

OSE CHEAT SHEET

And assorted house rules

Thac0 (to hit armor class zero) example:

A Level one fighter with a +1 in strength and, a +1 sword attempt to make an attack roll on a monster. The PC's **Thac0** is 19, to which they add their bonuses making 21. The creatures AC is 6, so the fighter can take their modified number and subtract the enemy AC; making 15. Now simply roll a D20 and score 15 or above!

Thac0 + Bonuses – enemy AC = number to hit at or above on d20

Exploration time and movement:

Segment	6 seconds	Casting spells, etc
Round	1 minute	Sword fight, etc
Turn	10 minutes	Its 10 minutes

The party's movement rate = the movement rate of the slowest PC

Rolling ability checks:

The player rolls a d20, if the result is less than or equal to the ability, the check succeeds. Bonuses or penalties to the roll may be applied, depending on the difficulty of the task.

A natural 1 should be treated as a success and a natural 20 treated as a failure.

Death house rules:

- At **0 hp** a character is **knocked unconscious**
- When a character is reduced to **0 HP**, their **Max HP** is reduced by the "spill over" damage. If **Max HP** is 0, the character **dies**
- Immediately at the end of combat, the downed PC makes a **Saving Throw vs. Death**

What kind of campaign can I expect?

This will be a "hexcrawl" campaign upholding the axiom of high lethality.

The adventure is not setting out to *tell* a story, so embrace the natural emergent storytelling!

The themes may be serious as will lean the tone, but I want the viscerality of the horrors inside the dungeon to coincide with the vibrancy of the countrysides the party may find themselves.

"One player should draw a map of the dungeon as it is explored...

Maps are drawn to help players visualize the area their characters are exploring and provide a record of sections of a dungeon they have already explored."

-The Dungeons & Dragons Basic Rules (1981)



Experience Points:

Occasionally XP will be awarded from combat, Though as a rule;
1 Gold = 1 XP

Only gold returned to safety or spent will award XP

Suggested reading:

- Principia Apocrypha by Ben Milton and Steven Lumpkin
- Quick Primer for Old School Gaming by Matthew Finch
- OSR: Introduction for New Players by Skerples

