

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.


OMEGA  **Magic** 9/30 **RFTS**
CLOAK OF ELVENKIND

When you wrap your body in this magic cloak, you blend into your surroundings.

NECK

POWER: Encounter
MINOR ACTION **PERSONAL**
EFFECT: You turn invisible until the end of your next turn

SALVAGE 2: A 2nd-level character can salvage the cloak of elvenkind. It becomes a neck item with the following property: You gain a +1 item bonus to Stealth checks.

OMEGA  **Magic** 10/30 **RFTS**
STAFF OF THE MAGI

You're not sure how this arcane staff works, but if you smash it in half it goes boom... with enough power to punch you into another dimension.

HELD ITEM


PROPERTY: You gain a +1 power bonus to AC, Fortitude, Reflex, and Will.
POWER: Consumable ♦ Electricity, Fire
STANDARD ACTION **CLOSE BURST 5**
TARGET: Each creature in burst.
ATTACK: Level +6 vs. Reflex.
HIT: 3d10 + Intelligence modifier + twice your level fire and lightning damage.
MISS: Half damage.
EFFECT: You take ongoing 10 damage and are banished to another dimension (save ends both). While banished you are removed from play and can take no actions. When you succeed on your saving throw you appear in an unoccupied square within 5 squares of the space you left.

OMEGA  **Techno -Wizard** 11/30 **RFTS**
TK-GLIDER

This strange contraption looks like a surfboard with an engine of brass tubes and crystals. It harnesses erratic ley-line energy to fly.

FEET

POWER: Encounter
MOVE ACTION **PERSONAL**
EFFECT: You gain a fly speed equal to your movement. At the end of any turn where you benefit from this movement, make a medium DC Arcana check. If you fail, the power ends. If you are in the air when the power ends, you fall.

OMEGA  **Techno -Wizard** 12/30 **RFTS**
MAGIC OPTIC SYSTEM

When you focus the overlapping, multicolored lenses of these goggles you can see auras. It's a bit like a mood ring in reverse.

HEAD

SPECIAL: You can use both of these powers in the same encounter.
POWER: Encounter
MINOR ACTION
EFFECT: You gain a +2 bonus to insight checks until the end of the encounter.

POWER: Encounter
MINOR ACTION **PERSONAL**
EFFECT: You gain blindsight 10 until the end of the encounter.

OMEGA  **Techno -Wizard** 13/30 **RFTS**
FLAMING SWORD

Instead of a blade, this sword hilt is attached to a ruby with electrodes. When you will it, a crackling flame springs forth that you can wield as a weapon.

WEAPON: 1-hand melee.

POWER: Encounter ♦ Fire
STANDARD ACTION **MELEE 1**
TARGET: One creature
ATTACK: Level +8 vs. AC.
HIT: 3d6 + Intelligence modifier + twice your level fire damage, and ongoing 5 fire damage (save ends).

OMEGA  **Techno -Wizard** 14/30 **RFTS**
LIGHTNING ROD

'Lightning Rod' is a bit of a misnomer. This three foot copper pole absorbs a lot more than just electricity, but who's complaining?


HELD ITEM

POWER: Encounter
IMMEDIATE INTERRUPT **PERSONAL**
TRIGGER: An enemy deals cold, electricity, fire, laser, radiation, or sonic damage to you.
EFFECT: Reduce the attack's damage to 0. If the attack targets other creatures, they take damage as normal.

OMEGA  **Techno -Wizard** 15/30 **RFTS**
PSI-COLA

This delicious drink is fizzing with potential psychic energy. It goes straight to your head, overwhelming you with a feeling of incredible power.

POWER: Consumable
MINOR ACTION
EFFECT: Un-tap one of your used, readied Alpha cards. You can use that power again this encounter. You are dazed until the start of your next turn.

OMEGA  **Techno -Wizard** 16/30 **RFTS**
TK-MACHINE GUN

This submachine gun has been converted to fire bursts of telekinetic force, powered by your own anger. Say hello to my little friend!


WEAPON: 2-hand ranged

POWER: Encounter ♦ Force
STANDARD ACTION **RANGED 10**
TARGET: One creature
ATTACK: Level +6 vs. Reflex.
HIT: 2d10 + Charisma modifier + twice your level force damage, the target is knocked prone and make a secondary attack.
SECONDARY TARGET: Each creature adjacent to the primary target
ATTACK: Level +6 vs. Reflex.
HIT: 1d10 + Charisma modifier + twice your level force damage and the target is knocked prone.

OMEGA  **Techno -Wizard** 17/30 **AFTS**
TW JAMMER

When you turn this humming contraption on, it creates a field of distracting psychic interference. Fortunately, you can chuck it at your enemies.

POWER: Encounter
MINOR ACTION **CLOSE BURST 5**
EFFECT: You place the jammer in a square within the burst. It creates a zone in a burst 2 that lasts until the end of the encounter. Creatures in the zone are distracted and can only make basic attacks. Additionally, if you are in the square with the jammer you can move it to another square within 5 squares of you as a move action. The zone moves with the jammer.

OMEGA  **Techno -Wizard** 18/30 **AFTS**
TW THIEVES GLOVES

When the crystal and copper clockwork of these strange gloves is wound, your fingers move with speed and grace that would make Liberace weep.


HANDS
POWER: Encounter
MINOR ACTION
EFFECT: Until the end of the encounter, whenever you make a Mechanics check, you can roll two d20s and use the higher result. If you roll a natural 1 on either die, your hands cramp up, making it difficult to attack and you are weakened (save ends).

SALVAGE 2: A 2nd-level character can salvage the thieves gloves. They become hand items with the following property: you gain a +2 item bonus to Mechanics checks.

OMEGA  **Techno -Wizard** 19/30 **AFTS**
TELEPORT GRENADE

For those special occasions when you not only want to blow someone up, but dump them into a vat of radioactive goo as well.

WEAPON: 1-hand ranged
POWER: Consumable ♦ Physical, Teleportation
STANDARD ACTION **AREA BURST 1 WITHIN 10**
TARGET: Each creature in burst
ATTACK: Level +6 vs. Fortitude
HIT: 2d6 + Intelligence modifier + twice your level physical damage and you teleport the target 4 squares.
MISS: Half damage.

OMEGA  **Techno -Wizard** 20/30 **AFTS**
MYSTIC POWER ARMOR

With all the crystals and gears, this armor may look like MacGuyver raided a new age bazaar, but it packs a mystic punch.

ARMOR: Light
POWER: Encounter ♦ Electricity, Fire
IMMEDIATE REACTION **PERSONAL**
TRIGGER: You are hit by a melee attack
EFFECT: Make a basic melee attack against the creature that hit you. If the attack hits, it deals regular damage plus 2d6 + Charisma modifier electricity and fire damage.

SALVAGE 6: A 6th-level character can salvage the mystic power armor. It becomes light armor: +4 armor bonus to AC; resist 5 electricity and fire.

OMEGA  **Splugorth** 21/30 **AFTS**
SPLUGORTH MAGIC TALISMAN

With the mystic force field this runic jewelry projects, you never have to let function dictate your choice of armor fashion.

ARMOR: Light
POWER: Encounter
IMMEDIATE INTERRUPT **PERSONAL**
TRIGGER: You are hit by an attack
EFFECT: The attack deals half damage and you can slide 3 squares. If the attack targets other creatures, they take damage as normal.

OMEGA  **Splugorth** 22/30 **AFTS**
AQUAROBES


One pinch of this bright blue snuff and you can breathe effortlessly underwater. Unfortunately the symbiotes aren't too keen on air.

POWER: Consumable
MINOR ACTION
EFFECT: Until the end of the encounter, you can breathe water and you gain a Swim speed equal to your original Speed +2. All of your other modes of movement except Swim are slowed.

OMEGA  **Splugorth** 23/30 **AFTS**
CHEST AMALGAMATE

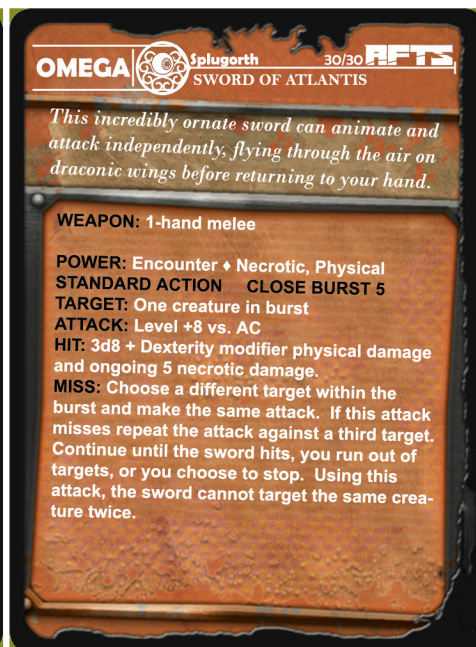
This symbiote grafts itself to your chest and attacks with a long vampiric tongue. A powerful weapon, but you'll never feel clean again.

NECK
POWER: Encounter ♦ Necrotic
STANDARD ACTION
EFFECT: You join with the symbiote and can make the following attack with the amalgamate, once per round.
MINOR ACTION **MELEE 2**
TARGET: One creature
ATTACK: Level +6 vs. Fortitude.
HIT: 1d10 + your level necrotic damage.
MISS: As a free action, the amalgamate attacks again, targeting you.

OMEGA  **Splugorth** 24/30 **AFTS**
STAFF OF EYLOR

The sentient, living eyeball at the end of this staff telepathically exposes your enemies' weaknesses and warns you of danger.

WEAPON: 2-hand melee
PROPERTY: As long as you don't move any squares during your turn, you don't grant combat advantage for being flanked.
POWER: Encounter ♦ Psychic
STANDARD ACTION **CLOSE BURST 5**
TARGET: One creature in burst
ATTACK: Level +6 vs. Will
HIT: 2d6 + Wisdom modifier plus twice your level psychic damage and the target grants combat advantage until the end of your next turn.
SALVAGE 2: A 2nd-level character can salvage the staff of eylor. It becomes a heavy 2-hand melee weapon: Str/Con; +2 accuracy; 2d8 physical damage with the following property: you gain a +2 item bonus to Perception checks.



RFTS Omega Tech Cards 1-30 (Complete)

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Omega Tech templates by
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