

OMENSWORN



MMO-ANTE 2.0



Attributes:

- **Agility:** Balance, swim, flee, etc.
- **Presence:** Perceive, aim, charm, spellcasting, etc.
- **Strength:** Crushing, lifting, melee strikes, grapple, etc.
- **Toughness:** Resist poisons, cold, survive falls, *hit points* ($10 + \text{Toughness}$).



Attribute Values:

- Players start with all attributes at a base value of D3.
- Players have six advances to spend. Each advance increases the die value by one step (D3 to D4, D4 to D5, and so on). *The maximum value is D12.*



Difficulty Scale:

- Difficulty checks are typically on a scale of 2 (easy) to 10 (nigh impossible).
- The game master sets the difficulty for various tasks and challenges.

Testing Mechanism:

- When a player is asked to make a test, they roll a die of the appropriate attribute against the difficulty check. *If no attribute is specified, use your highest die value.*
- The result of the die roll is compared to the difficulty check:
 - If the result is equal to or greater than the difficulty, the test succeeds.
 - If the result is less than the difficulty, the test fails.

Combat System:

- All combat rolls are player-facing, meaning players make rolls to determine both success and damage.
- On a failed test in combat, the player automatically takes a flat damage value assigned to the creature they are fighting. Adjustments are made based on armor type or other character abilities.
- On a successful combat test, the player deals damage based on the number value of the attribute's die. *For example, if a player has a D6 in Strength and successfully hits with a melee weapon, they deal 6 damage. Spells and ranged attack damage is determined by presence.*



Damage Reduction:

- Armor type or other defensive abilities can reduce the flat damage taken on a failed test.
- The game master determines the specific damage reduction based on the character's equipment, skills, or other factors.



Advancement:

- Participating in events and guild storylines earns player advancements.
- Advancing allows players to increase their attributes or acquire new skills, providing more opportunities for success in various situations.



Critical Hits and Failures:

- Rolling the maximum value on the die (e.g., rolling a 3 on a D3, 6 on a D6) may result in a critical success, providing additional benefits.
- Rolling the minimum value on the die (e.g., rolling a 1) may lead to a critical failure, introducing additional challenges or negative consequences.

Additional Player Actions:

1. Defend:

- Players can choose to defend instead of taking an action on their turn.

- When defending, the player does not roll their attribute die during that turn.
- Instead, the defending player can choose to take the damage from another failed roll of their choosing.
- This allows strategic decision-making, sacrificing an action for better control over potential damage.

Armor Types:

1. Light Armor and Medium Armor:

- Light Armor provides a +1 bonus to all combat rolls or a 1-point Damage Reduction (DR) when defending.
- Medium Armor provides the same benefits: +1 to all combat rolls or 1 DR when defending.

2. Heavy Armor:

- Heavy Armor provides a 2-point Damage Reduction (DR) when defending.
- This represents the increased protection offered by heavy armor.

Damage Reduction (DR):

- **DR cannot reduce damage to zero**; it only reduces damage to a minimum of 1.
- When a defending player has armor, the DR is applied after the initial damage calculation.
- For example, if a player would take 4 damage and has 2 DR from heavy armor, they would only take 2 damage ($4 - 2 = 2$).

Healing Spells:

- **Activation:** Players can choose to use a healing spell on their turn instead of taking another action.
- **Healing Amount:** The player can heal for an amount equal to their Presence die value.
- **Target Split:** The healing amount can be split between up to three targets.
- **Example:** If a player has a D9 Presence and chooses to heal, they can heal three allies for 3 HP each, assuming they succeed in their combat test.

Restrictions:

- **Combat Test:** The success of the healing spell is determined by a combat test. The player rolls their Presence die against a predetermined difficulty.
 - **Success Requirement:** The player needs to succeed in their combat test for the healing spell to take effect.
 - **Healing Limit:** *A target cannot be healed again until they take additional damage.* This prevents continuous healing and encourages strategic use of healing spells.
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