

OMEGA OMNIVERSE

TABLETOP ROLEPLAYING GAME

PLAYTEST DOCUMENT v2.0 — June 2026

The wound is the source.
The fire does not burn the gold.

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Introduction

Start Here: The Five Things That Make This Different

Most rulebooks introduce mechanics first and philosophy later. This one does the opposite — because these five mechanics are what this game was built to do, and understanding them changes how everything else reads.

ONE — The Response System. When someone attacks you, you act — before the attack resolves. You choose to Parry, Deflect, Evade, or Absorb. A successful Response generates an Opening — an immediate follow-up action that cannot be negated. A combat round is not a sequence of isolated turns. It is a continuous exchange of will. The defender is never passive.

TWO — The Trace Degree. In most games, a failed roll means nothing happened. In this game, a roll that misses by less than five is called a Trace — the attempt left a mark on existence. Two Traces on the same task equal one full success. You cannot fail without the attempt meaning something. You can only fail without succeeding.

THREE — The Wound's Transformation Arc. Every character has a Wound — the thing that broke them. Not a flaw. An engine. At Level 1, the Wound provides a permanent stat bonus and a Thread that activates under pressure. At a Crucible Moment — when the character faces their Wound directly and does not break — the Wound Ability deepens and Soul Constraint expands. By mid-levels, what broke them is generating power nothing else in the system can replicate. The fire does not burn the gold.

FOUR — Dual Progression. Two tracks simultaneously. The Path track advances by level through encounters and story. The Racial track advances through Sabbaticals — story-gated periods of dedicated development. A Level 10 character who has pursued Racial Tier III is a fundamentally different person than one still at Tier I. Both tracks reward investment. Neither is mandatory.

FIVE — Witnessing. Significant events accumulate cosmological weight — not as flavor, but as a mechanic. A Tier 4 Witnessed event enters the permanent cosmological record and cannot be erased by any means. The world has memory.

These five mechanics do not exist in D&D; 5e 2024 or Pathfinder 2e. The familiar elements in this game — skill list, conditions, 20-level progression — are the scaffolding that holds these original mechanics. They are not the identity.

What This Game Is

The Omega Omniverse TTRPG is an original system built from the ground up. One GM runs the world. Everyone else plays a character living in it. Dice resolve moments of genuine uncertainty. The thematic spine: **the wound is the source. The fire does not burn the gold.** Not as flavor. As structural principle.

The Wound — A Snapshot Across Three Points in Play

To show why the Wound sustains a long campaign rather than darkening it:

Level 1. Anzar's Wound: he froze during a bandit attack and a neighbor died because he did not act. The Wound Score gives him +2 Body — the refusal to freeze is now built into how his body works. Thread dormant.

Level 5 — Crucible Moment. An opponent deliberately puts a child in harm's way to force him to freeze again. He does not freeze. Wound Ability unlocks — when anyone under his Vow is at risk, he cannot be Suppressed or Soul-Shaken. The thing that broke him is now the thing that makes him unbreakable in the specific circumstance

that would have broken him.

Level 12. His Wound Ability generates an automatic Crucible Opening whenever an opponent targets someone under his Vow. His Body score — elevated by the Wound Score since Level 1 — registers C-Class output without a single class ability supplying it. The wound did this. Not the levels.

The Wound does not sit in the past. It is what the character is currently made of. That is what sustains it across 20 levels.

New to the Setting?

Read Appendix E before Session 1. It grounds you in Graywick Ford and its immediate region. Start with the hamlet. The larger universe is earned through play, not handed to you at the door.

What We Are Testing

Five questions. Please answer all five in Appendix D after play:

- Does the Response System feel reactive and cinematic, or does it slow play? Was pace controllable based on defender choices?
- Does the Wound feel load-bearing and meaningful, or like flavor text forgotten after character creation?
- Do the six paths feel distinct? Could you tell what a different path would play like after watching one session?
- Is the Degree of Resonance — especially the Trace — intuitive after one session?
- Was Graywick Ford a satisfying starter experience?

Chapter 1: How to Play

Read this chapter with your group before your first session.

The Hybrid Dice System

The Omega Omniverse does not use a single d20 for everything. The die you roll reflects who your character is and what they have practiced.

Why not a d20? A d20 says: everyone starts from the same random base. The OO says: your capabilities are who you are. A Novice rolls a d4. A Master rolls d10+d8. The die you pick up is physical proof of what this character has become. Those are different design philosophies. This is the second one.

The Formula

Every roll uses the same two-part formula:

Component	What It Is	Example
Proficiency Die	Die based on how deeply you have practiced this specific thing.	Advanced Athletics = d10.
Ability Score RV	Flat number added from the raw score relevant to the action.	Body 9 = RV 3. Always add 3.
Your Total	Proficiency Die + RV. Compare to DC or opposing roll.	d10 roll of 6 + 3 = 9.

Step 1 — Ability Score RV (Resonance Value)

Every character has five scores: **Body** · **Speed** · **Mind** · **Soul** · **Spirit**. RV = score ÷ 3, rounded down. This is always added as a flat modifier.

Score	RV	Meaning
1–2	0	Base minimum
3–5	1	Below average
6–8	2	Average
9–11	3	Above average
12–14	4	Exceptional
15–17	5	Elite
18–20	6	Peak mortal

Example: Body 9 → RV 3. Mind 12 → RV 4. The RV is always added — it does not change round to round. It is who you are at baseline.

Step 2 — Proficiency Die

The die reflects how deeply you have practiced the specific skill or action. Tiers run from Novice to Grand Master.

Tier	Die	What It Represents
Novice	d4	You have done this but are not consistent.
Amateur	d6	You know the fundamentals.
Intermediate	d8	You are reliable at this.
Advanced	d10	Professional level.
Expert	d8 + d6	Roll BOTH dice. Add them together. Then add RV.
Master	d10 + d8	Two dice, higher range. Add both, then add RV.
Grand Master	d12 + d10	Maximum for mortal humanoid races.

At Expert and above: roll all dice listed and add them together, then add your RV. Example — Expert Athletics with Body RV 3: roll d8 + d6 + 3. If d8=5 and d6=4, result = 12.

Path Base Die — Combat

In combat, each Path has its own Base Die for attacks and Path-specific abilities. This is separate from the Proficiency Die system (which applies to skills). Both use the same formula — different dice in different contexts.

Path	Base Die
Warrior	d10
Knight / Holy Knight	d12
Huntsman	d10
Thief / Assassin	d8
Arcanist	d6
Radiant	d8
Mortal Path / The Art / Divine Art	d8
Sorcerer	d8

Example: Warrior attacks. Base Die = d10. Body RV = 3. Roll d10 + 3.

Full Worked Example

Anzar climbs a rain-slicked wall under pressure. GM sets DC 13.

- Relevant score: Body (climbing = raw physical strength).
- Body 11 → RV 3.
- Athletics proficiency: Advanced → roll d10.
- Full roll: d10 + 3. He rolls 8. Total: 11. DC was 13. Missed by 2.
- Result: TRACE. (Missed by 1–4.) Anzar gets most of the way up but needs one more moment.

Standard Difficulty Classes

Difficulty	DC	Example
Simple	8	Climbing a wall with handholds. Friendly NPC persuasion.
Moderate	12	Picking a common lock. Tracking in clear conditions.
Hard	16	Masterwork lock. Skeptical guard persuasion.
Very Hard	20	Sheer icy surface. Tracking in a storm.
Extreme	24	Feats at the edge of mortal capability.
Legendary	28	Cosmologically significant actions.

Two Resolution Types

Fixed DC — The challenge has a set number. The world does not roll back. Clear the number or not.

Contested Roll — Two living forces in direct opposition. Both roll their relevant die + RV. Higher total wins. Ties go to the defender. NOT every attack is contested — see Chapter 8 for exactly when the defender rolls and when they do not.

Degree of Resonance

"Not Degree of Success. Degree of Resonance. A near-miss is not a failure. It is a Resonance event. The attempt left a trace. The trace is real. The world is different now."

Degree	When	What Happens
Deep Resonance	Beat DC by 5+	Complete success with additional effect. Wound Thread may advance. Resonance Bonds may deepen.
Resonance	Meet or beat DC	Clean success. Standard outcome.
Trace	Miss DC by 1–4	Partial success or meaningful near-miss. Two Traces on the same task = one full success. Character still advances.
Severance	Miss DC by 5+	Failure with consequence. Wound Thread activates. Spend 1 Soul Energy or accept a narrative consequence the GM introduces.

In the OO, you cannot fail without the attempt meaning something. You can only fail without succeeding. Even a Severance fires the Wound Thread — failure feeds the character.

The Five Ability Scores

Score	What It Represents	Saves Against
Body	Physical strength, endurance, toughness	Knockback, restraint, physical force
Speed	Agility, reflexes, reaction time	Area effects, traps, sudden hazards
Mind	Intelligence, perception, cunning	Psychic intrusion, illusions, mental domination
Soul	Willpower, identity, spiritual weight	Killing Intent, fear, charm, identity pressure
Spirit	Life force, vitality, stamina	Poison, disease, exhaustion, energy drain

Spirit Energy and Soul Energy — Not the Same Thing

SPIRIT ENERGY = your life force. It depletes when your body takes physical damage. When it reaches zero, your body fails. Base Spirit Energy = Spirit Score x 4. SOUL ENERGY = your identity's integrity. It depletes when who you ARE is under attack — psychic pressure, Killing Intent, identity-based abilities. When critically depleted, the self begins to break down. Base Soul Energy = Soul Score x 3. One is your body. The other is you. They are depleted by different things. Treating them as interchangeable will cause confusion at the table.

Chapter 2: Character Creation

Follow these steps in order. Do not skip *The Wound* — it is the foundation of everything else.

Step 1: Establish The Wound (Mandatory)

Before race. Before path. Before stats. Establish The Wound.

The Wound is mandatory. It is the mechanical and narrative foundation of your character. Every ability your character develops will eventually trace back to this. A character without a Wound is statistics waiting to become a character.

Answer these three questions with your GM before touching your character sheet:

- **What happened?** The event. Specific. Grounded. Not vague.
- **What was lost?** Something that cannot be recovered — a person, a belief, a certainty.
- **What was decided?** The internal choice the character made in response. This drives them.

The Wound — Four Mechanical Components

Component	What It Is	When It Activates
Wound Score	+2 permanent bonus to one ability score connected to the Wound.	At character creation. Always active. Never changes unless the Wound fundamentally changes.
Wound Thread	Active mechanic that fires when the Wound is pressed.	On Severance (failed by 5+), or when the Wound's subject arises in play.
Wound Ability	A power that only works because of the Wound. Unique to this character.	Unlocked through story events and Crucible Moments. Grows with each Moment.
Wound Ceiling	Expansion of Soul Constraint through the Wound.	Expands at Crucible Moments. Each Moment increases what the character can hold and express.

Step 2: Choose Your Race

See Chapter 3. Your race determines baseline ability scores and Racial Tier progression. Record your race stats on the character sheet.

Step 3: Choose Your Path

See Chapter 4. Your path is your class — the structured expression of how the Wound expressed itself. A Warrior's Wound became a refusal. A Radiant's became a covenant. A Thief's became precision.

Step 4: Assign Starting Stats

Starting scores come from your race baseline. Add the path bonus on top:

Path	Primary Bonus	Secondary Bonus
Warrior	+2 Body	+1 Spirit

Path	Primary Bonus	Secondary Bonus
Knight	+2 Body	+1 Soul
Arcanist	+2 Mind	+1 Soul
Radiant	+2 Soul	+1 Spirit
Thief	+2 Speed	+1 Mind
Mortal Path	+1 Body, +1 Speed	+1 Soul

Step 5: Wound Score Bonus

+2 to the ability score most directly connected to your Wound. Work with the GM. This is permanent.

Step 6: Calculate Resources

Spirit Energy = Spirit Score x 4. **Soul Energy** = Soul Score x 3.

Step 7: Starting Equipment

See Chapter 7. Every character begins with: one primary weapon for their path, appropriate armor, a travel pack (bedroll, 5 days rations, 50ft rope, 3 torches), 10 Gold Marks.

Step 8: Record The Wound

Transfer your three Wound answers to the character sheet. Mark Wound Score bonus. Wound Thread begins dormant. Wound Ability not yet unlocked — it emerges through play.

Chapter 3: Races

The Forest Demi-Plane

Three of the five playtest races — the Elf, Ork, and Dwarf — share a common cosmological origin in the Forest Demi-Plane, one of the many Demi-Planes within the Omega Omniverse. The Forest was the first physical thing to manifest there and everything spread outward from it. It is a living cosmological network seeded across different planets through Anchor Points. Every traditional fantasy race has its origin here.

Fey (F-E-Y): Extraplanar beings still actively connected to the Forest Demi-Plane. Iron vulnerability, true name binding, and anti-Fey protections apply to them.

Fae (F-A-E): Mortal races whose cosmological origin is the Forest Demi-Plane, but who are born, bred, and raised on the Material Plane. They live here. They die here. Anti-Fey mechanics do NOT apply to them. The Elves, Orks, and Dwarves in this playtest are Fae.

This distinction matters in play. A true Fey from the Demi-Plane and a Material Plane Elf who shares the same cosmological ancestry are governed by different rules.

Racial Progression

Every race has three Racial Tiers running alongside your Path progression:

- **Tier I — Baseline.** Where every character starts.
- **Tier II — Deepened.** Stats increase and new passive abilities unlock.
- **Tier III — Full Expression.** The ceiling of mortal racial development. The Structural Plane has noted it.

Racial Tier advancement is story-gated through Sabbaticals — structured periods of dedicated development driven by story events. You cannot advance by leveling up alone. The story must call for it.

All races have full Heritage Rolls in the complete game — detailed regional and cultural variation tables. This playtest uses simplified versions. See the full Core Rulebook for complete tables.

Human

The most flexible race. No progenitor origin. No innate supernatural expression. What Humans have is adaptability — any Path, any role, any story. **Heritage Roll (Human only):** at character creation, roll 1d6:

Roll	Origin	Starting Trait			
1–2	Northern Settlements	+1 Spirit. Cold-weather survival proficiency.			
3–4	Trade City Origin	+1 Mind. One additional language.			
5	Border Region	+1 Body. One additional weapon proficiency.			
6	Wandering Stock	+1 Speed. Advantage on first Social check in a new location.			
Body		Speed	Mind	Soul	Spirit
5		5	5	5	5

Tiers: I — baseline. II (Sabbatical): +1 to two chosen scores. III (Sabbatical): +1 to one score, Earned Epithet slot opens early.

Humanite

The Olympic natural baseline of the human form. Peak of what human biology produces without supernatural origin. Rare. Not a different species. A different ceiling.

Body	Speed	Mind	Soul	Spirit
7	7	7	5	6

No Heritage Roll at this tier. Tiers: I — baseline. II (Sabbatical): +1 Body, +1 Speed. III: physical outputs enter C-Class adjacent territory.

Baseline Elf (Fae — Forest Demi-Plane Origin)

Fastest and most perceptive race at baseline. **No Elf variant ever drops below Speed 8.** Speed is the Elf floor, not a variable. Tier III Elf perception and reflex operate at a level that reads as supernatural to observers even though it is not.

Body	Speed	Mind	Soul	Spirit
6	10	10	6	6

Tiers: I — baseline. II (Sabbatical): Speed +1, Mind +1. III (Sabbatical): Speed +1, Mind +1. Near-supernatural sensory precision. Full variants (Forest, Valley, Snow, High) in the Core Rulebook.

Baseline Ork (Fae — Forest Demi-Plane Origin)

Strongest and most physically durable race at baseline. Structured people — tribal governance universal across all Ork subsets. **Height: 7'–8'.** **Surge Eko Resonance (Passive):** raw red energy emanates visibly at peak physical exertion. Not channeled — a biological byproduct of extreme output.

Body	Speed	Mind	Soul	Spirit
11	7	5	7	11

Tiers: I — baseline. II (Sabbatical): Body +1, Spirit +1. Surge Eko visible to Arcane-sensitive observers at rest. III (Sabbatical): Body +1, Spirit +1. B-Class physical output without class investment. Mountain and Marsh Ork variants in the Core Rulebook.

Baseline Dwarf (Fae — Forest Demi-Plane Origin)

Highest Spirit of any playtest race. Structured and ordered — engineers and merchants by cultural default. **Height: ~4'5"–4'10".** A Dwarf outlasts opponents who would defeat most other races through attrition. Not the fastest. Still standing when everything else has stopped.

Body	Speed	Mind	Soul	Spirit
9	5	6	7	12

Tiers: I — baseline. II (Sabbatical): Spirit +1, Body +1. Engineering intuition becomes structural sensing — passive awareness of load-bearing elements. III (Sabbatical): Spirit +1, Soul +1. Minor Earned Epithet slot opens early. Deep/Mountain and Hill Dwarf variants in the Core Rulebook.

Chapter 4: Paths

Six playtest paths at full Level 0–10 with Level 11–20 summary. Players read only their chosen path.

Branches are optional specializations that run parallel to core progression — they do not replace it. A character who never takes a branch is complete.

The Warrior Path

Base Die	Primary Score	Core Mechanic	Branches
d10	Body	Instinct — Soul Energy through repetition, unnamed and unconscious	Fighter (optional) · Slayer (optional)

Warrior vs. Mortal Path: The Mortal Path practitioner knows exactly what they are doing — they have named the force that moves through them. The Warrior produces the same results through ten thousand repetitions without ever knowing they are using Soul Energy. They call it Instinct. Anti-magic fields have zero effect — it was never magic.

Level	Feature	Description
0	Pre-Path	The Wound happened. No features. A body that leans toward the fight.
1	Instinct I	Cannot be surprised while conscious. Proficient all martial weapons. Battle Durability passive.
2	Reactive Processing	Reduce incoming hit damage by 1 once per round.
3	Instinct II	Free defensive Response to the first attack each round.
4	Combat Read	Assess opponent fighting style through one round observation. No roll required.
5	Instinct III	Body Memory. Movement no longer triggers OAs from equal or lower tier opponents.
6	Adaptive Combat	Switch combat approach mid-fight with no action cost.
7	Instinct IV	Sense attack intent before the attacker commits. One free tactical read per round.
8	Multi-Target Read	Simultaneous read covers two opponents.
9	Instinct V	Operates partially unconscious. Free retaliatory strike when reduced to 0 Spirit Energy.
10	C-Class Threshold	Strikes carry something trained observers identify as non-standard force.

Level 11–20: Instinct VI — full combat precognition, cannot be flanked, Soul Energy contact on strikes. Mastery I Conduit Precision at L14 — Soul bypasses magic DR. Instinct VII shockwave movement. Soul Imposition at L20 — will precedes action, strikes target Soul directly.

Fighter Branch (Optional)

Feature	Level	Description
Hardened Form	B-L1	Unarmed strikes deal weapon-equivalent damage. Physical DR increases.
Body Read	L2	Assess target physical state and fighting style. Advantage once per encounter.
Counter	L3	When opponent misses: immediate unarmed counter as free action. Cannot be blocked.

Feature	Level	Description
Pressure	L5	Sustained combat presence degrades opponent performance after 2+ rounds.
Threshold Body	L7	Unarmed strikes register Soul Energy contact on opponents.
Sovereign Form	L10	Unarmed combat is a complete system. No weapon required at any level.

Slayer Branch (Optional)

Feature	Level	Description
Killing Intent	B-L1	Passive permanent state. Target FEELS it. Soul check or focus penalty.
Hunt	L2	Designate a Hunt target. All Instinct features trigger one stage higher against them.
Predator's Read	L3	Assess vulnerabilities, kill conditions, and defensive gaps of a target.
Intent Projection	L5	Area projection: all opponents in range make Soul checks or are Suppressed.
Precision Kill	L7	Critical strikes target Soul Energy track in addition to Spirit damage.
Apex Predator	L10	Killing Intent as permanent ambient force. All beings in presence are aware of what the Slayer is.

The Knight Path

Base Die	Primary Score	Core Mechanic	Branches
d12	Body	The Vow — conviction as structural armor	Hero · Iron Vow

Design Identity: The Warrior fights from accumulated repetition. The Knight fights from committed conviction. The Vow is not a class feature — it is a structural fact. The conviction has weight. It holds the line.

Level	Feature	Description
0	Pre-Path	The commitment exists before the class does. The Wound created the obligation.
1	The Vow Active	Declare the Vow. Soul-anchored durability: reduce Soul damage by 1. Proficient with all shields.
2	Iron Will	Once per encounter: negate Soul-Shaken condition through conviction alone.
3	Guardian's Read	Immediate tactical awareness of any threat to Vow-protected allies within 60ft.
4	Deflect Enhanced	Deflect Response costs no action when defending Vow target.
5	Vow Expression I	Conviction becomes visible to Aware Tier I practitioners.
6	Hold the Line	Cannot be forced to retreat from Vow targets. OAs have advantage when enemies flee.
7	Vow Extension	Extend Vow protection to a second target. Both receive full Guardian's Read benefits.
8	Iron Stance	Cannot be knocked prone while conscious and Vow is active.
9	Conviction Surge	Once per encounter: all attacks against Vow targets trigger Deflect as free action.
10	C-Class Threshold	Vow Expression II registers on the Soul track of any opponent threatening a Vow target.

Level 11–20: Vow Expression as permanent ambient force. The Stand at L15 — once per arc, this is the line, cannot be moved until Vow target is safe or the Knight falls. Living Covenant at L20 — Structural Plane has cosmologically recorded the commitment.

The Arcanist Path — Grimoire Branch

Base Die	Primary Score	Core Mechanic	Branches
d6	Mind	Formulations — structured Arcane procedures	Grimoire Path · Charm Path (full game)

Design Identity: The Grimoire Arcanist built their power. They did not inherit it. Every Formulation is a documented procedure — not a spell, a known process for producing specific Arcane results. Complex Formulations require a teacher or Dragon. They cannot be learned from a book.

Level	Feature	Description
0	Pre-Path	The Wound connected to knowledge — power not available when it was needed.
1	Grimoire Initialized	3 Standard Formulations known. Arcane Pool: 10 points.
2	Arcane Sensitivity	Detect active Arcane expressions within awareness radius passively.
3	Formulation Expansion	2 additional Standard Formulations. Pool increases to 15.
4	Quick Study	Once per long rest: learn a Formulation through careful study. Downtime required.
5	Standard Mastery	All Standard tier Formulations at full efficiency. Pool: 22.
6	Arcane Architecture	Layer two Standard Formulations simultaneously. Combined cost applies.
7	Complex Access	Complex Formulations unlock if teacher requirement is met.
8	Countermeasure	Once per encounter: attempt to unravel an active Arcane expression. Contested Mind roll.
9	Deep Formulation	Pool increases to 40. Standard Formulations cost 1 fewer Pool point.
10	C-Class Threshold	Formulation work recognized at C-Class register by Aware practitioners.

Standard Formulation Examples

Formulation	Pool Cost	Effect
Force Strike	4	Mind RV + d8 arcane bolt. Range 60ft.
Shield	3	+3 to PT until start of next turn.
Sight	2	Extend vision to 200ft. Detects active Arcane within range.
Drift	3	Float 5ft off ground for 1 minute. No difficult terrain penalty.
Binding	5	Restrain one target at 30ft. Contested Mind vs Body. Lasts 1 round.
Light	1	Illuminate 30ft radius for 10 minutes.

Level 11–20: Complex Formulations at full efficiency. Grimoire becomes a cosmological artifact — Structural Plane has registered its contents. Signature Formulation at L15 — unique to this Arcanist, unreplicable.

The Radiant Path

Base Die	Primary Score	Core Mechanic	Domains
d8	Soul	Luminance — life force channeled as light	Healing · Protection · Truth · Judgment

Design Identity: The Radiant's power comes from covenant — an agreement that their belief is not in vain. Unlike Arcane Pool (rest-based), Luminance is ALSO generated in the moment by genuinely acting in alignment with the covenant. The more sincerely the Radiant operates from conviction, the more light flows.

Level	Feature	Description
0	Pre-Path	The Wound created the question. The covenant answered it — or the Radiant decided to believe it had.
1	First Light	Luminance track: 3 per encounter. Touch heals 1d6+Soul RV Spirit Energy.
2	Radiance Sight	See Felle Craft as visible contamination. Detect undead and Felle-touched within 30ft.
3	Domain Anchor	Choose primary Domain. Domain Expressions unlock.
4	Luminance Generation	Genuine Domain acts generate 1 bonus Luminance beyond the encounter track.
5	Radiant Presence	Felle-touched creatures Suppressed within 20ft while the Radiant channels.
6	Felle Reversal	Attempt to purge Felle contamination. Contested Soul roll. Costs 2 Luminance.
7	Domain Deepening	Second Domain Expression unlocks. Primary Domain at full efficiency.
8	Channel Hold	Sustain a Domain Expression across multiple rounds without reactivation cost.
9	Radiant Conviction	Once per long rest: Luminance cannot drop below 1 for one full encounter.
10	C-Class Threshold	Radiant light visible to all Aware entities. Covenant cosmologically registered.

Healing Domain — Expression Examples

Expression	Cost	Effect
First Light	1 Luminance	Touch: restore 1d6+Soul RV Spirit Energy.
Cleanse	1 Luminance	Remove Poison, Bleeding, or Burning from a touched creature.
Felle Purge	2 Luminance	Remove Sickly Green Felle layer from all wounds on a creature.
Stabilize	Free	Creature at 0 Spirit Energy within 30ft does not die this round. Automatic.
Renewed	3 Luminance	Restore 2d8+Soul RV Spirit Energy. Target feels the covenant through the touch.

Level 11–20: Luminance generation doubles. Felle Reversal can cleanse the Soul track at C-Class — rarest healing in the game. Covenant Manifest at L15 — light is structurally present, cannot be removed by anti-magic fields.

The Thief Path

Base Die	Primary Score	Core Mechanic	Branches
d8	Speed	Precision Awareness — reading physical reality at survival-level depth	Rogue · Assassin

Design Identity: The Thief's precision came from something they could not afford to miss. Precision Awareness is always on. It never sleeps. It cannot be surprised. It reads the room at a level others do not bother with — because they were never in a situation where missing would cost them everything.

Level	Feature	Description
0	Pre-Path	The Wound taught them to read a room. The precision was survival, not training.
1	Precision Awareness I	Cannot be surprised. Tracking one target: knows exact position regardless of concealment.
2	Ghost Step	Movement leaves no physical trace in natural conditions. No footprints, sound, or disturbed air.
3	Vulnerability Read	Once per encounter: identify a structural weakness on a target. One attack: automatic Tactical Advantage.
4	Precision Awareness II	Tracking two targets simultaneously. 60ft off-turn awareness active.
5	Presence Suppression	Functionally invisible to casual observation when still or moving slowly. Not magic.
6	Multiple Target Tracking	Track up to Mind RV targets simultaneously.
7	Precision Strike	+2d6 damage when the target is unaware of the attack angle.
8	Shadow Step	Move through occupied space without triggering reactions.
9	Precision Awareness III	Full room tracking. All entities in 60ft tracked without conscious effort.
10	C-Class Threshold	The Thief's read appears prescient. They noticed what was going to happen three minutes ago.

Level 11–20: Awareness covers Soul Energy signatures at C-Class. The Vanish at L15 — once per encounter, step outside physical awareness entirely for three rounds. Sovereign Precision at L20 — the gap between observation and action has closed.

The Mortal Path

Base Die	Primary Score	Core Mechanic	Branches
d8	Body + Soul (equal)	The Conduit — deliberate Soul Energy through physical form	Iron Path · Still Path

Design Identity: The Mortal Path practitioner has named the thing that moves through them and practiced with it until it obeys. Every movement is intentional. Every strike carries exactly the Soul Energy the practitioner decides to place in it. This is the distinction from the Warrior — who does not know — and the Mortal Path — who does.

Level	Feature	Description
0	Pre-Path	The Wound revealed the channel. The body answered before the mind did — and the practitioner noticed this was cultivable.
1	Conduit Open	Soul Energy flows deliberately. Unarmed strikes carry intentional Soul Energy charge.
2	Centered Form	Physical DR +1 while centered (not surprised, not flanked, not Stunned).
3	Soul Strike	Spend 1 Soul Energy before striking: bonus damage = Soul RV.
4	Internal Awareness	Always knows exact Soul Energy remaining. Spend it with complete precision.
5	Conduit Expression	Soul Energy strikes bypass physical armor. Not magic — cannot be negated by anti-magic.
6	The Still	Once per encounter: perfectly still state for 1 round. All incoming attacks at Tactical Disadvantage.
7	Flow State	Target already struck this encounter: +1 Soul Energy charge applies automatically. Builds.
8	Conduit Extension	Soul Strike charges up to three strikes in a single round simultaneously.
9	Resonant Form	Practitioner's presence registers to Aware practitioners as deliberately, intentionally other.
10	C-Class Threshold	Senior practitioners across multiple traditions recognize the Conduit at this level as genuine.

Level 11–20: Soul strikes target both Spirit and Soul tracks at C-Class. Iron Path approaches Soul Imposition territory. Still Path begins bending physical law through conviction alone. Conduit complete at L20 — Soul and body are a single expression.

Chapter 5: Skills

The OO TTRPG has **35 skills** in three categories. All use the Proficiency Die + Ability Score RV formula. Proficiency tiers run from Novice (d4) to Grand Master (d12+d10).

Category 1 — Universal Skills (24)

Skill	Score	Core Use
Athletics	Body	Climbing, swimming, jumping, feats of raw physical strength.
Endurance	Spirit	Sustained physical effort, resisting fatigue, pushing past limits.
Unarmed Combat	Body	Grappling, bare-handed strikes, body-to-body engagement.
Weapon Mastery	Body	General proficiency with martial weapons. Gateway to Martial Disciplines below.
Stealth	Speed	Moving without being detected.
Evasion	Speed	Avoiding area effects, traps, and environmental hazards.
Acrobatics	Speed	Precise physical movement, balance, parkour.
Sleight of Hand	Speed	Pickpocketing, lockpicking, manipulating objects undetected.
Perception	Mind	Noticing things. Active and passive awareness.
Investigation	Mind	Piecing together information from available evidence.
Arcane Knowledge	Mind	Understanding magical theory, traditions, and cosmology.
History	Mind	Knowledge of past events, cultures, and significant figures.
Medicine	Mind	Diagnosing and treating injuries and disease.
Herbalism	Mind	Identifying, cultivating, and applying plant-based remedies.
Survival	Spirit	Navigation, tracking, shelter, managing environmental exposure.
Animal Handling	Soul	Working with, calming, and directing animals.
Terrain Read	Mind	Reading natural environments for information, tactical advantage, and creature signs.
Persuasion	Soul	Convincing others through appeal to their values or interests.
Deception	Mind	Convincing others of things that are not true.
Intimidation	Soul	Compelling compliance through projected threat or force of personality.
Speechcraft	Soul	Using language as structural force. Full progression track — see below.
Performance	Soul	Artistic expression that produces genuine emotional or social effect.
Crafting	Mind	Creating objects, equipment, and structures.
Trade	Mind	Commerce, valuation, negotiation of goods and services.

Category 2 — Martial Disciplines (7)

Weapon Mastery gives you adequate proficiency with martial weapons. Martial Disciplines represent a specific weapon art developed to the point of producing distinct mechanical advantages that a generic Weapon Mastery practitioner cannot replicate. These are learnable, trainable skills with their own proficiency track — not feats.

Skill	Score	Core Use
The Blade	Body	Sword arts — one-handed and two-handed bladed weapons as a complete system. Footwork, draw techniques, and guard stances unavailable to general Weapon Mastery.
The Cleave	Body	Axe arts — axes, cleavers, hatchets. Different biomechanical logic from blade work. Weight in the head, not the edge, changes every calculation.
The Reach	Body	Pole arm arts — spears, halberds, glaives, staves. Reach weapons require a completely different relationship to distance than close-range weapons.
The Impact	Body	Bludgeon arts — maces, hammers, clubs, flails. Impact weapons bypass cutting resistance and produce different results than slashing or piercing.
Dual Weapon	Speed	Two-weapon fighting as a coordinated system — the footwork, timing, and switching that makes it effective rather than awkward. A Novice is uncoordinated. A Grand Master is running a different fighting style entirely.
Ranged Discipline	Speed	Bows, crossbows, thrown weapons — precision at range as a distinct physical and mental skill set from melee. Different breathing, different stillness, different mental state.
Shield Combat	Body	Shield as an offensive and defensive tool beyond the PT bonus. Active shield fighting, bashing, and using the ward to control opponent positioning and movement.

Category 3 — OO-Specific Cosmological Skills (4)

These four skills do not exist in any other TTRPG system. They are unique to a universe where Resonance has structural weight, Souls have cosmological addresses, and significant events leave permanent marks on the fabric of existence.

Skill	Score	Core Use
Resonance Reading	Mind	Detecting and interpreting Resonance signatures in people, objects, and locations. Aware practitioners sense surface Resonance naturally. This skill is the trained development of that sensitivity into something reliable and precise.
Structural Perception	Soul	Reading the Structural Plane's weight on a location or person. Sensing whether something has been Witnessed, whether a Soul has crossed a significant threshold, whether a place carries historical Resonance.
True Name Research	Mind	The scholarly and practical discipline of researching True Names through historical records, Akashic echoes, and cosmological archives. Not knowing a True Name — the process of finding one.
Soul Reading	Soul	Reading another being's Soul signature, Wound markers, and approximate Aware tier at a glance. Not the same as Perception. Perception reads the physical world. Soul Reading reads what someone IS underneath what they present.

Speechcraft Track

Speechcraft is not a simple skill roll — it is a full progression track representing what words DO to existence based on Soul strength and Aware tier.

Tier	Requirement	What Words Do
Student	Speechcraft training	Words carry intent. Baseline persuasion.
Practitioner	Soul 6+ and story development	Words carry weight. Listeners feel conviction.
Orator	Soul 8+ and story milestone	Words leave traces. Structural Plane registers significant speeches.
Rhetoric Master	C-Class entry and dedicated mentor	Words create fact. A declaration is a cosmological event.

Chapter 6: Techniques

Techniques are structured combat and capability developments any character can learn regardless of Path. Each chain has multiple tiers. First tier requires story-gated instruction.

Chain	Core Ability	Who Learns It
Combos	Multiple unarmed attacks in sequence	Fighter Branch primary.
The Bulwark	Hold ground against superior numbers	Knight, Warrior, Paladin. Frontline practitioners.
The Breaking Doctrine	Identify and exploit structural weaknesses	Slayer, Thief, Assassin.
The Reading	Read combat intent before it manifests	Warrior, Mortal Path. Physical combat practitioners.
Thrown Weapons	Precision thrown weapon combat as complete system	Huntsman primary.
Mounted Combat	Full combat capability from horseback or equivalent	Knight primary.
Heavy Weapon Mastery	Full efficiency with two-handed and oversized weapons	Warrior, Knight.
Pressure Fighting	Sustained attrition degradation of opponents	Slayer, Fighter Branch.
Terrain Combat	Using the environment as weapon and advantage	Huntsman, Thief.
Group Coordination	Directing allied combat as unified tactical action	Knight Hero Branch primary.
Advanced Shield Work	Shield offense and defense beyond Shield Combat skill tier	Shield Combat practitioners.
Twin Art	Advanced two-weapon coordination beyond the Dual Weapon skill	Dual Weapon practitioners.

Chapter 7: Equipment

PT (PROTECTION THRESHOLD): The flat number that reduces incoming physical damage before it reaches your Spirit Energy. Armor grants PT. Body score contributes natural PT at higher levels. PT applies ONLY to physical damage — Spirit-type and Soul-type damage bypass PT entirely.

Currency

Currency	Common Name	Exchange
Copper Marks	Marks	Base unit. 10 Copper = 1 Silver.
Silver Marks	Silvers	10 Silver = 1 Gold.
Gold Marks	Gold	Standard adventuring economy.
Platinum Marks	Plats	10 Gold = 1 Platinum. Rare. High-end transactions only.

Weapons

Weapon	Type	Force Die	PT Pen	Cost	Notes
Dagger	Light	d4	0	5g	Concealable. Throwable 20ft.
Short Sword	Light	d6	0	15g	One-handed. Standard sidearm.
Long Sword	One-Hand	d8	1	30g	Versatile. Most common martial weapon.
Spear	One-Hand	d6	2	12g	Reach 10ft. Throwable 30ft.
Hand Axe	Light	d6	1	10g	Throwable 20ft.
Warhammer	One-Hand	d8	2	25g	Blunt. Ignores Cutting resistance.
Greatsword	Two-Hand	d10	1	50g	Requires Body 3.
Maul	Two-Hand	d10	3	45g	Blunt. Requires Body 3.
Shortbow	Ranged	d6	0	20g	Range 80/160ft.
Longbow	Ranged	d8	1	40g	Range 120/240ft. Requires Body 2.
Crossbow	Ranged	d8	2	35g	Range 80/160ft. Slow reload.

PT Penetration: Amount subtracted from target's PT before damage is calculated. A weapon with PT Pen 2 against PT 4 armor treats the target as PT 2.

Armor

PT (Protection Threshold) is the flat damage reduction. Physical damage only. Spirit-type and Soul-type damage bypass PT entirely regardless of armor worn.

Armor	Type	PT	Speed Pen	Cost	Notes
Padded Cloth	Light	+1	None	8g	Minimal protection. Silent.

Armor	Type	PT	Speed Pen	Cost	Notes
Leather	Light	+2	None	15g	Standard light armor.
Reinforced Leather	Light	+3	None	30g	Best light option.
Chainmail	Medium	+4	Speed RV -1	50g	Evade at Disadvantage.
Scale Mail	Medium	+4	Speed RV -1	60g	Better coverage than chain.
Plate	Heavy	+6	Speed RV -2	150g	Evade unavailable. Electric vulnerability.
Shield	Shield	+1 PT	None	10g	Grants Deflect to all. Cannot use with two-handed weapons.

Starting Equipment by Path

Path	Starting Equipment
Warrior	Long Sword or Spear, Leather Armor, Shield, Travel Pack, 10 Gold.
Knight	Long Sword, Chainmail, Shield, Travel Pack, 10 Gold.
Arcanist	Dagger, Padded Cloth, Grimoire (casting focus), Travel Pack, 15 Gold.
Radiant	Warhammer or Mace, Chainmail, Holy Symbol, Travel Pack, 10 Gold.
Thief	Short Sword, Dagger x2, Leather Armor, Lockpicks, Travel Pack, 15 Gold.
Mortal Path	Unarmed primary, Leather Armor, Travel Pack, 10 Gold. One secondary weapon optional.

Chapter 8: Combat

Combat in this game is a continuous exchange of will. The defender is never passive. Speed controls how much the system slows down.

On Your Turn

Action Type	What You Get	Notes
Action	1 per turn	Strike, cast, use ability, interact with environment, help ally.
Move	1 per turn	Move up to Speed value in feet. Can split before and after Action.
Bonus Action	1 if granted	Only when a class feature explicitly grants one.
Free Action	Unlimited	Speak a sentence. Drop an item. Signal an ally.

The Response System — Read This First

In most RPGs, a combat round gives each participant one turn. In the OO, defenders are active during every attack committed against them. A round is not a sequence of isolated turns — it is a continuous exchange. A skilled defender who Parries or Evades generates an Opening: an additional action available immediately. This is the most deliberate design departure in the game. Combat should feel like a conversation between two wills, not a damage exchange where one side waits passively. IMPORTANT: NOT every attack is contested. The DEFENDER chooses their Response. Parry/Deflect/Evade are contested rolls. Absorb is not — no roll, automatic hit, automatic free counter. Doing nothing resolves against a fixed Defense threshold. The player controls how much the system slows down by choosing how actively to respond.

The Four Responses

Response	Mechanic	Opening Generated	Contested Roll?
Parry	Contested Body vs Body. Win: attack negated.	Guard Break Opening.	YES
Deflect	Contested Speed vs Speed.	Momentum Redirect Opening.	YES
Evade	Contested Speed vs Speed. Move away.	Counter Strike Opening.	YES
Absorb	No roll. Full damage accepted.	Automatic free Counter Strike.	NO

Openings must be spent before your next turn or lost. A Team Opening can be gifted to any ally who can act on it immediately.

Initiative

Speed roll at combat start. Highest acts first. Ties resolved by Soul score (higher = first). Order fixed for the encounter unless a class feature changes it. Warriors at Instinct VI always act in the first initiative window regardless of roll result.

Wounds and Called Shots

PT is defined in Chapter 7. Remember: physical damage is reduced by PT before reaching Spirit Energy. Spirit-type damage bypasses PT entirely.

Severity	Threshold	Effect
Minor Wound	25% max Spirit in one hit	Ongoing Bleed (1/round) until treated.
Significant Wound	40% max Spirit in one hit	Bleed + one ability or movement impaired until treated.
Grievous Wound	50% max Spirit in one hit	Narrative consequence. May be permanent without treatment.
Called Shot	Declared before attack	Specific body part targeted. GM determines consequence.

Injury and Death

State	When	What Happens
Fallen	Spirit Energy = 0	Incapacitated. Dying begins unless stabilized within 3 rounds.
Dying	3 rounds after Fallen	Spirit Save DC 12 each round. Three failures: Dead.
Stabilized	Any healing or DC 12 Medicine check	Not dying. Unconscious. 1 Spirit Energy restored.
Soul Break	Soul Energy = 0, Spirit remains	Still physically functional. Cannot make voluntary Soul decisions. Not death — something worse.
Dead	3 failed Spirit Saves while Dying	Not recoverable without extraordinary means.

Damage Types

Type	Track Depleted	Key Rule
Physical (Blunt/Cut/Pierce)	Spirit Energy	Reduced by PT before reaching Spirit Energy.
Spirit Damage	Spirit Energy	Cannot be reduced by armor. Bypasses PT entirely.
Soul Damage	Soul Energy	Rare. Targets identity, not body.
Radiance	Spirit (Felle-touched only)	Heals or passes through uncorrupted living beings.
Felle (Sickly Green)	Spirit + natural healing halved	Natural healing halved until Radiant cleanses.
Felle (Jet Black)	Soul Energy directly	Most dangerous. Erodes identity.

Chapter 9: The Wound in Play

"The wound is the source. The fire does not burn the gold. The character is the gold. The Wound is what proved it."

Wound Score

Permanent +2 bonus to one ability score. Active from Level 0. Never changes unless the fundamental nature of the Wound changes.

Score	When It Fits
Body	The Wound involved physical survival, violence done to the body, or something endured.
Speed	The Wound involved a moment where speed determined survival — or something the character was too slow to prevent.
Mind	The Wound involved knowledge — something not known in time, or a deception not seen through.
Soul	The Wound involved identity — betrayal, spiritual crisis, loss of something the character built themselves on.
Spirit	The Wound involved endurance — surviving something that should have ended them.

Wound Thread

Active mechanic that fires when the character is pressed. Activates on Severance OR when the subject of the Wound arises in play:

- Tactical Advantage on the next roll against the source of pressure. OR
- If the Wound's subject is directly present: spend 1 Soul Energy to add +Soul RV to any single roll this scene.

The Trace degree advances the Thread half a step. Two Traces = one full advance. Severance activates the Thread and forces a choice: spend 1 Soul Energy or accept a narrative consequence. Even failure feeds the character.

Wound Ability

Power unique to this character. Only works because of the Wound. NOT given at character creation — it emerges through play at the first major Crucible Moment. Work with the GM to identify when it unlocks and what it does. It grows each time the Wound is faced and not broken by.

Wound Ceiling

Soul Constraint is the ceiling on what a Soul can hold, express, and withstand. The Wound Ceiling is how that constraint expands. Every Crucible Moment expands the Ceiling by one. More ceiling means more power expressible without self-destruction. This is the mechanic behind why high-level OO characters can do things that would destroy lower-level characters attempting the same output.

The Transformation Arc

The Wound does not sit in the character's past as something being recovered from. It is what they are currently made of — growing, expanding, and producing power as the character deepens their relationship to it. By Level 20, the Wound is the most powerful mechanic the character has. Not despite the damage. Because of it.

Chapter 10: Core Mechanics

Crucible Moments

A Crucible Moment occurs when a character is pressed to their absolute limit and chooses to remain rather than break. Not every hard moment qualifies. The GM decides when conditions are met.

Three requirements:

- Character is genuinely at their limit — not challenged, pressed past what they should be able to hold.
- The Wound is directly engaged — the thing that broke them originally is present, literally or metaphorically.
- Character makes a conscious choice — to stay, to keep going, to accept the cost of continuing.

Mechanical result: Wound Ceiling expands by one. Wound Ability grows or unlocks. One Earned Epithet slot becomes available.

Witnessing

A Witnessing event occurs when something significant enough happens that the Structural Plane records it. Four tiers:

Tier	Significance	Who Remembers
1	Locally significant. People present will always remember it.	Those present. Local record.
2	Regionally significant. Stories will spread beyond those present.	Region. Named practitioners in the relevant tradition.
3	Cosmologically significant. Structural Plane has noted it.	Aware Tier II entities across the OO feel a subtle registration.
4	Permanent cosmological record. Cannot be erased by any means.	Exists in the permanent fabric of what has happened. Accessible through Akashic Query at sufficient tier.

Sabbaticals

A Sabbatical is a structured period of dedicated development — not rest, not downtime, but active investment in becoming something more. It is the gate through which Racial Tier advancement passes. Three requirements:

- A story event that has earned the growth — the character has experienced something that creates the conditions for the next Tier.
- A period of dedicated focus. Length determined by GM based on Tier being pursued.
- GM confirmation that conditions are met. Racial Tier advancement is never arbitrary.

Path level advancement does NOT require Sabbaticals — it follows normal encounter and story progression. Sabbaticals are specifically the gate for Racial progression only.

Threshold Push

A deliberate attempt to exceed current capability ceiling for one critical moment. Not a daily resource. A narrative commitment with consequences either way.

- Declare the Push before the roll.
- Describe what the character is reaching for — what the Wound is being spent against.
- Spend 2 Soul Energy.
- Roll with Tactical Advantage.
- On success: result registers one Degree higher than rolled. Trace becomes Resonance. Resonance becomes Deep Resonance.
- On failure: Severance activates the Wound Thread automatically. No choice. The Wound answered even though the Push did not land.

A Threshold Push is a bet, not a safety net. The system rewards genuine story investment. Use it when the moment demands it.

Chapter 11: Running the Game

Encounter Design — Four Elements

- **The Initiative Threat:** Who controls initiative and how? Is it a single fast enemy, a coordinated formation, or an ambush?
- **The Response Challenge:** What Response option is under pressure? Archers pressure Evade. Tight formations pressure Parry. Mixed threats pressure the player to choose between Response types.
- **The Wound Hook:** Is any element connected to any player's Wound? It does not have to be — but if it can be, it should be. When the Wound is engaged, the session is about something.
- **The Morale Arc:** When do the enemies break? Most enemies are not suicidal. Having a clear morale break point makes encounters feel inhabited by real actors, not game pieces.

Threat Class Reference

Class	What It Means	Examples
Pre-Class	Ordinary people, untrained animals.	Civilian, common rat, small dog.
D-Class Floor	Basic trained threat. One character handles with care.	Bandit, Wolf, Goblin.
D-Class Mid	Meaningful challenge for a Level 1–4 group.	Veteran Bandit, Dire Wolf, Hobgoblin.
D-Class Ceiling	Full group challenge at Level 5–7.	Greater Goblin, Dire Bear, Kha'ur.
C-Class	Beyond standard mortal peak. Named NPC level.	Elite guards, low-tier supernatural.
B-Class+	Campaign-level threats.	Serious supernatural entities, ancient creatures.

NPC Quick-Gen

NPC Type	Body	Speed	Mind	Soul	Spirit Energy	Proficiency
Common Civilian	8	8	8	7	28	None
Trained Guard	10	9	8	8	36	Amateur
Veteran Soldier	13	10	9	9	48	Intermediate
Elite Fighter	16	12	11	11	60	Expert

Morale Checks

Non-player combatants make Soul Save DC 13 Morale Checks when: their side loses more than half in one round, their commander falls, they reach 25% Spirit Energy, or they Witness a Mastery Threshold III expression for the first time.

On failure: generic combatants flee immediately. Named NPCs gain Soul-Shaken and may attempt to recover each turn with a Soul Save.

Settlement Scale

Type	Population	Notable Features	Threat Tier
Hamlet	Under 100	1-2 notable buildings, no walls, 1 authority figure.	D-Class Floor (local threats)
Village	100–500	Inn, market, local militia, simple walls.	D-Class Mid
Town	500–3,000	Districts, professional guard, trade routes.	D-Class Ceiling to C-Class
City	3,000+	Districts, guilds, institutional authority.	C-Class active presence

Chapter 12: Graywick Ford

The Starter Campaign — Three Sessions

GMs should read this full chapter before Session 1. Players should not read past the Setting Overview.

Setting Overview

Graywick Ford is a hamlet of sixty-three people built around the only ford crossing on the Graywood River for thirty miles in either direction. The hamlet exists because the crossing exists. Everything else grew around the practical fact of the water.

No walls. A part-time militia of eight people. A Captain of the Guard named Anzar who is more capable than anyone in Graywick Ford fully understands. Ford's Rest is the inn. There is a mill. There is a smithy. The party arrives at the Ford at the beginning of Session 1.

Key NPCs

Name	Role	Wound	Note
Anzar	Captain of Guard — L5 Warrior/Slayer	Lost his brother to the Dire Wolf seven years ago. Has not spoken about it.	Earned Epithet: Grey Wolf. More capable than he appears.
Idir Amayas	Traveller — L3 Warrior/Fighter	Formerly Gareth Alaric. The name is wrong. He knows it.	Two-weapon style. The Panther's State beginning to emerge.
Maren	Innkeeper at Ford's Rest	Her husband left. She stayed. Not sure which decision was correct.	Most reliable information source in the hamlet.
Braylon	Militia member	Got his scar from the Dire Wolf. The one Anzar didn't save first.	Loyal to Anzar. Skittish about the forest.
Ken	Miller	Has known something is wrong in the forest for three weeks. Told no one.	His silence is a mistake that will have consequences.

Session 1: Arrival and Discovery

Opening: Party arrives. Ford's Rest visible. Anzar is in the yard maintaining a weapon that does not need maintenance. He watches them arrive before they know he has noticed.

The situation: Something in the Greywood has been killing livestock for three weeks. Two sheep. A dog. Yesterday, something left tracks at the hamlet's edge. The tracks are wrong — too large, too deliberate, too patient.

What they don't know: The Dire Wolf from seven years ago has returned. It survived. It has been learning. It is not the same threat it was.

Session 1 goals:

- Introduce all five key NPCs organically through play.
- Surface at least two player character Wounds through roleplay.

- First combat: 4 Standard Goblins at the Greywood edge. Introduce the Response System in a manageable context.
- End of session: discover the Dire Wolf tracks. The scale becomes clear.

GM note on the Goblins: They are at the hamlet's edge because staying in the forest became worse. When more than half are down, survivors flee toward the hamlet — not back into the forest. What they are running from is more immediately terrifying than the party. A player with Soul Reading or Terrain Read can pick this up with the right roll.

Session 2: The Greywood

The party enters the Greywood. This session introduces Terrain Read as a practical skill and builds the tension of tracking something that is also tracking you.

- Terrain Read checks reveal the Dire Wolf has been in this forest for years. This is its territory.
- The party encounters Kha'ur territory markers. Dual Primal Resonance — two apex signatures in one space. Test of Terrain Read or Resonance Reading proficiency.
- The Kha'ur is not hostile unless the party enters its marked space. Navigating around it is a valid success. Engaging it is a D-Class Mid encounter.
- The Dire Wolf's trail becomes clear near the forest interior. The trail is not fresh. It knew they were coming before they entered.

Session 2 end: The party finds the current den location. The wolf is not in the den. It is behind them on the trail back. The encounter happens now, not when they planned.

Combat notes: The wolf uses Opportunist — waits for the party to engage each other, then moves against the most vulnerable. It knows the terrain. The party does not. At 25% Spirit Energy: it disengages. It retreats. It is not dead. It will return.

Session 3: The Return

The wolf is wounded but alive. So are some of the party. Session 3 is about the aftermath and the wolf's final calculated move.

The Ken revelation: Ken comes forward. He knew something was wrong in the forest for three weeks and said nothing. He is not a villain — he was afraid and hoped it would resolve itself. His silence cost something. Let the party determine what.

Anzar's truth: If trust has been built, Anzar tells them about his brother. The Dire Wolf from seven years ago is this wolf. He recognized the tracks immediately. He did not tell them because he was afraid they would leave if they knew what they were facing. This is a Wound engagement. Run it fully.

The final encounter: The Dire Wolf returns at night. It targets the party member it assessed as most threatening and most vulnerable — Combat Memory in practice. Crucible Moment conditions may be met for at least one character here.

After the wolf is defeated: Let the session end with a scene allowing Wound hooks established in Sessions 1 and 2 to be addressed — not resolved. Addressed. The wound does not close at the end of a three-session arc. It deepens.

Advancement

The OO uses milestone advancement, not experience points. At the conclusion of Graywick Ford, each character who engaged their Wound should advance to Level 2 (or 3 if a Crucible Moment was earned). Advancement is a GM conversation, not a number reached.

Appendix A: Conditions

Condition	Effect
Prone	Melee attacks against you: advantage. Your melee: disadvantage. Ranged against you: disadvantage. Half Move to stand.
Grappled	Speed = 0. Ends when grappler releases or you escape (Action: contested Body or Speed vs Body).
Restrained	Speed = 0. Attacks against you: advantage. Your attacks and Body/Speed saves: disadvantage.
Incapacitated	No Actions or Responses. Move possible at half Speed.
Paralyzed	Cannot move or act. All hits auto-generate Guard Break Opening. No Responses available.
Blinded	Your attacks: disadvantage. Attacks against you: advantage. Precision Awareness not impaired.
Deafened	Voice-based abilities have no effect on you.
Suppressed	Soul abilities cost +1 Soul Energy. Attacks against suppression source: disadvantage.
Soul-Shaken	Cannot willingly approach source. All rolls: disadvantage. Soul Save start of each turn to end.
Charmed	Cannot attack source. Source has advantage on social contests. Ends when source damages you.
Concealed	Attacker must guess location or auto-miss. Cannot be Parried or Deflected if unlocated.
Invisible	Attacks require Mind check to locate target. Attacker's attacks: advantage.
Poisoned	All checks and attacks: disadvantage. Spirit damage per turn per Poison Tier.
Stunned	Incapacitated. Speed = 0. All attacks hit automatically. Typically 1 round.
Bleeding	Spirit Energy lost equal to Bleed rating at start of each turn until treated.
Burning	1d6 Heat damage at start of each turn until extinguished (Action).
Dazed	No Bonus Actions. Attacks and saves: disadvantage. Responses available normally.
Off-Balance	Cannot Parry or Deflect until start of next turn. Evade still available.
Disarmed	Melee attacks at disadvantage. Weapon within 5ft unless thrown.
Weakened	Physical damage dealt halved before PT reduction.
Slowed	Speed halved. All actions available normally.
Exhausted	6-stage track. Stage 1: physical checks disadvantage. Stage 2: Speed halved. Stage 3: all attacks/saves disadvantage. Stage 4: Spirit max halved. Stage 5: Speed = 0. Stage 6: Death. Long rest removes one stage.

Appendix B: Bestiary

Playtest creature selection. Values marked TBS are calibrated by GM at the table.

Wolf

Body	Speed	Mind	Soul	Spirit Energy	Move	Threat
12	15	4	6	16	45ft	Pre-Class (Pack: D-Class Floor)
Ability		Effect				
Pack Tactics (Passive)		Another wolf within 10ft of target: attack gains +d4.				
Keen Senses (Passive)		Advantage on smell/hearing Perception checks.				
Bite		Body RV + d4. On hit: Speed DC 10 or knocked prone.				

GM: Lone wolf = manageable for one L1 character. Pack of 4+ = genuine D-Class threat. Fire causes immediate disengagement.

Wild Boar

Body	Speed	Mind	Soul	Spirit Energy	Move	Threat
14	12	3	5	22	40ft	Pre-Class to D-Class Floor
Ability		Effect				
Relentless (1x/encounter)		When a hit would reduce to 0 Spirit Energy: Spirit DC 10 or drop to 1 instead.				
Charge		Moved 15ft+ before attack: +d6 damage, Speed DC 11 or knocked prone.				
Tusk		Body RV + d4.				

GM: Charge is the only serious threat. Lateral movement at last moment causes the boar to overrun. It cannot turn sharply at speed.

Goblin (Standard)

Body	Speed	Mind	Soul	Spirit Energy	Move	Threat
7	14	8	6	10	35ft	Pre-Class alone / D-Class Floor in pack
Ability		Effect				
Nimble Escape		Evade as bonus action once per round. Never triggers OAs when disengaging.				
Pack Swarm		3+ Goblins targeting same creature: each attack after first gains +1 (max +3).				
Coward's Calculus		When half+ of group is down: Soul DC 10 or flee.				
Weapon Strike		Speed RV + d4.				

GM: Goblins never fight on unfavorable terms by choice. Find their tactical advantage and remove it. A Goblin that flees is recalculating, not retreating.

Hobgoblin

Emerges at horde threshold 15–20. C-Class — the Honor Code is built into Soul architecture through sustained practice. The Structural Plane has registered it.

Body	Speed	Mind	Soul	Spirit Energy	Proficiency
24	TBS	16	TBS	TBS	Expert weapon / Advanced unarmed
Ability		Effect			
Honor Code (Passive)		Makes honest bargains. Always. Will stop mid-combat to negotiate under legitimate terms. Cannot be fooled by performed honor. A genuine offer CAN end this fight.			
Command Presence		Standard Goblins within 60ft: Coward's Calculus DC rises to 18.			
Veteran's Read		After 1 round: accurately assess target fighting style, ability, injuries. Advantage for 3 rounds.			
Honor Blade		Body RV + d8 + d4 (Soul-driven, bypasses magical DR).			
Threshold Stand (1x)		At 25%: declares what they stand for. All Goblins auto-pass Coward's for the remainder.			

GM: The Honor Code is not a vulnerability — the blade comes out faster than a betrayal completes. A genuine, sincere offer is a real encounter option that can end this fight without combat.

Bandit (Untrained)

Body	Speed	Mind	Soul	Spirit Energy
10	9	8	7	14
Ability		Effect		
Numbers Safety		3+ visible allies: no Morale checks. Alone or with 1 ally: Soul DC 10 or flee.		
Weapon Strike		Body or Speed RV + d4.		

Kha'ur (Owlbear)

OO-Original. Not a magical experiment — what Nature Energy produces when two apex predator territories overlap long enough.

Body	Speed	Mind	Soul	Spirit Energy	Move	Threat
22	16	11	10	48	40ft / Climb 30ft	D-Class Mid (D-Class Ceiling mated pair)
Ability		Effect				
Dual Primal Resonance		Carries both Owl and Bear Primal signatures. Novice Huntsmen misread as two creatures. Expert Terrain Read identifies correctly.				
Silent Approach		Perception DC 20 to hear approaching. Full night vision. Advantage on Stealth in natural terrain.				
Crushing Grip		On grapple: Body DC 14 each round or 2d6 Spirit damage. Beak auto-hits while grappling.				
Screech (1x)		All within 50ft: Soul DC 13 or Shaken 2 rounds. Non-sapient animals flee entirely.				
Claw x2		Body RV + d8.				

Ability	Effect
Beak (grappled target)	Body RV + d10 auto-hit. Critical: Blinded 1 round.

Dire Wolf

Canonical instance: the Battle of Two Fronts wolf. It survived the encounter with Anzar seven years ago. It remembers.

Body	Speed	Mind	Soul	Spirit Energy	Move	Threat
20	20	10	12	42	60ft	D-Class Mid
Ability		Effect				
Tactical Pack Coordination		Free action: designate attack vector for allied wolves. Acting wolves gain advantage and +d4 damage.				
Opportunist		When target is engaged with another combatant: automatic Tactical Advantage.				
Savage Bite		On Critical or attacking prone target: damage becomes d12. Spirit DC 14 or Bleeding 1d4/round.				
Relentless Hunter		Tracks scented target for 72 hours without losing the trail.				
Combat Memory		If hit by same attack type twice: third use auto-generates Counter Opening for the wolf.				
Bite		Body RV + d8. On hit: Speed DC 14 or knocked prone.				
Claw Rake (prone target)		Body RV + d10.				

GM: Before the encounter starts, the wolf has already been watching. It knows the group's spacing, who reacts slowly, and where the flanking angles are. At 25% Spirit Energy it retreats. It is the one that comes back.

Appendix C: Character Sheet

Print and complete at character creation. Reference during play.

Character Name: _____

Player Name: _____

Path: _____

Race / Racial Tier: _____ / I / II / III

Level: _____

Path Proficiency Tier: _____

Ability Scores

BODY	SPEED	MIND	SOUL	SPIRIT
_____	_____	_____	_____	_____
RV: _____	RV: _____	RV: _____	RV: _____	RV: _____

Resources

Spirit Energy (Spirit x4)	Max: _____ / Current: _____	Soul Energy (Soul x3)	Max: _____ / Current: _____
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The Wound

What happened:

What was lost:

What was decided:

Wound Score Bonus (+2 to): _____

Wound Thread Status: Dormant / Active

Wound Ability: Not yet unlocked / _____

Wound Ceiling (Crucible Moments): 0 / 1 / 2 / 3 / 4 / 5+

Skills & Proficiencies

Skill / Discipline	Score	Proficiency Tier

Appendix D: Feedback Form

Complete this after your final session. Five specific questions — please answer all five. Your feedback shapes the full Core Rulebook.

Group size and session count:	_____ players / _____ sessions
Paths played:	_____ _____
Race selections:	_____ _____
Did the Response System feel reactive and cinematic?	Yes / No / Somewhat
Did the Response System slow play?	Never / Occasionally / Frequently
Was the pace controlled by defender choices (Absorb vs. Parry)?	Yes / No / Unclear
Did the Wound feel load-bearing and meaningful?	Yes / No / Somewhat
Did the Wound come up in play organically?	Yes / No / Had to force it
Did the six paths feel distinct from each other?	Yes / No / Some felt similar
Which path was most fun to play?	_____ _____
Which path was least fun to play?	_____ _____
Was the Degree of Resonance system intuitive?	Yes / No / After explanation
Did the Trace degree feel meaningful when it occurred?	Yes / No / Did not notice it
Was Graywick Ford a satisfying starter experience?	Yes / No / Partially
Did a Crucible Moment occur?	Yes — describe: _____ / No
Did a Witnessing event occur?	Yes — describe: _____ / No

Most confusing mechanic:

Most fun moment in play:

What would you remove?

**What are you most excited to see in the full
Core Rulebook?**

Additional notes:

Thank you for playtesting the Omega Omniverse TTRPG. The wound is the source. The fire does not burn the gold.

Appendix E: World Primer

For players new to the setting. Read this before Session 1, not during.

The World You Are In

You are in a fantasy world on a Material Plane — a physical reality with real geography, real people, and real history. For Graywick Ford, everything you need to know is this: you are somewhere in the northern territories, far enough from any major city that the hamlet's militia is the only organized protection for thirty miles.

Magic is real. It is uncommon in places like Graywick Ford but not unknown. Practitioners who use it are called Aware. There are six magical traditions with different cosmological sources and different visual identities. What someone draws on tells you who they are before they say a word.

The forest to the east is called the Greywood. It has always had a reputation. The locals do not go deep into it after dark, and most of them will not tell you exactly why. The older ones remember what happened seven years ago. Anzar is one of them.

What Makes This World Different

- Wounds carry cosmological weight. A character who has survived something impossible is literally different from one who has not — not just in story, in how existence reads them.
- Earned Epithets are real. A name given by the world — not chosen — becomes part of a person's cosmological identity. Anzar's Epithet is Grey Wolf. He did not choose it. It chose him.
- True Names exist. Every soul has one — a cosmological address assigned at creation. Most people never learn their own. Discovery is always a story event, never a mechanical unlock.
- The world has memory. Significant events accumulate weight. What has been Witnessed cannot be unwound.

What You Do Not Need to Know Yet

You do not need to know about the Omega Multiverse, the six surviving realities, the Structural Plane's cosmological architecture, or the entities that predate existence. All of that is real. It is not relevant to Graywick Ford.

Start with the hamlet. Start with Anzar and Maren and Braylon and the tracks at the treeline. The larger universe is earned, not handed to you at the door. Once you are invested in the people and the hamlet, everything else will have context.

The wound is the source. The fire does not burn the gold.