# **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:

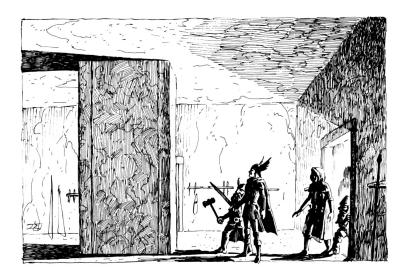
The player rolls a d20, if the result is less than or equal to the ability, the check succeeds. Bonuses or penalties to the roll may be applied, depending on the difficulty of the task.

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 horrors inside the setting out to tell a natural emergent storytelling!

The themes may be serious as will lean the tone, but I want the viscerality of the dungeon to coincide story, so embrace the 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