

### Character Creation

Roll **3d6** for **STR** (strength), **DEX** (dexterity), and **CHA** (charisma)

Roll **1d6** for starting **HP** (hit protection)

Roll **1d20** for starting pennies

It is recommended that you consult the Starter Package table in the ItO rulebook and forming the personality and backstory of your character around those items and features. If you have a specific idea in mind for a character feel free to voice your thoughts to the GM

For groups of 3 players or smaller players can create NPC companions to join their expeditions. Roll their ability scores, give them 1 HP and a hand weapon

10 pennies = round of cheap drinks at a bad bar

100 pennies = 1 shilling

100 shillings = 1 guilder

1 guilder = good horse, wagon, valuable jewelery

(House rules for rolling STR, DEX, and WIS can include rolling 4d6 instead of 3 and dropping the lowest die for slightly more heroic characters)

### Dicework

**Saves**, the most common rolls, are rolled to avoid danger in risky situations. Roll **1d20** **under** or equal to the ability score the GM declares fitting. A 1 is always a success and a 20 is always failure.

Most risks that necessitate a save bypass your **HP** in damage

### Attributes

**STR** Saves Fighting, fortitude, and are for: toughness

**DEX** Saves Grace, athletics, subtlety, are for: and reflexes

**WIL** Saves Confidence, mental are for: sharpness, and charisma

### Levels

Upon level advancement, players gain **1d6** **HP** and roll **1d20** for their **Ability Scores**. If the **d20** roll is higher than their current score, the score increases by 1.

### Logistics

**Short Rest** Resting for a few minutes and hydrating recovers all lost **HP**

**Full Rest** A week of downtime in a comfortable location restores all **Ability Scores**

**Deprived** Someone deprived of a crucial need (food, water, warmth, shelter) cannot benefit from Rests

**Bulky** Items marked as Bulky require two hands or significant storage. If you carry two Bulky items your **HP** is halved, and at three Bulky items it's at 0

### Consequences

**Damage** When someone takes damage they lose that many **HP**. After that is all gone you are **wounded** and damage cuts into your **STR** score. Once that happens they must make a **STR** Save to avoid **Critical Damage**

**Critical Damage** If you take critical damage you are so wounded you cannot take further action until tended to by a friend and taking a short rest afterwards. After an hour of being left untended you **die**

### Consequences (cont)

**The End** If your **STR** Score is at 0, you are dead. If your **DEX** Score is at 0, you are paralyzed. If your **WIL** Score is at 0, you are catatonic

(House Rules: Paralyzed characters can recover after **1d6** months and catatonic characters can recover after **1d12+1** months.) Once your character dies, roll a new character or take control of an NPC. Player's choice.

### Battle

**Reactions:** When encountering another being, the characters making first contact must pass a **WIL** save in order to avoid an unfavorable first reaction from the newcomer(s)

**Turns:** The player characters always go before the enemy in combat unless they are surprised, in which case they must each make a **DEX** save in order to act before the enemy

**Actions:** The players can perform an action and move on their turn. The GM can determine whether the action requires a **Save** to be made. A common choice in battle is *attacking...*

**Attacks:** There is no rolling to hit, as attacks are simply dealing damage to your target. Roll the die dictated by your weapon and subtract from that the enemy's **Armor** score. That's the damage

**Morale:** NPCs will need to make a **WIL** save to avoid being routed when they lose half their numbers. In organized groups only the leader makes this save, and if not then each NPC rolls individually

### Tactics

**Multiple Attackers** When more than one attacker target an individual, all attackers roll together and keep the highest number

**Dual Wielding** When you use two weapons, one in each hand, roll twice and keep the higher number.

**Blast** Weapons marked with Blast do damage to any targets within the appropriate area, each rolling individually

**Impaired/Enhanced** Attacks that are hindered by cover or made while overburdened roll *d4* damage. Attacks that are against helpless targets or aided by a successful stunt roll *d12* damage

**Use an Arcanum** You can use an Arcanum's power as a normal **Action**. However, the artifact may ask for something in return

**Retreat** Fleeing to safety under pursuit requires a **DEX** save and somewhere to escape to

**Shenanigans** Whatever **Actions** you try and pull off that don't fall into the previous categories. Whichever party taking the consequences makes a **Save**



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Published 13th February, 2023.  
Last updated 13th February, 2023.  
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