, abilities and history without overburdening players with information.

This Primer introduces several of the terms and techniques used in the OMNI-Database character write-ups and player handouts, as well as providing a sample character and hand-out – the assassin of the supernatural, Noir.

OMNI-Database Products and Your Campaign

Characters, locations and events introduced in OMNI-Database products take place in a shared world in order to give them a sense of continuity. Details of the world are kept vague to ensure they are easily adaptable to meet the demands of an individual campaign. Everything, right down to the OMNI-Labs that give the products their name, can easily be changed to meet the demands of your world.

It's an easy matter to replace OMNI-Labs with a scientific or law-enforcement organization in your own world, especially if they're inclined to keep a database of meta-human activity. Heroes and villains are easily replaced by known characters in your campaign, as are locations and significant events that are mentioned in background. As with all gaming material simply change the details to meet the requirements of your game, or simply borrow the statistics and events you wish to use and discard the rest.

Accessing the OMNI-Database

Under normal circumstances, gaining access to the basic information contained in an OMNI-Database file is as simple as logging onto the OMNI-Labs website and doing a web-search. Most files require a computers check (DC 15) to search out and download, and the proliferation of information means that nearly anyone can find out a super-powered characters code name, power ranking and power source with a DC 10 Computers check and access to a search engine. All checks require access to the Internet, although some super-hero teams and law-enforcement agencies are given detailed copies of the files for their own computers.

While most of the files contained in the database are publicly available, there are several that are incomplete or encrypted at the request of the government or OMNI-Lab's hierarchy. Super-spies, many covert super-heroes, and villains that have been granted temporary amnesty for doing government Black-Op's are usually difficult to access, although restrictions can be placed on any file within the database at the Referees' discretion. Characters that want to gain access to encrypted files must hack into the OMNI-Database system.

Hacking the database is difficult, both because of the high-tech defenses used to protect the encrypted files and because OMNI utilizes an Artificial Intelligence developed by the computer-powered hero Broadband to protect its systems. Getting into the system without tripping any warnings requires a successful Computers check (DC 30), and those that fail the check by 5 or more must make an opposed Computers check against the OMNI A.I (Computers +20) to avoid having their position traced and law enforcement personal notified of their attempted data-theft. Characters with the Connected feat and contacts in either the government or OMNI itself can attempt to gain access to encrypted files through other means.

OMNI maintains several public disclaimers about all information on the database. The file is based upon information available at the time of creation, and is subject to change without warning. Often the data given on a villains powers and abilities are based only upon those they have exhibited in the past, and should be used as a guideline only. They welcome reports of any inaccuracies, updating data immediately if the information comes from a reliable source and annotating the file if powers are unconfirmed.

At the referee's discretion, players may take permanent access to the OMNI-database as a feature for their headquarters. This feature allows them to find files even if their computer doesn't have internet access, and covers the possibilities of transmitting the information to vehicles or costumes if a hero possesses the appropriate deices or powers.

Alternatively referees may choose to allow personal copies to the Database as a super-feat for deputized super-heroes or gadgets or a power-stunt for devices. While it ostensibly represents access to the database, it also provides interesting hooks for heroes that just want to collate information about their opponents. The information presented in an OMNI-Database handout could also represent the data recalled by a super-intelligent scientist with a near perfect recall, or the personal files of the masked vigilante Rat-Man that are downloaded from his computer in the Rat-Maze.

Or you may simply give the handouts to the player for nothing, reasoning that they represent the kind of detail every hero should know.

Exactly how you fit OMNI and the player-handouts provided into your campaign is best decided by you. At its core it is designed to serve as a tool, a method of getting around the problem of unknown villains and intangible campaign history.

OMNI Classifications System

The classification system used by the OMNI database is developed from the work started by Professor Stephen K. Barrington in the early 1930s. Originally a psychologist and historian with an interest in myth, Barrington was drawn into some of the earliest superhuman studies in the United States after the First World War. He theorized that the sudden appearance of superhumans at this time was somehow connected to a latent need in the collective psyche of humanity, and was one of the first theorists to make comparisons between superhumans and the heroes of myth and legend.

The Barrington Classification System was original developed in order to help chart the abilities of mythic heroes, providing a simple comparative method of comparing the deeds of dozens of mythic heroes from around the world. When he was involved in Project Overwatch, Barrington's system was used as the basis for charting the power-level of various superhumans under surveillance.

All creatures within the OMNI database are classified by power-class and type.

Power-Class Rankings

The Power-Class rankings are a method of determining the relative power-level of a super-human. In Barrington's archeological model, it was used to cross-reference the relative celestial status of mythic creatures, but in modern terms it serves as a system for differentiating world-class threats from those super-humans whose powers are more personal in nature.

While the rating system often uses the power-level of a character as a rough guideline, it also takes into account the nature of a super-humans powers and its ability to inflict widespread damage or destruction. A PL 15 character who simply possesses a wide array of low-level powers may merely rate as an Icon-class super using this scale, while a PL 12 character with access to wide-ranging powers such as weather control may be upgraded to Ascendant class to represent their ability to inflict mass destruction with their powers.

The Power-Level guidelines included with each class-description are here to assist players in determining roughly were an opponent may be compared to their own abilities, but it is important to keep in mind that they are just guidelines. While the names given for each ranking are descriptive enough to give players a rough idea of their meaning when seen on a hand-out, referee's may wish to allow players to cross-reference a handout with this list in order to narrow down the Power Level of an opponent.

The Power-Rankings in the OMNI-Database are:

Normal-Class: This is, essentially, the benchmark used to chart all others. Normal-class beings typically exhibit few abilities, skills or powers beyond the norm of humanity. Normal-Class characters typically have a Power Level of 1 through to 4, and their abilities are usually low-level mutations or low-key armaments.

Meta-Class: Meta-Class beings show abilities and skills that put them outside the realm of human norms. Typical Meta-Class beings display a narrow range of powers, and are only rarely capable of causing mass damage or loss of life through the use of their powers alone. Many Meta-Class beings rely on extensive training, weaponry, powered armor or minor mutations. Other beings in this class are young or inexperienced, unable to fully control or develop their abilities.

Meta-Class beings rarely possess a wide range of powers, and many are limited to the human norms in physical and mental abilities if their powers are negated.

It is thought that many Meta-Class beings do not engage in the super-powered world as heroes or villains.

Most Meta-Class characters fall within Power Levels 5 through to 8.

Icon-Class: Icon-Class beings possess powers that routinely put them beyond the reach of humanity. They possess a range of powers and skills that elevate them beyond the normal, and are capable of inspiring awe or fear in the common man by their very presence. Icon-Class beings are considered the benchmark of the superhuman world, representing great power that is controlled and focused in its application. Hostile Icon-Class beings are often beyond the capabilities of normal law-enforcement personal.

In mythological terms, this Classification was used to classify most heroes of myth and legend.

Icon-Class beings normally fall within the Power Level's 9 through to 12.

Ascendant-Class: Ascendant-Class beings represent power beyond the realm of normal human understanding. Ascendant-Class beings possess powers that are capable of a wide range of effects, or possess skills and abilities that allow them to accomplish things beyond human understanding with ease.

In Mythological terms, this classification was used for beings with near-divine qualities, such as demi-gods or mythological creatures of great power.

Ascendant-Class characters normally fall within Power Levels 13 through to 16

Sovereign-Class: Sovereign-Class beings typically possess powers that place them far beyond the realm of humanity. Babington originally used this rating as a holding place for Gods and other beings of great power. Hostile beings that fall within this class are normally capable of causing widespread damage on a worldwide scale.

Sovereign Class characters usually have power levels between 17 and 25, some possibly even higher.

Deity-Class: Deity class beings possess power beyond the range of human perception. They represent galactic threats and world-devouring monsters. There are few known Deity-Class characters on the OMNI-Database, and many of those are beings that are reported by alien races and mythology.

Deity-Class characters are usually plot devices.

Power-Type Rankings

Each creature on the database is also ranked according to its origins, providing some guidelines to how and where their powers come from. In the case of a character that possesses a wide range of powers from multiple sources, the most prevalent source is selected. Unlike the power-class rankings, the range of power-types is nearly infinite, although there are several power-types that cover nearly ninety percent of the super-humans within the database.

The most common power types in the OMNI-Database are:

***Human*:** This classification is used for beings that are still recognizably human despite their powers, whether their powers are the result of extensive training, technology or scientific experimentation

Cyborg: This classification is used for beings whose powers are the result of technological implants or a physical connection with technology.

Robot/Synthetic Lifeform: These classifications are used to cover all forms of synthetic life, regardless of whether its origins are mechanical, occult or alien.

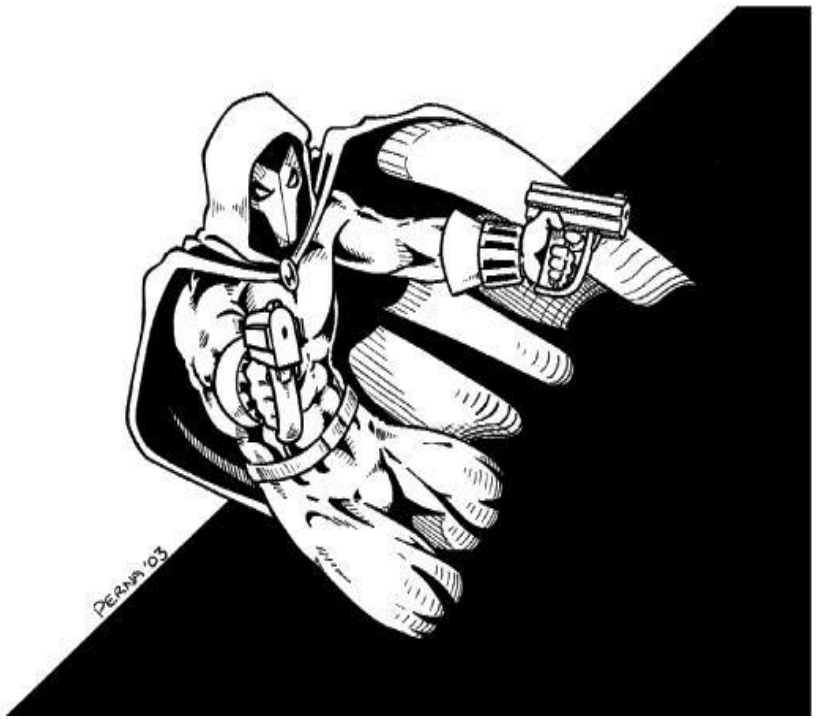
Mutant: This classification is used for beings whose powers can be traced to fundamental changes in their biological make-up. It is used regardless of whether the mutation was spontaneous or triggered.

Alien: This classification is used to cover all beings of a non-terrestrial origin.

Mystic: This classification is used for all beings whose power is primarily magical or occult in nature.

Noir

Mystic Vigilante
PL 12
Real Name: Kent Shaw
Other Aliases: Dr Midnight II
Affiliation: None
Nationality: American
Age: 38
Height: 5’10”
Weight: 182 lbs
Eyes: Brown
Hair: Black



Background: Kent Shaw is the grandson of Caleb Shaw, the first Dr Midnight who operated as an occult super-hero throughout the thirties, forties and fifties. When his parents died while he was just a child, Kent spent the majority of his childhood growing up in his grandparents' palatial estate just south of San Francisco. His childhood games took place among the collected relics and occult artifacts that the elder Shaw had recovered and acquired for safekeeping during his stint as a costumed hero, and his bedtime stories were his grandfather’s war stories about his conflicts with various costumed super-villains and the occult-obsessed Thule society during the Second World War.

It was obvious to everyone that Kent wanted to follow in his grandfather’s footsteps, taking on the role as occult guarding for the modern age. He spent his teenage years studying Caleb’s extensive occult library and learning to master as many artifacts as his Grandfather would demonstrate for him, but it quickly became apparent that the younger Shaw lacked his Grandfather’s talent for magic. By the time he was fifteen Kent had come to accept that he would never be anything more than a dabbler in occult lore, and that the talent for true magic would forever elude him.

Instead of giving up on his dreams, Kent turned his formidable intellect towards the field of science. He majored in engineering in college, completing a comprehensive masters thesis about the integration of magic and meta-human science. Crafting a small arsenal of hi-tech devices that complimented his knowledge of the occult, Kent dubbed himself the second Dr. Midnight and spent the next ten years hiring himself out as a supernatural bounty hunter and consultant. During that time he tracked and captured hundreds of occult creatures, from relatively mundane vampires and werewolves to full-fledged demons and sorcerers.

Wielding a pair of experimental handguns loaded with a variety of esoteric ammunitions, Kent quickly became a formidable opponent of supernatural evil. While his talents left him short of becoming the well-known hero his grandfather once was, he consoled himself with the thought that he was making a difference.

When Caleb Shaw died of cancer in 1993, Kent's life changed forever. He was in Hungary when it happened, hunting werewolves in a small village outside of Budapest, and by the time Kent returned to San Francisco one of his grandfather's old enemies had massacred his Grandmother and other family members before making off with Caleb's vast collection of occult artifacts. All that remained was a simple amulet hidden in a secret vault, along with a copy of Caleb's will that named Kent as the new defender of the various artifacts in Dr. Midnight's collection.

Kent immediately recognized the amulet as the Midnight Stone, a minor mystic talisman that was the key to several of his grandfather's powers. While his lack of magical talent prevented him from using the stone to its full power, Kent managed to unlock several of its minor abilities through a combination of his occult knowledge and several half-remembered details from the bedtime stories of his youth.

It also warped his mind, preying on his grief and transforming him into a driven killer determined to prevent humanity from falling to the occult forces of evil. He disappeared from public view while he learned to what powers of the Midnight Stone he could, returning three months later as the occult assassin known only as Noir.

Today Kent wages a one-man war against the supernatural, using a combination of occult powers and hi-tech arsenal to track and kill anyone he even suspects of consorting with the darkness. He no longer distinguishes between those who use magic for good and those who use magic for evil, viewing them all as an abomination that must be cleansed for the sake of humanity. He has come into conflict with a variety of heroic mystics, as well as several super-natural creatures with a heroic bent. Using bloodthirsty tactics that have put him in conflict with several teams of heroes, Noir is wanted for murder in countries throughout Eastern Europe.

Powers: Noir possess a keen intellect and vast array of mechanical and occult knowledge. He has created a vast array of techno-occult items to assist him in his work, including a cloak that changes color to match his surroundings and a pair of high-caliber pistols that possess a wide range of occult and high-tech ammunition. His mask possesses a wide range of sensory apparatus, as well as a microcomputer that can translate any language or code nearly instantly. His costume is layered with Kevlar, and he has built psychic shields into his mask to protect himself from mental attacks.

Noir supplements his technological arsenal with the use of the Midnight stone, an occult artifact that draws power from the dimension known as the Midnight Lands. In the hands of a true sorcerer the stone is said to possess a vast array of powers, but has only managed to unlock a few minor powers. He can

Knowledge (Occult or Dimensions) DC 20: The Midnight Lands. The Midnight Lands are a dimension known to serve as a dark reflection of our own reality. Lit by a pale moon and locked into an eternal midnight, it is rich is sorcerous power and is known to be populated by a sentient darkness that hates all forms of light.

Knowledge (Occult) DC 20: The Midnight Stone. A powerful sorceress artifact that amplifies the mystic powers of anyone who wields it, as well as granting limitless control over darkness and the ability to transport to the occult dimension known as the Midnight Lands. Once used by the occult hero Dr. Midnight in the 1930's, now considered missing.

use the stone to open a portal that leads to and from the Midnight lands, to create a force field or cloud of pure darkness, and to transform himself into an intangible ghost. Noir knows that the stone could potentially grant him a wider array of powers, but his struggle to unlock its secrets are hampered by his lack of sorcerous ability.

Tactics: Once a canny bounty hunter, Noir has been transformed into an obsessed killer by his use of the Midnight Stone. His focus on killing supernatural opponents often leads him to ignore other combatants, even when they are obviously a greater threat than his target. He tends to attack from ambush, relying on the powers of his Chameleon Cloak and the Midnight Stone to get him close enough to his target to strike. If given the opportunity, he uses his powers to make a series of sniper-attacks on his opponents.

Despite his power level, Noir isn't really a heavy hitter. Many of his powers are low key, and most are focused on stealth and awareness rather than heavy attack and defenses. He uses surprise as his most potent weapon, often transporting within striking distance of a target from the Midnight Lands or laying in wait with his Chameleon Cloak in order to strike with surprise. His combat abilities were primarily honed against opponents that relied on guile and mystic powers rather than brute strength, which made striking from a distance his preferred target. He uses his ability to control darkness to disorient opponents, relying on his own blind-sight and ability to fight in pitch-black conditions to give him the edge. His years as a supernatural bounty-hunter has given Noir a great deal of respect for creatures that are stronger than he is, and he is quick to flee if forced into a situation where he knows he can't win.

Noir; PL 12; Init +2 (+2 Dex); Defense 20 (+7 base, +2 Dex, +1 Dodge); Spd 30 ft.; Base Atk: +7; Grapple +8; Atk +10 ranged (+8L plus +8 Fire/Crit 20/Penetrating Attack; Mystic Pistol) or +8 melee (+1S; Punch); SV Dmg +1 (Armor +5, Evasion +2); Fort +1, Ref +2, Will +2; Str 13, Dex 15, Con 13, Int 18, Wis 15, Cha 11

Skills: Computers +13, Craft (Weapons) +13, Disable Device +11, Hide +9; Repair +11, Knowledge (Occult) +13

Feats: Accurate Attack, Ambidexterity, Attack Focus (Ranged Weapons), Blind-Fight, Dodge, Evasion, Infamy, Point Blank Shot, Quick-Draw, Rapid Shot

Powers: **Super-Intelligence +6** [*Source:* Training; *Cost:* 2 pp; *Total:* 12 pp]

Equipment: **Pistols** +8 [*Effect:* Ranged Weapon +8; *Extras:* Additional Weapon, Energy Field – Fire; *Power Stunts:* Additional Energy Fields (Cold, Light, Sonic), Penetrating Attack; *Source:* Mystic/Super-Science; *Cost:* 3 pp; *Total:* 28 pp]; **The Midnight Stone** +5 [*Effect:* Incorporeal +5; *Extras:* Dimensional Travel [*Extra:* Portal, Flaw: Travel between Earth and the Midnight Lands only], Energy Control – Darkness, Force Field [*Extra:* Invisible]; *Flaws:* Device, Still affected by light attacks while incorporeal; *Source:* Mystic; *Cost:* 5 pp; *Total:* 25 pp]; **Facemask** +5 [*Effect:* Comprehend; *Extras:* Mental Protection, Sensory Protection; *Power Stunts:* Blindsight, Darkvision, Detect Magic, Immunity (Suffocation), Psychic Awareness, See Invisibility, True Sight; *Flaw:* Device; *Source:* Super-Science; *Cost:* 3 pp; *Total:* 22 pp]; **Chameleon Cloak +7** [*Effect:* Blending +7; *Flaw:* Device; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 7 pp]; **Kevlar Body Armor +5** [*Cost:* 1 pp; *Total:* 5 pp]

Weaknesses: **Quirk (Destroy the Supernatural).** Due to the influence of the Midnight Stone, Noir is driven to destroy the supernatural at all costs. He will never knowingly associate with sorcerers or supernatural creatures, and he chooses to attack opponents that have a Mystic source to their powers in preference to everyone else.

Campaign Use: Noir is pure anger driven by a powerful supernatural force to try and take his revenge. Even if the Midnight Stone is taken from him, his long use of the stone has driven the tendrils of its control deep into his mind. Somewhere deep in the recesses of Noir's minds are the fragmented remains of the Kent Shaw who wanted to grow up and become a super-hero, but they are so deeply buried that Noir often sees himself as the hero he wanted to be. Every supernatural death he causes is another strike against the Thule society, just like his grandfather did back in the forties.

If Noir appears in an adventure, he is likely to be either hunting a supernatural force of some kind or trying to reclaim a mystic artifact he believes was stolen from his grandfather's estate. He fits particularly well in campaigns that involve mystic heroes, or in campaigns where one or more heroes is capable of traveling between dimensions and can track him to the mystic Midnight Lands he transports to using the Stone.

Mystics aware of the Midnight Stone's powers and corrupting influence may even take it upon themselves to try and redeem Noir, especially if they have some connection to his Grandfather. Tracking and stopping Noir can be difficult, even for those that wield the powers of magic. His combination of occult knowledge and advanced technology can make him an intriguing puzzle when he's first encountered, and he can make an interesting ally for occult vigilantes that share his goals.

Although he has never shown the spark of magic, it's possible that Noir will slowly develop true mystic abilities due to his prolonged exposure to the stone. If that happens he could become a true threat to the magic community, wielding a powerful artifact in a one-man vendetta against the supernatural world.

Appearance: Noir wears a deep blue bodysuit with white trim, and his cloak is deep black when not being used to camouflage him. His facemask is bone white, as are both his gloves. The Midnight Stone is used as a clasp for his cloak, and gleams with a soft red light.

Noir

OMNI Database #343389

Icon-Class Human
Real Name: Unknown
Other Aliases: Dr Midnight II (Suspected)
Team Affiliation: None

WANTED FOR MURDER; CONSPIRACY TO COMMIT MURDER

Known Powers

Noir possesses a variety of occult and hi-tech equipment that gives him the ability to control darkness, turn intangible and camouflage himself against a variety of backgrounds.

Noir's facemask has a broad range of sensory abilities, and contains psionic dampeners that protect him from mental attacks.

Armed with twin high-caliber pistols of unknown make. Noir carries a wide range of ammunition, up to and including heat rounds and silver bullets. Skilled gunman, capable of rapid fire and pinpoint accuracy. Prolonged engagement at range should be avoided.

Noir is capable of dimensional travel through unknown means.

Known Weaknesses

Noir has a history of targeting sorcerers and supernatural creatures, often to the exclusion of combating hostile targets. Mental instability is suspected

Noir is still affected by light-energy attacks while intangible.

Remarks

Costume, equipment, armament and tactics matches those used by meta-class occult bounty hunter Dr Midnight (OMNI Database #129845), registered as missing since March 2003. If Noir is the same person, then he is the second person to bear the Dr. Midnight codename, but any relationship between the current bearer and the occult vigilante of the 1930's (OMNI Database #003132) is unconfirmed. Noir is known to have assassinated the occult hero Lady Mystery and underworld figures Pale Jonah and the Demon.

CAUTION

NOIR IS WANTED FOR THE MURDER IN AMERICA, ENGLAND AND EASTERN EUROPE. HE IS A SUSPECT IN OVER TWENTY OCCULT DEATHS IN THE LAST FIVE YEARS. HE SHOULD BE CONSIDERED ARMED AND EXTREMELY DANGEROUS.

Physical Description

Date of Birth: Unknown
Place of Birth: Unknown
Height: 5'10"
Weight: 182 lbs
Build: Medium
Known Occupations: Bounty Hunter, Vigilante
Hair: Black
Eyes: Brown
Complexion: Pale
Sex: Male
Race: Caucasian
Nationality: American

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