

OMEN

ARC

Start



To set the length of the Doomsday Clock, mark all circles after the last Moment you're going to play.

If you want your game to last more than **12 MOMENTS**, only use half a circle for each **MOMENT**.

OMEN

THE DOOM

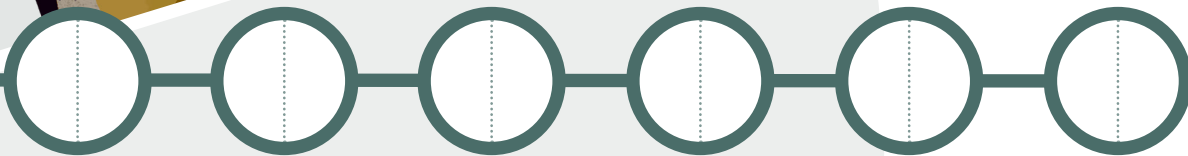




OMEN

When the Doomsday Clock advances, one Moment is consumed.

Then, roll d6 equal to the number of OMENS still in play. Consume one more MOMENT for each 5 & 6 you rolled.



NO. OF SESSIONS	NUMBER OF MOMENTS	THE CLOCK ADVANCES...
1	3 per hour of play	... every 30 minutes
2-3	1.5 per hour (round up)	... every hour
4+	1.5 per hour (round up)	... every session

When all Moments are consumed, Doom has come.

ALTERNATE RULING: ONE DIE PER OMEN

Assign a die to each corner of the Doom sheet devoted to an OMEN. When a MOMENT is consumed, roll the dice one at a time: on a 5 or 6, the related OMEN has made things worse for the heroes. Narrate how.

DIFFICULTY MODIFIERS

+1 to TN [Easy] hero has good tools or ample preparations; target has poor resistance; or circumstances favor the action.

Picking a lock with no time pressure.

+0 to TN [Difficult] the default difficulty.

Foraging for berries in the woods.

-1 to TN [Very difficult] inadequate or incorrect tools or preparation; target has effective defenses; or action is high-risk in an unforgiving environment. *Reverse-engineering a complex trap under intense time pressure.*

-2 to TN [Staggeringly difficult] current conditions actively hinder the task; target has resistances specifically against this type of action; or action is completely mismatched against the circumstances. *Sneaking unprepared through the heavily-fortified guard's barracks.*

-3 to TN [Impossibly difficult] as difficult as asking a dragon out on a date.

When in doubt, you may also opt to just reduce **TN** by 1 for each of the conditions below:

—*the hero* has insufficient tools, incorrect assumptions, or a relevant impairment.

—*the target* of the action has resistances or defenses against this type of action.

—*the action or conditions* are perilous, haphazard, or woefully inadequate.

CONSEQUENCE

—Delay or inefficiency

—Permanent or temporary loss of resource

—Discord and misunderstanding

—Overkill

—???? **UNKNOWN**, to be revealed later.

OPPORTUNITY

—Risk reduction

—Risk redirection

—Gaining trust or respect,

—New knowledge

—???? **UNKNOWN**, to be revealed later

QUESTIONS TO ASK

—What do you do now?

—How will you investigate?

—What are you trying to accomplish?

INITIATIVE CATEGORY

1 Standing ground.

Any one attacking the hero and their allies within a 2-height radius receive -1 to their attack's TN.

2 Non-harmful actions. Includes:

Advantage: *If a hero succeeds at a Skill Check they improve allies' TN by the Skill Ranks used.*

Assist someone: *Add major bonds to the allies' next TN.*

3 Attack others.

—*Physique or Weaponry to harm Blood.*

—*Insight or Impose to harm Guts.*

4 Use Spells or Techniques.

Every time the hero or caster is hit, they must roll above TN to maintain concentration:

TN starts at 6 and is reduced by 1 with each subsequent attack.

5 Move far (> 2 heights).

Requires Skill Check to successfully move if currently being attacked by someone; OR move without Skill Check but all enemies within 2 heights can roll to attack.

CUSTOM CHARACTERS AND ADVERSARIES

	Weak	Average	Strong	Powerful	Monstrous
Max Blood	5	7–10	15–20	27–32	40+
Max Guts	5	7–10	15–20	27–32	40+
Approach Scores	+0	+1	+2	+3	+4
Skill Ranks	+0	+1	+2	+3	+4
Damage	+0	+1	+2	+3	+4
Defense	+0	+1	+2	+3	+4
Max Spells & Techniques per Complexity Rating					
Complexity 1	1 instance	1-2 instances			
Complexity 2		1 instance	1-2 instances	2+ instances	2+ instances
Complexity 3			1 instance	1-2 instances	2+ instances
Complexity 4					???

EXPERIENCE POINTS

3 XP each per real-time hour for games with **1-3 SESSIONS** and **12 XP each per session** for longer campaigns.

Spending XP

—Increasing an **APPROACH SCORE** by one costs **3x** its next value **XP**.

—Increasing a **SKILL RANK** by one costs **2x** its next value **XP**.

—Increasing a modifier for **BLOOD** or **GUTS** by one costs its **new value XP**.

DON'T FORGET TO ADVANCE THE CLOCK.

For additional resources and downloadables, visit <https://arc-rpg.com>