

“Into the Odd” Player Reference

Attributes

Each character has three ability scores.	Saves
<ul style="list-style-type: none"> • Strength. Fighting, fortitude, toughness. • Dexterity. Stealth, athletics, reflexes. • Willpower. Confidence, discipline, and charisma. 	Roll 1d20 to avoid danger. Roll equal to or under an appropriate ability score to pass. 1 succeeds, 20 fails.

Special Uses for Willpower.

- *Reaction* when meeting people is a Willpower save.
- *Morale.* When a group loses half of their total numbers, or an individual runs out of hit points, test Willpower (or the leader’s Willpower if applicable.) Upon failure, retreat or surrender.

Combat

- **Initiative.** If it is not clear who should go first, the leader of each side can try to roll under Dexterity on 1d20, lowest successful roll wins.
- **Actions.** Each character can move (about 30 feet) and perform an action each round.
 - *Melee.* Roll your weapon damage.
 - *Range.* Roll under Dexterity on a d20, Dex or less hits. On a hit, roll weapon damage.
 - *Attribute Actions.* Attempting anything but combat, during combat.
 - Try and force a foe to make a save (by tripping, bluffing, maneuvering, etc.)
 - Make a save to accomplish something (climbing, digging something out of a pack, etc.)

Damage. Attacks roll damage based on weapon type. Then reduce the target’s armor from the total. Then reduce the total from the target’s hit points. When the target is out of hit points, reduce the rest from the target’s Strength—the target is now wounded, and must pass a Strength save (at the new total).

- *Critical Damage.* If the Strength save fails, the target cannot act until after a short rest. If untended for an hour, the target dies. Any character can give a minute of medical care to save the target.
- *Death.* If the target reaches 0 Strength, the target is dead.

Some attacks damage other ability scores. Reaching 0 on Dexterity paralyzes, reaching 0 Willpower is insanity.

Weapons and Damage

Damage	Description	Impaired attacks do 1d4 damage. Enhanced attacks do 1d12 damage.
1d4	Thrown object Unarmed attack	This is situational. Enhanced attacks against helpless or vulnerable targets, impaired attacks while climbing a cliff or grappled or netted. How can it be invoked intentionally? <ul style="list-style-type: none"> • Maneuver. Use a move action and an appropriate save; success, attack is enhanced. Failure, impaired. • Flashbang. Enhance those who made the Dex save and attack those who did not. Those who did not attack as impaired. • Smoke Bomb. Attacks through the smoke are impaired.
1d6	Shortbow or sling Pistol	
<i>Hand weapons</i>	Hand weapon Bayonet on rifle	
1d8	Paired pistols Rifle	
<i>Field or Noble weapons</i>	Paired weapons Polearm Mastercraft weapon	
1d10	Heavy gun (no move and fire)	Fire generally does 1d6 a round. Falling does 1d6 per 5 feet.

Healing

- **Short Rest.** Take a few minutes (5-10) for rest and snack, regain all hit points.
- **Full Rest.** A week to rest and relax at a comfortable location recovers all Ability Scores and cures illnesses.

Equipment and Expenses

100 pennies (copper) make a shilling (silver). 100 shillings make a guilder (gold).

Pennies (p) Shillings (s) Guilders (g)

Weapons <ul style="list-style-type: none">• Hand weapon (d6). 2 shillings.• Field weapon (d8). 10 shillings. <i>Two handed</i>• Noble weapon (d8) 30 shillings.• Heavy gun (d10) 1 guilder. <i>Two handed</i>	Armor <ul style="list-style-type: none">• Shield armor (1 armor) 10 shillings. Requires (and includes) a shield. Outdated.• Modern armor (1 armor) 50 shillings. Breastplate and helm.
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Bullets cost 10 pennies each.

Equipment

Tools. 1 shilling each. Includes:

- Crowbar, saw, glue, magnifying glass, manacles, animal traps, lockpicks, mirrors, writing sets, fishing pole and gear, shovel, grappling hook, collapsible pole, 20 feet of rope, hammer and spikes, etc.

Luxuries. 1 guilder each. Includes:

- Clockwork items, thermometers, elaborate clothes, jewelry, ornaments, spyglass, etc.

Telluric Chemicals and Explosives

- **Acid.** 10 shillings. D6 damage a round for 3 rounds, burns through most materials.
- **Antitoxin.** 10 shillings. Neutralizes most toxins.
- **Bomb.** 20 shillings. D12 damage to everyone within 10 feet. ½ damage in 20 feet, ¼ in 30 feet.
- **Breathing Mask.** 10 shillings. Goggles, mask, and breathing bag. Filters fey dust, ignores illusions.
- **Ether.** 10 shillings. Inhaled, make a Strength save or pass out for an hour.
- **Fire Oil.** 10 shillings. Does 1d6 fire damage in a small area for about 2 rounds.
- **Flashbang.** 10 shillings. Momentarily blinds anyone who fails a Dex save.
- **Poison.** 20 shillings. Lose 1d20 Strength if consumed.
- **Rocket.** 20 shillings. D12 damage and a colorful explosion.
- **Smoke bomb.** 10 shillings. Must be lit. Attacks through the smoke are impaired.

Living Expenses

<i>Room and Board</i> <ul style="list-style-type: none">• Bed in a Dormitory. 1 shilling a week.• Room in a Boarding House. 10 shillings a week.• Town House. 20 shillings a week.	<i>Food and Drink</i> <ul style="list-style-type: none">• Bread and broth. 10 pennies.• Bottle of gin or rum. 50 pennies.• Pie and wine. 50 pennies.• Fine meal. 1 shilling.
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Hirelings

- **Torchbearer.** 1 shilling a day. Str 2d6, lantern, club.
- **Mercenary.** 5 shillings a day. 2d6 HP, rifle, sword.
- **Expert.** 10 shillings a day. Expertise in a specific area. Pistol.

Animals

- Mule or Llama. 5 shillings.
- Horse. 1 guilder. (+1 to rider's armor.)
- War Dog. 5 shillings. Str 1d10, 1d6 bite.
- Hound or Mastiff. 50 shillings. Str 1d10 +2, 1d8 bite.
- Parrots and Ravens. 10 shillings, Str d6, d4 claws.
- Kestrels and Hawks. 50 shillings, d6 claws.

Weapons

Proud Rider .30. 10 shillings. 1d6 damage. This revolver was common before the Arcanum War. Six round cylinder, break loader. Reloading takes a full round.

Glancer .45. 30 shillings. 1d6 damage. Officer's sidearm. A .45 caliber pistol with 7 rounds per clip. It can fire a 3 round burst, gaining one benefit: +2 Dex for aiming roll, a new target in a 30 degree arc, or x2 damage on 1 target. Reloading is a move equivalent.

Punchflitter 802. 10 shillings. 1d8 damage. This rifle was the standard issue of the Tellurian forces in the Arcanum War. Bolt action with a 5 round clip, reliable, .30 caliber. Designed to be fitted with a bayonet. Reloading is a move equivalent, working the bolt is a free action.

Balegaze (single or double). 10 shillings. 1d8 damage. This shotgun was almost always sawed off for short range battle, but some retain the 5 foot barrels. Single barrel was most common, but over-under guns are more popular now. Break loader. Reloading is a move or action per barrel.

Greensleeves 18 Machine Gun. 1 guilder. 1d10 damage. Designed for use with a tripod or vehicle mount, the gun often uses a second gunner to manage the ammunition belt feed, usually in a box.

- When firing the Greensleeves, roll 1d6 for stream. Each stream can be +2 Dex for the aiming roll, a new target in a 30 degree arc, or a x1 multiplier to a single target. (So rolling 3 damage and applying 4 stream to one target would do 12 damage to that target.) One roll to hit covers all potential targets.
- A box or belt of ammunition has 3 stream rolls of ammunition. Changing to a new box or belt is a full round action, or a move equivalent if a second gunner is assisting.

The Redcapper. 50 shillings. 1d10 damage. Designed to take down big game (cannot move and shoot.) Takes a round to reload. Single shot.