

:: OMENSWORN CAMPAIGN BOOK UPDATES ::

Armor Changes: Light armor will provide additional defense but less damage reduction, heavy armor will provide less overall defense, but will provide greater damage reduction. This provides a better balance for those who want to choose between not getting hit at all, or those who want to risk soaking damage in combat. **DR = Damage Reduction.**

ARMOR	DEFENSE	DR	WEIGHT
Light	+3	1	1
Medium	+2	D4	2
Heavy*	+1	D6	3
Shield**	-	1	1
Shield, Tower	+1	1	2
Helm***	+1	-	1
Great Helm	+1	1	2

Master crafted versions of these armors simply provide +1 additional defense. IE: Light is +4 defense, medium is +3, heavy is +2.

*Heavy armor imposes disadvantage on any checks related to stealth or retreating from active melee engagements.

**You may choose to have destroy your shield to reduce all incoming damage from a physical attack.

***Turns a critical hit into a normal hit but is destroyed afterwards. Test Con 10 vs Stun.

Hit Points: Starting at first level, characters gain a number of hit points equal to their hit die. IE: If you're playing a mercenary, you begin the game with 10 hit points. NOTE: This is only the case during campaign play. With one shots, Omensworn still requires that you keep with the standard rule of rolling your hit points, even during the first level.

Usage Die: Many items are assigned a usage die value, light sources, gear, spell durations, and even factors like encounter probabilities, hunger, weariness, and more. Roll the die each around, and if a 1 or 2 is rolled, decrease the die's value. When a 1 or 2 appears on a D4, the resource is depleted entirely. When reducing the die size, follow this progression: D20 > D12 > D10 > D8 > D6 > D4.

Ability Scores: Characters begin with 8 attribute points. Distribute these points between your six ability scores, with no higher than +6 in any one ability score at character creation. *Ex: Str +2, Dex +2, Con +1, Int +1, Wis +0, Cha +2.*

STrength: Add to melee attacks and strength related checks like swimming, climbing, etc.

DEXterity: Add to defense, ranged weapon attacks, stealth, lockpicking, balancing, etc.

CONstitution: You can carry items to 10 + CON, saves vs. poison, increases healing during resting.

INTelligence: Add to spellcasting rolls, history, knowledge, having a +1 indicates basic literacy skills.

WISdom: Add to fear and morale/mind-based saving throws. Searching and tracking.

CHARisma: Add to reaction checks, persuasion/deception, number of hirelings, etc.

- **Key Change:** Strength & Dexterity no longer add damage to attacks.

EQUIPMENT

ITEM	COST	WEIGHT
Arrows/Bolts/Darts (D4 Usage)	2	1
Backpack	5	+3
Bedroll	2	1
Candles (D4 Usage)	1	1
Chains	25	1
Chalk (5)	1	1
Crowbar	5	1
Flint and Steel	3	1
Grappling Hook	8	1
Hammer/Tools	2-10	1
Holy Water	20	1
Hourglass	40	1
Ladder	5	2
Lantern	25	1
Lock	5	1
Manacles	10	1
Mirror	25	1
Nails	2	1
Oil	5	1
Pole	3	2
Rations (D4 Usage)	2	1
Rope	5	1
Sack	2	+1
Spikes	3	1
Tent	15	3
Torch (D4 Usage)	2	1
Whistle	2	1
Wine	8	1

ENCUMBRANCE

The carrying capacity for items is determined by adding your CON score to ten, which denotes the total number of items slots you can hold. Each item occupies a single slot, regardless of its weight, as part of a universal encumbrance system. Twenty-five iron coins are equivalent to one slot, while bulkier or heavier items may necessitate two slots. Heavy armor occupies three slots. For every item exceeding your maximum limit, a negative modifier of -1 will be applied to all your rolls.

WEAPONS

WEAPON	DAMAGE	TRAITS	WEIGHT
Kick/Punch	D2	-	-
Dagger/Club/Improvised/Etc.	D4	-	1
Mace/Spear/Bow/Staff/Etc.	D6	-	1
Sword/Axe/Warhammer/Etc.	D8	-	2
Bastard Sword/Crossbow/Etc.	D10	-	3

SPECIAL WEAPONS

Fire Lance	D8	Ignite, Friendly Fire (10).	3
Matchlock Pistol	D6	Pierce, Reload.	1
Musket Rifle	D10	Pierce, Reload (2).	3

SIEGE WEAPONS

Catapult	3D12	Siege, Friendly Fire (25).	-
Trebuchet	5D12	Siege, Friendly Fire (25).	-
Ballista	3D10	Siege, Friendly Fire (25).	-
Battering Ram	2D12	Siege.	-
Scorpio	2D8	Siege, Friendly Fire (10).	-

- ☠ **Ignite:** On a critical hit, you set the target on fire. Once a target is set a light, the fire lance is destroyed.
- ☠ **Friendly Fire:** The % chance that a rolled attack will hit an allied target if they are in proximity.
- ☠ **Siege:** Does double damage to inanimate objects. Ignores DR from creatures if they are hit.
- ☠ **Pierce:** Ignores DR granted by armor.