

"OMERIAN TALES—CORE RULES"
(FOR D20 FANTASY)
BY CHARLES J. EICHMAN (AKA "HONESTIAGO")

What is "Omeria?"

Omeria is the New World. Brave travellers from the old world are arriving every day to stake their claim. Humankind, led by brave trailblazer Gajildius Omer, are forging a path through the Verdant Triangle -- from the shores of Cawton Estuary, through the dark Spires of Charr, to the mist – shrouded forests of Elderhold. In this milieu, the PCs are among the very first adventurers to set foot on this new continent—or so they believe. Their mission? To see what's out there. In play and flavour, *Omerian Tales* is meant to simulate a gritty, low to medium Fantasy world of great challenge and great reward. The Player Characters (PCs) will start out hardier, but will have to work hard and long to achieve the same status as the typical milieu. On the positive side, this is a world without heroes. The legends the characters create will form the basis of the world's future history. The PCs have the clean slate of an unexplored wilderness in which to romp, where they will "discover" exotic creatures like Eves, Dwarves and Halflings.

System features

OMERIAN TALES is a variant of the Microlite-d20 system. Among the differences: *Omerian Tales* does not include "classes," but rather has "roles." OT also includes a different damage mechanic, a different magic system, a different levelling system, and a "luck" component called "Karma." Finally, and perhaps most importantly, there is only one player character "race" in *Omerian Tales* – Human. The campaign world is intended to be played exclusively by human characters, at least until the other typical fantasy races have been encountered, and the story somewhat evolved. Indeed, the first encounters between Men and Elves, Dwarves, Halflings, and so on, may not go at all the way one might expect. In addition to the usual denizens of the fantasy milieu, there is also a race of indigenous "dogmen," the Gnoll, whose reaction to the new folk seems to vary from tribe to tribe. With but a few firmly established cities, a grand swath of unexplored land, and a host of unknown forces inhabiting them, the PCs have a great and imposing task before them – tame the new world!

System Mechanic

OMERIAN TALES uses a Difficulty Check (DC) system similar to the d20 system. Basically, the player rolls a d20 against an assigned difficulty. He adds in one Ability bonus (called a "Stat") and a Skill Bonus from an applicable pool: $d20 + \text{Ability Score (AS)} + \text{Skill Rank (SR)}$, plus any additional modifiers due to situation. If the roll equals or exceeds the DC, the character succeeds in his action. Some typical DC's:

Dodge falling rocks (DC 15, DEX+Physical)
Read ancient runes (DC 20, INT+Knowledge)
Negotiate a good price (DC15, CHA+Communications)
Notice a secret door (DC20, WIS+Perception)

Abilities

The 6 abilities in *Omerian Tales* are: Strength (STR), Dexterity (DEX) Constitution (CON) and Intelligence (INT), Wisdom (WIS) and Charisma (CHA). Ability

Scores are the bonuses/minuses with each ability. They range from a +5, maximum, to a minimum of -5. All Characters start with '0' in each ability. Abilities are then adjusted by background, role, and discretionary point allocation. Starting PCs get 3 points to allocate to Abilities. Additional points can be added to starting Abilities by dropping other abilities on a 1-for-1 basis (EX: A PC could take a -1 INT to raise another ability). No ability can ever be lowered below -5.

Skills

All skills start at 0 ranks. Characters increase their skill mainly through levelling. The maximum rank a character may have in any single skill is +10. Characters may not have negative skill ranks. Starting skill points are determined by a character's background, role and discretionary points: 2 for Warriors, 3 for Mystics and 4 for Specialists

Communications: used for interactions, diplomacy, persuasion, and so forth.

Knowledge: A general measure of the PCs education, memory and academic training.

Perception: This is the character's general alertness, or ability to notice things out of the ordinary.

Physical: used for defense, swimming, running, leaping, etc.

Subterfuge: Used to physically hide, deceive and sneak around, basically.



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KARMA (KAR)

KARMA, which represents "forces that work in the character's favour." In other games, it's called Luck, Conviction, Hero Points or Action Points. A PC's starting KAR is 3+CHA. A PC cannot start the game with less than 1 KAR point. A PC's KAR pool is finite. Each time a KAR point is used, it is gone for good. KAR points are gained in the following ways:

- Leveling (+1 every even number level)
- Accomplishing a major story goal (beating a boss; freeing the slaves; saving the town, "saving the day;" etc.)
- Acting according to character (see "Character Ethos," below) The group plays an entire session, overcoming real and dangerous threats without using any KAR (group award; GM's discretion)

Using KARMA: KAR is used to perform heroic feats. In game mechanics:

- A +10 bonus to any single die roll (1 KAR, must choose this *before* rolling the die)
- Avoid certain death (2-4 KAR, depending on certainty).
- OPTIONAL: get a straight answer from the GM (1-3 KAR [USE WISELY, GM]).

Use of KAR is entirely at the GM's discretion. If the GM feels KAR use will ruin the story, he can disallow its use. The terms of KAR use should be discussed prior to adventuring, so that everyone understands the limits of KAR.

Mana

Mana represents a PC's "Magic Potential." It can only be used by PCs in the "Mystic" role, and is used to activate their spells. A character's starting Mana is equal to 1, plus his INT. For more on Mana and how to cast spells, see "Using Magic," below.

Max Armor (MaxArm) and Weapons (MaxWpn)

There are three types of armor and weapons: Light, Medium and Heavy. The armor and weaponry a PC is allowed to use is determined by the character's role (see below).

Intiative

Signifies how rapidly a character reacts in combat. A PC's initiative modifier is his DEX+Physical rating

Defense

Determines how hard a character is to hit. A PC's base defense rating is 10+Physical. This can be modified through magic, training, and, of course, armor.

Melee Attack

This number is added to hit rolls using hand-to-hand or hand-held weapons. When making a Melee Attack, add this number to the PC's STR to hit.

Missile Attack

This number is added to hit rolls using hand-to-hand

or hand-held weapons. When making a ranged attack add this number to the PC's Dex to hit.

ARMOUR and WEAPONS

There are 3 types of armour in the game: Light (+1/+2), Medium (+3/+4), and Heavy (+5/+6). Shields provide an additional +1 protection.

Subterfuge penalty: wearing armour penalizes any attempts at stealth at a rate equal to the armour's protection.

• **Crit Absorption:** Armour absorbs crits. Basically, armour has Body Points. The armour's BP's are equal to its protection score. When a character is critted, the armour, rather than the PC's body, absorbs the blow. The downside to this is that each time the armour absorbs a crit, it is compromised, and loses two steps of protection. EX: A character wearing Scale +3, receives a crit. The armour absorbs the crit, leaving the PC unscathed. His armour, however, suffers a "BP" of damage. It is now Scale +1, until repaired by a craftsman. The armor still retains the same penalties, just as if it had never been damaged.

• **Weapons:** Weapons are light, medium, or heavy. Exceptional and/or weapons may have bonuses of +1 (awell above average craftsmanship) to +5 (very rare or unique). Certain weapon might also grant bonuses based on a variation of the weapon itself (composite bows; daggers made specifically for throwing, etc.; a very sharp sword, etc.)

COMBAT OPTIONS

Players have a variety of options they can use in combat to increase their chances to hit, to damage, or to avoid being hit.

"Extra Effort": PCs made add "oomph" to their attacks by "burning" up to 5-STA to gain +s to hit and damage equal to the points burned. The STA can be regained through normal rest or healing. Characters may boost their defense in the same manner, burning a point of STA for each additional point of defense. The STA must be burnt at the beginning of the round.

"Called Shots": A PC may also try to hit a creature in a "critical area" by taking a penalty to hit in exchange for additional damage. Subtract up to 10 from your to hit roll to earn a bonus damage equal to the amount of penalty you paid (EX: take a -5 to hit to get a +5 to damage; this is called a "CS5"). CS10's automatically Crit,s even if the die roll is not a 20. CS's must be announced prior to striking. A character making a CS can make only ONE attack in the round (the CS itself).

Multiple Melee Attacks: Characters can get two melee attacks a round by wielding up to a medium, one-handed weapon in each hand. The character accepts a -3 to each attack (sacrificing accuracy for speed). Each attack is made separately, and occurs during the character's turn in the round.

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Multiple Missile Attacks: Characters may make up to two missile attacks a round at a -2 for each attack (sacrificing accuracy for speed).

Body Points and Stamina

Characters in OMERIAN TALES have two "damage" pools called Body Points (BP's) and Stamina (STA). BP's represent structural damage the character can incur. STA measures a character's endurance and/or willpower. Starting points are determined as follows:

Starting Body Points=3+CON. Each BP is worth 3 STA. Partial loss of a BP is the same as losing the BP itself (BP's have no fractions, in other words).

Starting Stamina =6+CON+d6

Incurring Damage: Most damage is applied to STA. When conducting combat, treat all non-critical hits as normal damage to STA (treat STA just like Hit Points, in other words). BP damage only occurs on a critical hit (a '20' on the d20 roll) at a rate of at least 1 BP per critical hit (some attacks or weapons may crit for more than one BP). Regular STA damage still applies to a crit.

Reaching 0 Stamina (0 HP's): If STA reaches 0, a character is considered "winded." He then functions at -2 to all checks, abilities and AC until he recovers some stamina. Additional damage incurred while "winded" goes straight to BP's on a 3 STA=1 BP scale.

Unconsciousness: The PC suffers a -1 to all checks, abilities and AC for each BP lost. At the end of each round in which a BP is lost, the character must make a WILL check using (d20+CON+Physical)-(negative modifiers) versus DC15. If the roll fails, the PC falls unconscious for 1 round per point of failure. Any attacks on unconscious characters are considered to be crits. If the PC makes the check, he is considered upright, and need not make another check until he loses an additional BP.

Dying: Critical failure on a WILL check means the Character is dying, or "bleeding" at 5 STA/rnd until stabilized.

Stabilization: To prevent a character from bleeding to death, they must be "stabilized." Stabilizing a character requires a healing spell or potion (automatically stabilizes), or application of first aid (d20+WIS+Knowledge-BP's lost) versus DC=15. Once a PC is stabilized, all bleeding stops.

Death: Characters are considered dead when they lose all their BP's. When all BP's are lost, any additional damage to the PC's corpse goes against the his STR Ability on a 1-for-1 basis. When a PC's STR is zero or below, the character is unrecoverable.

Healing: Healing spells and potions heal BP's and STA, in that order. Any damage healed by a spell first goes to BP's lost, then STA lost. Remember that 1 BP=3 STA. First aid checks can only stabilize a

dying character. Characters recover lost BP's at a rate of 1 per week of complete rest. STA is regained at 2 STA per 10 minutes rest. Restful sleep doubles this rate. Increased comfort can triple it or better.

Monster BP's and STA

Monsters use HP's for STA, and as a rule monsters do not have BP's. The GM may allow Monster BP's, however, to leader-types, or particularly challenging creatures. The base BP for monsters is the monster level (or Hit Dice). The GM may increase or decrease BP's as he sees fit.

"CritKills"

The GM may, at his option, allow player crits to be automatic creature kills, if the character's level is equal to or exceeds the creature being hit. This rule can speed up combat immensely, at the risk of making some encounters too easy. If this rule is used, the GM is encouraged to make some creatures immune to "Crit Kill." Creatures already dead (zombies, skeletons, etc) are, of course, already immune. An optional use of this rule could be to allow the creature a check to avoid the crit kill at: d20+creature level versus DC 15.

PC Roles

Starting PCs choose from among three roles: Warrior, Mystic or Specialist. Each role has certain bonuses and weapons/armor requirements, as follows:

- **WARRIORS:** +1 to STR or CON; +1 Physical; +1 to one of the following: Melee Attack, Missile Attack, Defense; may use any armor and any weapon; 2 skill points.
- **MYSTICS:** +1 INT or WIS; +2 Knowledge or Charisma; may use light weapons; may use all Spell disciplines; may not wear armor or use shields; 3 skill points.
- **SPECIALISTS:** +1 to any ability; +2 to any skill; may use medium weapons and medium armor; 4 skill points.

PC Backgrounds

All PCs hail from *The Alkaghi League*, also known as, "The Old World." Alkaghi is a very loose trade confederation in the "Eastern Hemisphere." Though all PCs are human, this doesn't mean they're the same.

Altheria (The Kingdom of Altheria) Thanks to its mercantile instincts and ability to get along with the other countries, Altheria it is presently home to the wealthiest people in the land. Altherians tend to be a bit too proud of this heritage at times, leading some to resent them. Few, however, outright despise Altherians. Jealousy? Yes. Hatred? No (not usually). Altherians are well-educated, and get +1 INT. They are natural merchants and diplomats (+1 Communications). Altheria is the starting point for almost all voyages to the new world. Altherians usually travel to the new world for opportunity and fame. Since they also have the most representatives there, PCs might also be joining family members in colonizing the new world.

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Lathloria The emerald island of Lathloria freed itself from Altherian rule less than 50 years ago. Since then it has risen swiftly in power, thanks mainly to the presence of its great and powerful order of Druids, who rule the realm in council. Though sharing a common heritage with Altherians, Lathlorians set themselves apart by their demeanor and mindset. Though typically fierce, red-maned warriors when called upon, they are typically a people of great mirth and zest for life. They have a strong devotion to simplicity, and value the earth for its gifts. Lathlorians get a +1 WIS. They are naturally gregarious and tough (+1 Physical). Lathlorians tend to be homebodies. They would almost have to be forced to leave for the new world.

Kzet (pronounced 'zet'). Kzetans hail from a desert continent located in the southeastern part of the league. The environment is extremely harsh, and there are very few major cities (the vast and sprawling major trading port of Emir Atann, where a PC is most likely to come from, being one of them). Kzetan life is tribal, and there are far too many tribes to count. Though they mix freely and easily with each other, there isn't a Kzetan alive who does not jump at the chance to outdo his friends and neighbors. Abroad, Kzetans are mostly well-liked for their personalities, yet distrusted for their reputations. Few would ever immediately trust them with anything of real worth. All Kzetans are nimble, and get +1 DEX. All Kzetans start as naturally alert and stealthy (+1 Perception). Kzetans come from a nomadic heritage that values individual achievement, so it is not unusual for a Kzetan to travel to the New World so that he could return home to brag about it.

Amon Amon is a cold, harsh environment, home to great and powerful, fair-haired warriors intent on testing their mettle against the elements and their enemies. Amonites have no real friends. Only alliances of convenience. They are regular raiders of the Hormunese and the Gamnans. They patrol the shores of North Alkaghi and its great inland sea in longboats, a vestige of an ancient seafaring heritage that sprouted the rumor that Amon was the first to send ships to the new world, centuries before the current crop of Altherian-sponsored voyages. All Amonites are hardy, and get +2 STR. Their lack of formal education garners them a -1 INT, however. Their great physical stature also grants them a +1 Physical. Amonite sensibilities normally preclude them from engaging in rogue-like pursuits, like *Thievery* (they tend to slay thieves on detection). Amonites often travel to the new world hoping to accomplish feats worthy of song and remembrance. Their reputation as inland sailors often translates well to the open sea.

Gamna This hardy, stocky race of craftsmen are a collection of individual tribes, bound together by cultural memory and a code of ethnic devotion. Though there is a constant struggle over resources, Gamnans rarely take arms against each other, preferring to test their mettle against Hormu, Amon, and sometimes, Izur. Gamnans are tough, and get +1 CON. Their physical prowess also grants them a +1 Physical. They are admirers of metalcraft and

precious gems (hard to find in Gamna, but fairly abundant in the Izurian foothills). Gamnans who travel to the new world may do so out of a sense of curiosity, or as a way to obtain riches more quickly. They are often in demand for their outstanding crafting abilities. It is said that, if there is something to be made, a Gamnan is the one to make it.



Hormu Hormu is the land "no one can rule." It is filled with tribes of vicious humans and strange creatures. It is also filled with precious metals and gemstones, and so is a popular destination for those looking to make a fortune at a price. The Hormu (sometimes called Hormunese) come from innumerable tribes and settlements on the rocky frontier. They are a mongrel race whose lineage is indecipherable. Very few Hormunese live to a ripe old age. All Hormu get a +1 STR and +1 CON, but suffer a -1 CHA due to their barbarous ways. The Hormu's barbarism excludes them from using any magic at all. That same barbarism leads them to be shunned and sometimes even reviled by others. For this reason, the Hormu maintain a low profile (+1 Subterfuge). A Hormunese obtaining passage to the new world is rare indeed, though the reasons to leave Hormu are abundant.

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Izur (The Izurian Empire) The magic-infused Izurians hail from a hilly, lush green forest land located in the eastern portion of Alkaghi. They are a martial race, with a stratified caste system run by warrior-kings who serve the Emperor of Izur, who is believed to be descended from the Sun God, Izu (whom a vast majority of Izurians hold as the one, true God). The intelligent, alert Izurians get +1 to INT, and a +1 to Perception. Izurians tend to be bound by a rigid code of honor, which, while making them fast friends with those they know, can also make them difficult to get along with, given their set views. Few Izurians leave their homeland. Those who do so most often are on a quest to restore lost honour.



Savagia

Though the name sounds like a land of fishnet-wearing sirens, Savagia is actually an vast, overgrown morass of an island. Located southwest of Alkaghi, it is a realm populated with fell creatures, awful disease and hidden dangers. It is also filled with gemstones, which is why people go there from time to time (especially the Amonites and Gamnans).

Delrithia, The Merchant Kingdom

Delrithia is a chain of islands due west of ALKAGHI. It has a powerful navy, which controls the flow of ships between the old world and new. One detours around Delrithia at their own peril. The northern seas are icy and dangerous, with unpredictable, harsh winds. Many a ship braving this path has been forced

to make landfall among of a number of inhospitable islands, with predictable results. The route south is even worse, home to warm-water serpents, a pair of pirate kingdoms, the isle of Savagia, and the legendary "Vortices," remnants of ancient magic that manifest as great whirlpools, waiting to suck down ships into the depths. The Delrithian Kingdom is Renaissance-like, well-known for its use of gunpowder weapons, the secret and components of which are not allowed to be sold to non-Delrithians (on pain of death). A player wishing to run a Delrithian PC should pattern the character after Altherians or Kzetans.

"Half-Breeds"

Players wishing to run a character from a mixed background (Amonite-Hormunese, for example), may do so at the DMs discretion. In these cases, the PC should "favour" one or the other race, as far as bonuses to stats and skills.

Languages

All PCs speak "Lukarian," the Old World tongue.

Character Ethos

There are no alignments in OMERIAN TALES. As in real life, each character is represented by admirable character traits, called *Virtues*, and not so admirable character traits, called *Vices*. Before starting play, choose one virtue and one vice from the list below (feel free to supplement with your own, if these aren't enough).

VIRTUES:

Academic
Bold
Compassionate
Courageous
Daring
Determined
Fair
Faithful
Free-spirited
Generous
Gregarious
Honest
Industrious
Just
Kind
Thoughtful

VICES:

Addicted
Arrogant
Capricious
Cowardly
Cynical
Egoistic
Hidebound
Impulsive
Insensitive
Lazy
Manipulative
Petty
Power Hungry
Selfish
Stubborn
Vengeful

Acting according to Ethos

Characters acting in accordance with their Ethos, be it virtue or vice, can receive additional KAR awards. In simple terms, the DM uses the Ethos list to award players for good role-playing. The list of Virtues-Vices serves as a basic template to envision the overall character. If, in the DM's judgment, the character's actions during an adventure session "ring true" to the description, he may award a point of KAR. KAR awards for role-playing should not exceed more than 1 pt. every few sessions.

Using Magic

Magic is divided into disciplines: *Earth, Air, Fire, Water, Body* and *Mind*. Each of the disciplines has "Effects" the caster can create (for specifics, see

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"Magic Effects," below. General rules for magic use are as follows:

Casting spells:

- **Casting:** roll (d20+Caster Level+WIS) vs (Effect DC and modifiers). See "Magic Disciplines" to determine specific DC of effects. If the DC check is not made, the point of MANA is lost, and the spell fizzles.
- **Spell cost:** 1 MANA to activate the spell. And additional MANA used in casting adds +3 to the check. When a Character runs out of MANA, he cannot cast spells until he recovers ALL his MANA.
- **Using STA to overcome Mods:** Each spell has its own DC check and modifiers. A Mystic may spend STA to increase his chances of making the DC on a 1-STA for each +1 basis. If the check misses, the STA is lost (as well as the MANA, above). STA lost in this way can be regained with normal healing spells.
- **Using BP to overcome Mods:** A Character can spend BP's to increase his chances of making his spell DC. Each BP "burned" adds a +3 to the spell attempt. HOWEVER, the PC MUST make a WILL check as if receiving wounds, the same as a PC who sustains BP damage in combat. BP's lost in this way CANNOT be healed with magic, but must be regained thru normal rest.
- **"Specialist Mages:"** When a Mystic gains access to a new spell discipline through levelling, he may instead opt to forgo the new discipline and take a +1 modifier to any previously known disciplines (see *Levelling*, below). This represents the PCs increased focus on that specific area of magic.

Starting Wealth

Each PC starts with 100 gp. modified by the CHA stat, plus the PCs Class and Background:

Background modifier to wealth:

- Altherians, Lathlorians, Delrithians= +3d6x10 gp's
- Gamnans= +3d6x5 gp's
- Amonites, Izurians=no bonus
- Hormunese= -2d6x4 gp's
- Kzetans= roll d6; 1-2=treat as Altherian; 3-5=Treat as Izurian; 6=Treat as Hormunese

Levels in Omerian Tales

OMERIAN TALES is a gritty fantasy world a la *Middle Earth*. Advancement is slower, relative challenges are higher. Because of the decreased scale of advancement, characters start harder than usual (BP's and STA). Relatively speaking, by the time a PC reaches level 5, they should be considered full-fledged heroes by those around them. Level 10 heroes are legendary in the OT world.

Level Cap: All OMERIAN TALES characters are capped at level 10. Slow advancement, plus a level cap means that many of the higher level challenges will most certainly require additional help, items of

power, tomes of arcane lore, and so on. This is fitting when the PCs face earth-shaping challenges. Remember: Sargon wasn't brought down in direct combat. It was a couple of Halflings delivering an innocuous ring to a sea of lava. GMs should keep this in mind when designing stories.

Levelling

Characters level when the GM feels they should. Levelling should only occur when major story goals are met (i.e., "beating the big nasty," "saving the princess," foiling the pirates," "escaping the dreaded island," etc.)

Level Benefits

Characters in OMERIAN TALES gain different benefits at different levels. Some benefits are role specific:

Every Even level

- **STA gain:** Warriors=2d6+CON; All others= d6+CON
- **Skill Boost:** Specialists: 3 skill points; All Others: 2 skill points
- **Combat Bonus, Warrior:** +1 to Melee or Missile Attack, OR +1 to Defense.

Every Odd Level

- **MANA GAIN:** +2 MANA, New Spell Discipline (mystics only)
- **MAGIC SPECIALIZATION (Mystic Only):** Disregard new MANA and Discipline, above for a +1 to all checks involving currently known disciplines.
- **ABILITY BUMP:** +1 to any single ability (all)
- **KARMA GAIN:** +1 KARMA point (all)
- **Combat Bonus, Specialist:** +1 to Melee or Missile attack, OR +1 to Defense

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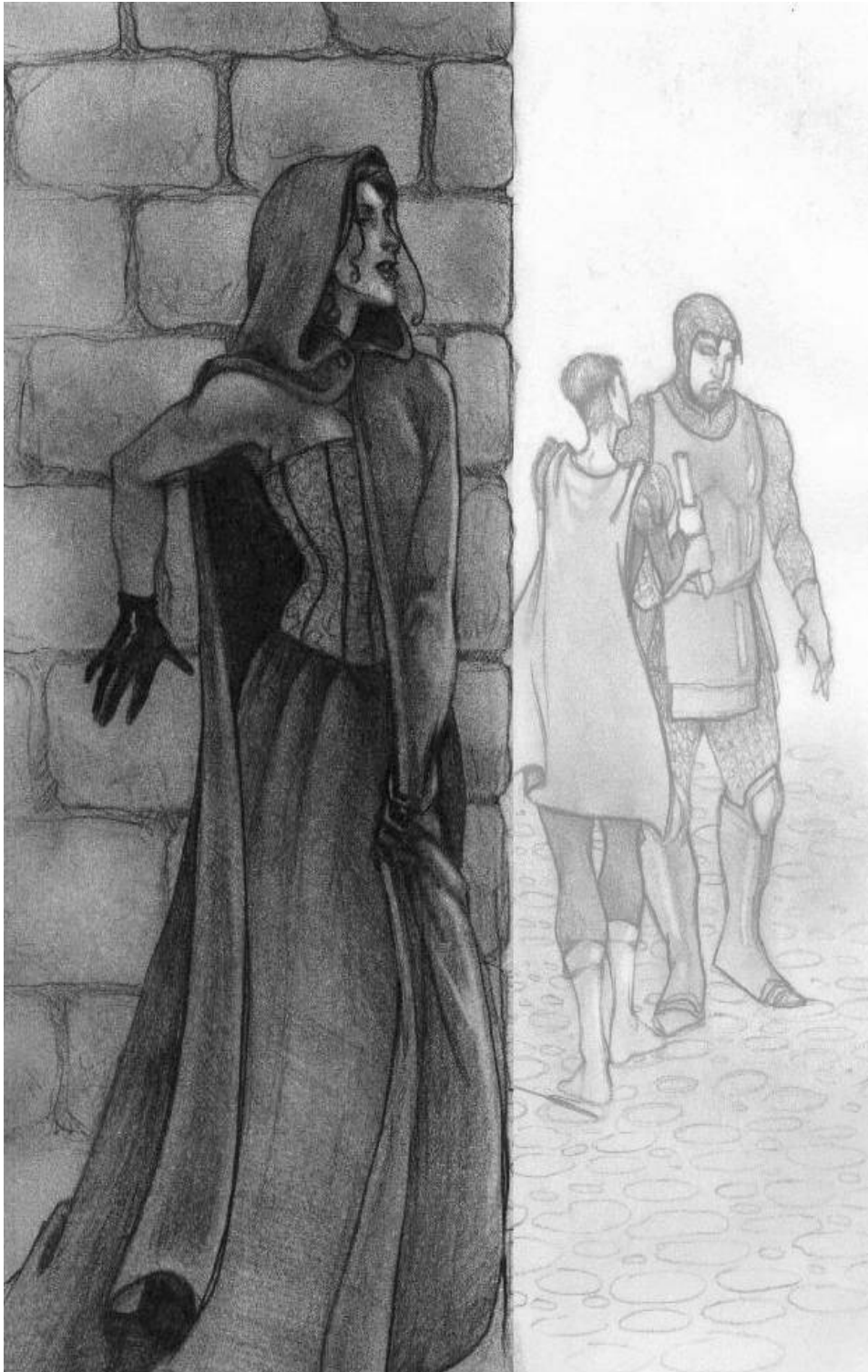
CREDITS

The World of Omeria would not exist without all the innumerable fantasy authors, game designers and general contributions of everyone who's kept the RPG hobby alive. As for this particular set of rules, identifying major contributions is a bit easier:

Neal Scott (Creation of Alkaghi League; contributions to Omerian Pantheon; securing of all the artwork you see here; multiple humorous discussion concerning Laxar the Priest of Semit).

Player contributors/testers: Rob Beals, Russel Boyd, Kathryn Eichman, Jason Frisbie, Eddie Garza, Brendan Grayson, Matt Harris, Matt Olejarczyk, Mack Morris, Stephen Puckett, Neal Scott, Erik Skiles, Scott Smith, William Reid, Mark Spigelmeyer, Arthur Tambur, Dwight Upton.

Art: Stephen Grant, Boris Radjuko, Jeff Carlisle, Katy Hargrove, Matteo Lolli



"OMERIAN TALES": QUICK REFERENCE SHEET

BACKGROUND	BONUSES	NOTES
Altherian	+1 INT +1 Communications	<ul style="list-style-type: none"> Natural merchants Most abundant colonists Often perceived as haughty
Lathlorian	+1 WIS +1 Physical	<ul style="list-style-type: none"> Gregarious and friendly Tend to be homebodies Attuned to the land
Kzetan	+1 DEX +1 Perception	<ul style="list-style-type: none"> Nomadic people Seek personal gain Perceived as non-trustworthy
Amonite	+2 STR -1 INT +1 Physical	<ul style="list-style-type: none"> Imposing warriors Despise Thieves Glory Seekers
Gamnan	+1 CON +1 Physical	<ul style="list-style-type: none"> Tough craftsmen Admirers of gems and metals Enmity with Izurians and Hormu
Hormu	+1 STR +1 CON -1 Cha +1 Subterfuge	<ul style="list-style-type: none"> "Mongrel race" Hormu=harsh environment Reviled by most non-hormu Rarely seen in New World
Izurian	+1 INT +1 perception	<ul style="list-style-type: none"> From martial, caste-system Bound by rigid honor code Few leave Izur
ROLE	Starting bonuses	
WARRIOR	+1 to STR or CON; +1 Physical; may use any armor and any weapon; +1 to Melee or Missile Attack; 2 skill points.	
MYSTIC	+1 INT or WIS; +1 Knowledge or Charisma; may use light weapons; may use all skill disciplines; may not wear armor or use shields; 3 skill points	
SPECIALIST	+1 to any ability; +1 to any skill; may use medium weapons and medium armor; +1 to Defense; 4 skill points.	
Level Benefits: <u>Every Even level</u> *STA gain: Warriors=2d6+CON; All others= d6+CON *Skill Boost: Specialists: 3 skill points; All Others: 2 skill points *Combat Bonus, Warrior: +1 to Melee or Missile Attack, OR +1 to Defense <u>Every Odd Level</u> *MANA GAIN: +2 MANA (mystics only) *ABILITY BUMP: +1 to any single ability (all) *KARMA GAIN: +1 KARMA point (all) *Combat Bonus, Specialist: +1 to Melee or Missile attack, OR +1 to Defense		Magic <ul style="list-style-type: none"> Spell Disciplines: Earth, Air, Fire, Water, Body and Mind. Each costs a Feat slot. Casting: roll d20+Caster Level+WIS vs Effect DC and modifiers. Spell cost: 1 MANA to activate the spell; additional MANA=+5 to effect. Using STA to overcome Mods: may spend STA to increase his chances of making the DC on a 1-STA for each +1 basis. Using BP to overcome Mods: Spend BP's to increase his chances; +3 per BP. Then WILL Chk.
VIRTUES:	VICES:	Starting Body Points = 3+CON <i>Each BP is worth 3 STA. Partial loss of a BP is the same as losing the BP itself.</i> Starting Stamina =6+CON+d6 Starting KAR = 3+CHA Starting MANA =1+INT DEFENSE =10+PHYSICAL Melee Attack =STR Missile Attack =DEX
Academic	Addicted	
Bold	Arrogant	
Compassionate	Capricious	
Courageous	Cowardly	
Daring	Cynical	
Determined	Egoistic	
Fair	Hidebound	
Faithful	Impulsive	
Free-spirited	Insensitive	
Generous	Lazy	
Gregarious	Manipulative	
Honest	Petty	
Industrious	Power Hungry	
Just	Selfish	
Kind	Stubborn	
Thoughtful	Vengeful	

MAGIC DISCIPLINES and Effects

ELEMENTAL MAGIC: Has four disciplines – Earth, Air, Fire and Water. Each is a separate discipline.

Earth

- *Enchanted Rock* (DC 10+3 per stone+1/desired bonus): grant small stone or pebble a max +1/lvl to hit and damage; lasts until stone is used; max stones enchanted at any one time=5. All stones must be spent before enchanting new ones.
- *Mud Pits* (DC 10+2 per 5' radius+2/round duration): turn ground into cloying mud, cutting movement and initiative by half; normal resistance. Max Rounds=caster lvl.
- *Stoneskin* (DC10+1/ target +1/rnd duration+ 1/desired bonus, applied to all targets): +AC for each target for one round; maxplus=caster level; absorbs crits as normal armor.
- *Stoneshape* (DC20+1 per 10' square): Shape or move stone into desired forms; permanent, unless used to grapple (then dispels in one hour). Max area=Caster level x 20.
- *Trackless* (DC15+1 per additional target+1/ 5 minutes): Cover your tracks and the tracks of your friends while moving through environments where you can be tracked.

Air

- *Airburst* (DC10+1 per weapon+ 1 per round duration+1/desired bonus, applied to all targets): Cast on missile weapons; grants d6 damage, +1/lvl to hit and damage; max plus=caster level.
- *Flight* (DC20+1 per additional target; +3/10 minutes): Soar through the air like a bird.
- *Float* (DC15+1 per target +1/rnd): Become light as a feather, softening falls.
- *Lightning Strike* (DC15+1 per target+1 per d6 dmg [max#/d6's=caster lvl]): damage to selected targets; CON+Physical resist for half-damage (against caster DC).
- *Sonic Blast* (DC25+1 per 5' radius): Explosive burst temporarily stuns foes for 1 rnd/lvl of caster, plus does d6/lvl damage; Resistance check to avoid stunning, but still take damage.

Fire

- *Create Fire* (DC10+1/hour): create torchlike flame; OR: start a normal fire without flint and steel
- *Everburning Lamp* (DC 25): Create a torchlike effect on an object; duration: until dispelled.
- *Flamestrike* (DC10+1 per weapon+1 per round duration+1 per desired bonus, applied to target weapons [max level=caster]): Cast on melee weapons; adds d6 fire damage +1/lvl to successful strike. No save.
- *Fireball* (DC15+1 per 5' radius+1 per 50' range): Blast your enemies with searing flame, d6/caster lvl (REF resist for half damage); minimum range=30' (or subject to own fireball).
- *Firewall*: (DC15+1/rnd duration/+1 per 5' area, +1/d6 damage of flame [max lvl=caster]): Create a wall of flame that will sear anyone trying to pass through it; CON resist for half-damage.

Water

- *Purify Water* (DC10+1/gallon purified [max gallons=caster]): Purify 1 gallon of water per level; duration: permanent.
- *Fins* (DC15+2 per target+1 per minute): sprout fin-like appendages; +4 swimming
- *Healing Balm* (DC10+1 per target+1 per d6 healing effect, applies to all targets): use clean water to heal; max d6's=caster lvl.
- *Obscure* (DC15+1 per 5' radius+1/round duration): Create a hazy mist emanating from yourself; +4 subterfuge or -4 to opponent's perception, depending on situation.
- *Water Breath* (DC15+1 per target+1 per 10 minutes duration): breathe underwater as if breathing air; include all targets in single casting.

BODY MAGIC

- *Change Appearance* (DC20+1 modifier to detect/notice): single target; change a willing target's physical appearance; duration: 1 hour/lvl or dispelled.
- *Cure Wounds* (DC 10+1 per target+1/d6 healed, applies to all targets): heal wounds; max d6's=caster lvl.
- *Cure Condition* (DC 15+severity of condition): heals diseases, curses, and other adverse conditions.
- *Enhance Physical* (DC10+1 per target+1/round duration+1 per plus, applied to all targets): Enhance Physical skill ability to a max=caster level
- *Raise Dead* (DC30+1 per day dead): Raise someone from the dead (corpse must be intact).

MIND MAGIC

- *Detect Magic* (DC10+1 per 10' radius+1/rnd duration): Detect magic around or near you, Max rounds=Caster level.
- *Dispel Magic* (DC15+lvl of magic dispelled): dispel magical effects
- *Enhance Mind* (DC10+1/target+1/5 minute duration+1 per plus, applied to all targets): gain bonus to Perception or Communications; max plus=caster level; can be used to communicate in extraordinary ways, i.e., speak with dead, extra-planar, greater powers (GM determines additional difficulty).
- *Mental Bolt* (DC15+lvl of target+1/additional target difficulty to resist applied to all targets): d6 dmg +1/lvl mental damage; resist or be stunned for #/rnds=caster level.
- *Mind Control* (DC20+#/targets+targetlvl+1/rnd of control, per target): control a target's actions; normal resistance roll; Once controlled, resistance is enhanced depending on what you try to make the target do (actions detrimental to itself will increase the resistance).

<p>ARMOR:</p> <p>Light Padded +1 [10 gp] Leather +2 [20 gp] Shield +1 [5 gp]</p> <p>Medium Scale +3 [50 gp] Chain +4 [100 gp]</p> <p>Heavy Half-Plate +5 [250 gp] Full Plate +6 [500 gp]</p> <p>Subterfuge Penalty=Armor Protection</p>	<p>WEAPONS: *=must used two-handed</p> <p>Light Weapons=d6 Dagger Sling Staff*</p> <p>Medium Weapons=2d6 Sword Bow* Warhammer</p> <p>Heavy Weapons=3d6 Battleaxe* Greatsword* Blunderbuss***</p> <p>*Two-handed weapon **Composite versions do +1 damage ***RARE. Requires two rounds to load.</p>
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Omerian Tales Character Record Sheet

Player:				ABILITY	RANK
				<i>Strength</i>	
Character Name:				<i>Dexterity</i>	
				<i>Constitution</i>	
Background/Role:				<i>Intelligence</i>	
				<i>Wisdom</i>	
Level		DEFENSE		<i>Charisma</i>	
Karma				SKILL	RANK
MANA		INITIATIVE		<i>Communications</i>	
MxArm		MELEE ATTACK		<i>Knowledge</i>	
MxWpn		MISSILE ATTACK		<i>Perception</i>	
Virtue		Vice		<i>Physical</i>	
				<i>Subterfuge</i>	
Armor			+ to DEF		
				Body Points	
Weapon			Damage	Stamina	
Equipment, Items, Money, Spell Disciplines, Etc.					