

Omensworn

QUICKPLAY RULES



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FIRST STEP

ABILITY SCORES

Characters begin with 10 attribute points. Distribute these points between your nine ability scores, with no higher than +6 in any one ability score at character creation.

Ex: Mig+2, Fin +2, End +1, Ins +1, Res +0, Pre+2, Fai +0, Mag +0, Luc +2.

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

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

ENDURANCE: You can carry items equal to 10+ END, saves vs. poison, increases healing during resting.

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

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

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

FAITH: Add to divine abilities and saving throws versus malevolent forces.

MAGICK: Add to spellcasting rolls and saves vs. magick.

LUCK: Fortunate events through chance, bestows favorable outcomes.

HP: You have maximum hit points equal to your hit die. You roll HP every level afterwards. No exceptions. Once you have 20+ hit points, roll hit die with disadvantage.

Defense: 10 + Finesse + Armor = Defense Score.

ARMOR & WEAPONS

Light: +3 Def, D2 damage reduction.

Medium: +2 Def, D4 damage reduction.

***Heavy:** +1 Def, D8 damage reduction,

**Disadvantage on stealth checks, retreating from active melee engagements.*

OMEN DICE

Omen die can be used to turn the tides of battle or to activate powerful class abilities. **Players begin each session with a number of omen die equal to their level.** Omen die can be spent to do one of the following:

- 1.) Add D6 to any D20 roll.
- 2.) D6 Damage Reduction.
- 3.) Add D6 Damage to Attack.
- 4.) Heal for D6 during rest.

You may spend multiple omen die at one time.

CRITICAL HITS



On a natural 20 attack roll, add D12 damage.

On a natural 1 attack roll, prepare for something horrible to happen.

Additional Equipment

Characters also start with:

- 1D10 Iron Pieces.
- Ration (D4 Usage Die)
- Torch (D6 Usage Die)
- Waterskin (D4 Usage Die)
- Commoner Clothes.
- Rucksack.



Shield: 1 damage reduction, in addition, you may choose to splinter/destroy your shield to reduce all damage taken from a single physical attack.

Helm: +1 Def, turns a critical hit into a normal hit but is destroyed afterwards. Test End 10 vs Stun.

SECOND STEP

GRIM SORTS

Mercenary

Hit Die: D10 | *Can use all armors.*

May spend omen die to make an extra attack.

Starts with an extra D8 Iron Pieces.

Second attack at 3rd level. Add END HP at 5th.

Starting Equipment: Light armor, 2 weapons, shield.

Knave

Hit Die: D6 | *Light Armor.*

Advantage on checks related to thieving, etc.

+4 to hit and double damage when attacking from behind.*

Starting Equipment: Light armor, dagger, thieves' tools.

**+4 to hit and double damage requires use of D4 or D6 melee weapon.*

Wytch Hunter

Hit Die: D8 | *Light Armor.*

Advantage on damage die vs. casters.

Advantage on INS saves related to Forbidden Lore.

Advantage on MAG saves vs. magic.

Starting Equipment: Light armor, mace, holy symbol.

Prelate

Hit Die: D6 | *Light Armor.*

Field dressing once per patient per day to heal D6.

Cure disease and poison once per day.

Advantage on INS saves related to medical knowledge.

Starting Equipment: Light armor, medical kit, saw.

Marauder

Hit Die: D12 | *Cannot wear armor, can use shields.*

May spend omen die to deal maximum damage.

Deal double melee damage on first hit of encounter.

Rage once per day at 5th level. (5DR, +2 dmg).

Starting Equipment: Loincloth, 2 weapons, fang amulet.

D2: Kick, fist, headbutt.

D4: Dagger, club, improvised.

D6: Mace, spear, bow, staff, etc.

D8: Sword, axe, warhammer, etc.

D10: Bastard Sword, crossbow, etc.

D12: Mattock, highland sword, etc.



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GRIM SORTS

Hunter

Hit Die: D8 | Light Armor.

Ignores disadvantage on called shots.
Advantage on checks related to natural beasts.
Advantage on damage rolls vs natural beasts.
Starting Equipment: Light armor, short bow, cloak.

Crusader

Hit Die: D10 | Can use all armors.

Spend omen die to smite undead, dealing double damage.
Turn undead at will, HD greater than level test morale.
Second attack at 3rd level and bonus +1 to hit vs undead.
Starting Equipment: Light armor, weapon, shield, holy symbol, tabard.

Pyromancer

Hit Die: D8 | Medium Armor.

Spend omen die to craft Anointed Oil of Aodh.**
Advantage on PRE tests with commoners and nobles.
Portent the flames, roll D6, on a 1, gleam a "future".
Starting Equipment: Light armor, weapon, alchemy kit.

Alchemist

Hit Die: D6 | Light Armor.

Roll D4 potions per day or choose 1, D6 to determine what they are. (1) Sleep, (2) Poison (D6/D12), (3) Healing (D6), (4) Antidote, (5) Rage, (6) Hallucination.
Starting Equipment: Light armor, weapon, alchemy kit, beak mask.

Wolfgroom

Hit Die: D8 | Medium Armor.

Spend omen die to entreat the wolf to attack.
You travel with a wolf, D8 hd, D6 + L dmg.
+2 Damage when using two-handed melee weapons.
Starting Equipment: Light armor, weapon, wolf-head cloak.

Blackguard

Hit Die: D8 | Can use all armors.

When spending omen die to deal additional damage, heal for the same amount. Second attack at 3rd level.
Advantage on PRE tests with brigands and savages.
Starting Equipment: Light armor, weapon, wanted poster.

Skald

Hit Die: D8 | Medium Armor.

Spend omen die to grant bonus to ally roll.
Hirelings ask for 10% less treasure.
Make RES morale checks with advantage.
Starting Equipment: Light armor, sword, shield, cloak.

Orkon (20% | Max L 8)

Hit Die: 2D6 | Can use all armors.

Spend omen die to ignore fatal wound, keep fighting.
Increase melee damage die size by 1. D6=D8, etc.
Wield D10 or D12 weapons one-handed with disadvantage.
Starting Equipment: Light Armor, weapon, skull.

Drakon (20% | Max L 6)

Hit Die: D8 | Cannot wear armor.

Spend omen die to spew acid at foe, 3D4 acid damage.
Thick scales cover body, treat as medium armor.
Starting Equipment: Weapon, bone ring, intricate scale tattoo.

Wytch (15%)

Hit Die: D6 | Cannot wear armor.

Roll 4D100 for random spells.
Can innately sense magic and spells cast in the last week.
Starting Equipment: Robe, staff, old tome, ink and quill.

Empire Dwarf (40% | Max L 8)

Hit Die: D10 | Can use all armors.

Add END to hit points at first level only.
Automatically save vs. poison.
Can see in the dark, +4 damage to goblins.
Starting Equipment: Light armor, weapon, stone shaping tools.

Astral Elf (10% Max L 5)

Hit Die: D6 | Cannot wear armor.

Spend omen die teleport up to one mile away.
Begins with 1D4 Astral Spells.
Conjure Astral Void in hand, conjures the dark.
Starting Equipment: Robe, staff, moon crystal.

Demi-Humans & Rare Sorts

What are the % next to some of the Grim Sorts? Some races or archetypes are rare in the world of Omensworn and Myth than others. In order to play one, you have to roll a D100 and roll equal to or lower than that number to play as that archetype.

Pyromancer's Gifts

**You concoct a single Anointed Oil per use of the Omen Die that can be used to do the following:

- Aodh's Hand:** Applied to melee weapon, +D4 fire damage, and emits enough light for the weapon to act as torch.
- Aodh's Rage:** Ranged fire bomb, explodes. 1D8 damage. 5% chance of friendly fire. On a critical, inflict **BURNING**.
- Aodh's Light:** An extremely bright torch, has a usage die of D20.
- Aodh's Wisdom:** Aodh is the saint of wisdom, fire, and humanity. He valued the mind of men. Get inventive.

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DEATH & DYING

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SPELLCASTING

When a Wytch casts a spell, they roll a D20 and add their INT to the roll. This is considered their spell check. Every spell has a specific DC or Difficulty Check that they are required to match or exceed for the spell to work. *A wytch must also take into account the type of armor they're wearing when casting spells (if any, by default, they are unable to wear armor). Light armor increases the DC by 4, medium by 8, and heavy by 12.* Once they have determined the final roll, reference the spell's difficult check to see if they have successfully cast the spell.

Base Spell DC is 10, base Save DC is 15.

The consequences of using magic and having the eldritch energies turn against you while casting a spell are terrifying indeed. When making a spell check, anytime a wytch rolls a natural 1 on the roll, they lose a point of Presence to represent the gradual loss of their ability to connect to the world and the people within it. In addition, they roll 1D100 to determine what additional horrors befall them and their party as the veil between their world and the Slender Crown's is torn asunder.

CONDITIONS

 <p>Last Gasp You're going to die, test DC 14 End every round, die when you fail.</p>	 <p>Artery Slash Test DC 12 End after every action. Die when you fail.</p>
 <p>Bleeding Wound Bleeding for D4 damage every round. Ignores DR. DC 14 Ins to bandage.</p>	 <p>Morale Broken Disadvantage on all actions, enemy attacks have advantage against you. Rally on DC 16 Pre.</p>
 <p>Frostbite Disadvantage on attacks and all actions requiring movement. 10% chance of instant death.</p>	 <p>Poisoned Test DC 10 End every action, vomit and give up your turn on fail. Attack with disadvantage.</p>
 <p>Stunned Cannot act on your next turn, enemy attacks have advantage against you.</p>	 <p>Skull Crack Test DC 12 End every round, become stunned on fail. 10% chance of instant death.</p>
 <p>Burning Burning for D10 damage every round. Ignores DR. DC 16 Fin or full action to put out.</p>	 <p>Exhausted Disadvantage on all tests. Requires at least one hour rest, ration, water to remove.</p>

Roll Result:	Corruption Result
01-08	Dogs and other animals are terrified when around you.
09-18	Shadows begin to move oddly and crows follow you.
19-31	You cast a bestial shadow and a strange voice whispers to you.
32-40	You develop a disturbing ritual that you must complete daily.
41-48	Magical healing no longer works on you, your hide thickens.
49-55	You hear terrible voices in your head. You can't tune them out.
56-62	You become sensitive to daylight, disadvantage during day.
63-70	Open sores and pus filled boils cover your body. Horrible scars.
71-80	Your eyes become red and irritated, they glow in darkness.
81-86	Something reaches through the void. -1 Pre. Die if negative.
87-92	Psionic energy melts your brain, 4D6 damage.
93-99	Tentacles rip out of your face. All allies roll DC 14 Wis Morale.
100	Madness takes you. Roll up a new character.

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TOOLS OF DEATH

WEAPON TAG	TAG FEATURE	RARITY
Accurate	+1 Attack bonus.	UNCOMMON
Balanced	+1 Defense bonus.	UNCOMMON
Bashing	Bashing weapons ignore shields.	UNCOMMON
Blood Link	Damage split between two targets.	VERY RARE
Catalyst	Spell DC decreased to 8 from 10.	UNCOMMON
Crippling	If max damage is dealt, stops movement.	UNCOMMON
Deafening	Incredibly loud. DC 12 End or deaf.	UNCOMMON
Death's Embrace	Ignore first horrible wound.	VERY RARE
Defensive	Give up attack, +3 defense.	UNCOMMON
Executioner	Re-roll maximum damage die.	VERY RARE
Feared	Some enemies may fear you.	VERY RARE
Finesse	Use finesse instead or might for melee.	UNCOMMON
Flame-Infused	On a critical, inflict BURNING .	VERY RARE
Glowing	Weapon glows as bright as a torch.	VERY RARE
Heavy	-1 to attack, but +2 damage.	UNCOMMON
Hidden	Advantage when trying to hide weapon.	UNCOMMON
Light	Weapon weight reduced by 1. (Min 1)	UNCOMMON
Like a Feather	Weapon weight reduced by 2. (Min 1)	RARE
Noble	High-born design, advantage on Pre checks.	UNCOMMON
Quick-Draw	Switch to and from the weapon instantly.	UNCOMMON
Rending	On a critical, reduce target's DEF by 2.	UNCOMMON
Shattering	On a critical, inflict STUNNED .	RARE
Skirmisher	Retreat from enemies without risk of attack.	VERY RARE
Sturdy	Nearly indestructible.	RARE
Tearing	On a critical, inflict BLEEDING WOUND .	RARE
Trip	On a critical, trip the enemy, gain advantage.	UNCOMMON
Versatile	Can be wielded two-handed, becomes D10.	UNCOMMON



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HORRIBLE WOUNDS

Crushing | *Maces, fists, rocks, etc.*

- 1. Head battered. Knocked senseless, **STUNNED**.
- 2-5. Beaten to a pulp, **STUNNED** for 1D4 rounds.
- 6. Bashed over the head, crying out in agony. **SKULL CRACK**.
- 7-8. Limb broken, roll D4. 1 is left arm, 2 is right. 3 is left leg, 4 is right. **EXHAUSTED**.
- 9+. Your head is crushed, your skull explodes. **You're dead.**

Slashing | *Swords, knives, saws, etc.*

- 1. Scream bloody murder, lose 1D4 fingers.
- 2-4. Gush blood, cry. **EXHAUSTED**.
- 5. Limb is severed, roll D4. 1 is left arm, 2 is right. 3 is left leg, 4 is right. **LAST GASP**.
- 6-7. Bloody and dying, your artery has been slashed open. **ARTERY SLASH**.
- 8+. The last thing you see is the glint of steel. **Your head rolls.**

Puncturing | *Arrows, bullets, etc.*

- 1-2. Arrow to the knee. Agonizing pain, maybe take up being a guard.
- 3-4. Arrow to the chest, blood spurts with every breath. **LAST GASP**.
- 5-6. Shot strikes your face, your eye is blown out. **LAST GASP**.
- 7+. The last thing going through your head is an arrow. **Dead.**

Fang & Claw | *Beasts, etc.*

- 1-2. Claws rake across your chest, tearing at flesh. **BLEEDING WOUND**.
- 3. Throat bitten, bleeding out fast. Mute. **ARTERY SLASH**.
- 4-6. Eviscerated. **LAST GASP**.
- 7+. Claws and fangs tear into face, head is torn away from body. **Dead.**