

OMEGA Magic 1/30 **RFTS**
BAG OF HOLDING

This leather sack holds its own pocket dimension. By tearing it open you can reach into a reality where your fusion rifle didn't just jam.

POWER: Consumable
IMMEDIATE INTERRUPT PERSONAL
TRIGGER: You fail an Omega Charge Check.
EFFECT: Reroll your Omega Charge Check and keep the new result.

OMEGA Magic 2/30 **RFTS**
BOOTS OF SPEED

With these stylish magic boots you can outrun an angry juicer.

FEET

PROPERTY: While you are not bloodied you have a +1 bonus to speed.
POWER: Encounter
MINOR ACTION
EFFECT: Move your speed. This movement does not provoke attacks of opportunity.

OMEGA Magic 3/30 **RFTS**
COUNTERFEIT MJOLNIR

An inscription on the head of this uru-metal warhammer reads: 'Whosoever holds this hammer, if he be worthy, shall possess the power of Thor'.

WEAPON: 1-hand melee

POWER: Encounter ♦ Electricity, Sonic
STANDARD ACTION CLOSE BURST 3
TARGET: Enemies in burst
ATTACK: Level +6 vs. Fortitude.
HIT: 3d8 + Constitution modifier + twice your level electricity damage, and the target is deafened (save ends).

SALVAGE 4: A 4th-level character can salvage the counterfeit mjolnir. It becomes a heavy 1-hand melee weapon: Str/Con; +3 accuracy; 2d8 + Constitution modifier electricity damage, and the target is deafened until the start of your next turn.

OMEGA Magic 4/30 **RFTS**
POTION OF HEROISM

Drinking this syrupy red elixir makes you feel as invincible as the heroes of legend... and you are, temporarily.

POWER: Consumable ♦ Healing
MINOR ACTION
EFFECT: You gain a number of temporary hit points equal to your bloodied value.

OMEGA Magic 5/30 **RFTS**
DAERN'S INSTANT FORTRESS

This adamantine cube can grow into an indestructible tower, scattering your enemies and providing a safe haven for your allies.

POWER: Encounter ♦ Physical
STANDARD ACTION AREA BURST 1 WITHIN 10
TARGET: Each creature in burst
ATTACK: Level +6 vs. Reflex.
HIT: 1d8 + Dexterity modifier + twice your level physical damage and the target is pushed 3 squares from the burst's origin square.
MISS: The target is pushed 3 squares from the burst's origin square.
EFFECT: The burst creates a zone that lasts until the end of your next turn. The zone is considered blocking terrain for your enemies, but you and your allies can move freely through it.

OMEGA Magic 6/30 **RFTS**
CUBE OF FORCE

When you squeeze this ivory cube it surrounds you with a magical, impenetrable force field. You can't hurt anyone, but they can't hurt you either.

POWER: Encounter ♦ Force
STANDARD ACTION
EFFECT: You create a zone in your square that lasts until the end of your next turn. The zone blocks line of effect (from inside or outside of the zone), but not line of sight. If you move the zone moves with you.

OMEGA Magic 7/30 **RFTS**
VORPAL SWORD

Being as this is the sharpest blade in the world, and will slice your head clean off, you've got to ask yourself one question. Do I feel lucky?

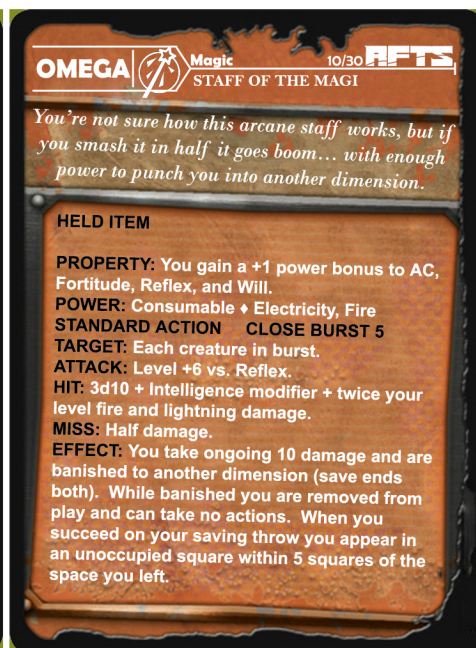
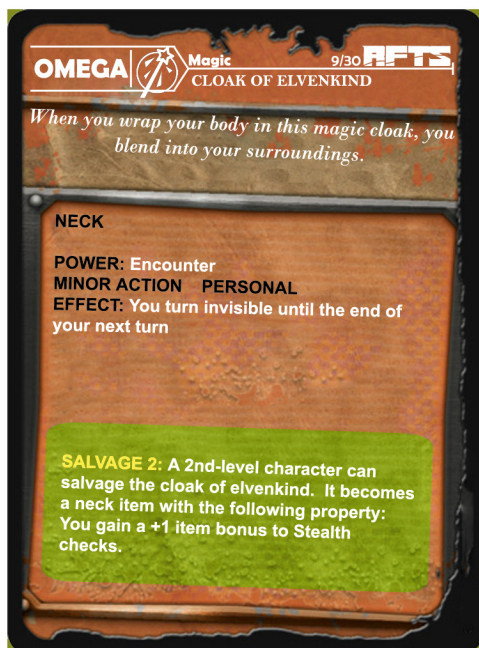
WEAPON: 2-hand melee.

POWER: Encounter ♦ Physical
STANDARD ACTION MELEE 1
TARGET: One creature.
ATTACK: Level +8 vs. AC.
HIT: 3d10 + Strength modifier + twice your level physical damage.
SPECIAL: If you roll a maximum result on any of the damage dice, roll that die again and add it to the total. If a reroll results in another maximum damage result, roll it again and keep adding. A creature reduced to 0 hit points by this weapon is decapitated.

OMEGA Magic 8/30 **RFTS**
PORTABLE HOLE

You hold a small, non-Euclidean hole in space that you can fold up and slide under your enemy's feet – just like Bugs Bunny.

POWER: Encounter
STANDARD ACTION MELEE 3
TARGET: One creature no larger than Medium.
ATTACK: Level +6 vs. Reflex.
HIT: 3d10 falling damage and the target falls prone at the bottom of the pit.
EFFECT: You create a pit in the square you attacked, 6 squares deep, that lasts until the end of the encounter. It takes a hard Athletics check to climb out of the smooth, featureless pit.



RFTS Omega Tech Cards 1-10

by David Roberts

www.dave.monkeymartian.com

Omega Tech templates by
zedofzombie and Nasty_Nick on
the WOTC Gamma World
forum.