Knave

SECOND EDITION

PATREON DRAFT 1

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GM Duties

Prepare for Sessions

Places: Create environments for the PCs to explore. Seed these environments with treasures to collect, enemies to fight, devices to tinker with, people to talk to, wonders to gawk at, terrors to flee, problems to solve, and powder-keg situations to explode.

People: Give NPCs and monsters personalities, loyalties, and motivations, and entangle their lives together.

Things: Create tools, spells, weapons, and magical artifacts that evoke wonder and promote creative problem solving.

Host the Game

Facilitate: Host the game like you'd host a party. Present opportunities, but let the players guide the action.

Check In: Check in with the players to make sure everyone (including you) is having a good time. If not, adjust the game or have a conversation about the campaign's expectations.

Play the World

Arbitrate: Be impartial and consistent when you make rulings. The players should be playing against the world, not against you. Roll dice in the open, unless the PCs would not know the results.

Verisimilitude: Strive to pull the players into the world by making it a living, internally consistent place. Use random tables and generators to keep things fresh and surprising.

When to Roll: Never roll dice when common sense tells you the logical outcome (which is most of the time).

Reward Player Creativity: Allow the players' actions to have a major impact on the campaign, especially when they come up with ingenious solutions that bypass or eliminate obstacles.

Reveal the World: Give the players plenty of information about what is happening in the game world. When in doubt, give them more. Without information, players cannot make smart choices.

Signpost Danger: The more dangerous a thing is, the more obvious it should be. Don't penalize players with consequences they could not have avoided or known about.

Keep Strict Time Records

Maintain Urgency: Time is a resource for players, so it should be tracked carefully. Wasting it should have consequences.

Calendar: Make a calendar and track the days. What are other NPCs and factions up to while the players are adventuring? What holidays are NPCs celebrating? What threats are growing closer?

Hack the Rules

The rules are your servant, not your master. If a rule isn't working the way your group likes, talk to them about it and then tailor things to fit the table's preferences.

Player Duties

Assist the GM

Take as much work off of the GM's shoulders as you can. Show up on time, bring snacks, learn the rules, keep session notes, draw maps, be ready for your turn, etc. Tell the GM your short and long-term plans so they can have material ready.

Play Your Character

Fitting In: Talk to the GM and the other players to make sure your PC meshes with the setting and tone of the game. Avoid creating inter-party conflicts unless the other players are okay with it.

Standing Out: Give your PC some distinctive features that set them apart from the other characters. Note that it's fine to play very in-character or to treat your character more like a pawn. Doing voices is optional. Find a way to play that you enjoy.

Confront the World

Take Initiative: Work with the other players to set your own goals and make your own fun rather than waiting for it to come to you.

Ask Questions: Information is the lifeblood of the game. Get as much of it as you can. Search rooms, experiment, consult sages, etc.

Use Tactical Infinity: Treat the campaign setting as if it was real and turn the world to your advantage. No detail is simply "flavor."

Scheme: Avoid risky pans that require you to roll dice. Instead, create plans so clever and airtight that success is certain. Use psychology, magic, equipment, NPCs, and the environment to overcome obstacles rather than your ability scores.

Think Ahead: Remember that your actions can have long-term consequences and NPCs will remember you. Rash or impulsive actions can come back to haunt you.

Fight Dirty: Avoid getting into fights where you don't start with the upper hand. Combat in Knave is neither balanced nor fair, so if you must fight, fight like your life depends on it.

Prepare to Die

Embrace your character's death it when it happens and roll up a new PC to take their place. Losing a PC makes for great stories, lets you try out new characters, and can thrust the party into unexpected situations.

Knave Creation

I. ABILITY SCORES

All ability scores begin at +0. Roll a d6 to add a +1 to one of the abilities and then add a +1 to two other abilities of your choice.

⚀ +1 to **Strength (STR)**
⚁ +1 to **Dexterity (DEX)**
⚂ +1 to **Constitution (CON)**
⚃ +1 to **Intelligence (INT)**
⚄ +1 to **Wisdom (WIS)**
⚅ +1 to **Charisma (CHA)**

II. SECONDARY STATS

- ***Level and Experience Points (XP):*** Level 1, 0 XP
- ***Item Slots:*** 10 base slots plus 1 bonus slot per +1 in CON.
- ***Hit Points:*** 1d6. HP prevents damage from causing injuries.
- ***Combat Speed:*** 40' per 10-second round.
- ***Dungeon Speed:*** 120' (slow) or 2,400' (fast) per 10-minute turn.
- ***Travel Speed:*** 8 miles per 4-hour watch.

III. CAREERS

Pick or randomly select two of the following careers, or create your own with GM approval. The GM may also create a list of careers that better fit the campaign's world. PCs gain a +5 bonus on non-combat checks that are closely related to one of their careers.

d20	1-4	5-8	9-12	13-16	17-20
1	Acolyte	Clockmaker	Headsman	Musician	Scribe
2	Acrobat	Coachman	Herbalist	Naturalist	Sculptor
3	Actor	Cook	Hermit	Officer	Servant
4	Alchemist	Courier	Puppeteer	Orator	Shepherd
5	Antiquarian	Cultist	Hunter	Painter	Shipwright
6	Arcanist	Cutpurse	Informant	Peddler	Shopkeeper
7	Architect	Engineer	Innkeeper	Philosopher	Singer
8	Astrologer	Explorer	Inquisitor	Physician	Smuggler
9	Baker	Falconer	Investigator	Pilgrim	Soldier
10	Bandit	Fence	Jailer	Pirate	Spy
11	Beast tamer	Fisherman	Jester	Pit Fighter	Squire
12	Beekeeper	Folklorist	Jeweler	Playwright	Tailor
13	Blacksmith	Fortuneteller	Knight	Poacher	Tattooist
14	Boatman	Gambler	Kidnapper	Poet	Thieftaker
15	Bookbinder	Gamekeeper	Lawyer	Priest	Thug
16	Brewer	Gardener	Locksmith	Prospector	Torturer
17	Burglar	Graverobber	Mason	Ratcatcher	Cobbler
18	Butcher	Gravedigger	Merchant	Saboteur	Trapper
19	Carpenter	Groom	Messenger	Sailor	Watchman
20	Charlatan	Guard	Miner	Scout	Woodcutter

IV. MISFORTUNE

Why did you abandon your old life to become a Knave?

1. Abandoned	**6.** Cursed	**11.** Exiled	**16.** Pursued
2. Addicted	**7.** Defrauded	**12.** Family Killed	**17.** Robbed
3. Betrayed	**8.** Demoted	**13.** Framed	**18.** Ruined
4. Blackmailed	**9.** Discredited	**14.** Haunted	**19.** Shipwrecked
5. Condemned	**10.** Disowned	**15.** Overthrown	**20.** Slandered

IV. EQUIPMENT AND ARMOR

Equipment: You can start with whatever equipment you wish, provided that all items fit in your item slots. The GM has final say.

Armor: Your Armor Class (AC) is 11 + your armor points (AP).

V. TRAITS

Write down two or three of your PC's memorable traits, using the tables below as inspiration if you wish.

Physical Traits

d20	Build	Face	Garb	Hair	Mark
1	Athletic	Angular	Antique	Bald	Acid Scar
2	Brawny	Aquiline	Ceremonial	Braided	Arrow Scar
3	Corpulent	Beautiful	Decorated	Bristly	Birthmark
4	Delicate	Blunt	Eccentric	Coiffed	Bite Scar
5	Gaunt	Bony	Elegant	Cropped	Blade Scar
6	Hulking	Chiseled	Embroidered	Curly	Broken Nose
7	Lanky	Craggy	Fashionable	Dreadlocks	Burn Scar
8	Ripped	Delicate	Flamboyant	Filthy	Claw Scar
9	Rugged	Elfin	Foreign	Luxurious	Knife Scar
10	Scrawny	Flat	Formal	Mohawk	Missing Ear
11	Shriveled	Furrowed	Muddy	Pageboy	Missing Eye
12	Sinewy	Lumpy	Oversized	Ponytail	Missing Finger
13	Slender	Patrician	Patched	Shaggy	Missing Teeth
14	Flabby	Piercings	Perfumed	Silky	Missing Toe
15	Statuesque	Refined	Rancid	Singed	Noose Scar
16	Stout	Round	Sigiled	Slicked	Pox Scars
17	Tiny	Rugged	Stained	Topknot	Ritual Scar
18	Towering	Soft	Threadbare	Very Long	Tattoos
19	Willowy	Square	Torn	Wavy	Torture Scar
20	Wiry	Weathered	Uniform	Wispy	Wart

Personality Traits

d20	1-4	5-8	9-12	13-16	17-20
1	Airy	Cultured	Glutton	Mellow	Righteous
2	Ambitious	Curious	Gregarious	Merciful	Rude
3	Anxious	Debonair	Gullible	Methodical	Sarcastic
4	Arrogant	Deceitful	Honest	Miserly	Serene
5	Bitter	Decisive	Honorable	Morbid	Skeptical
6	Blunt	Disciplined	Humble	Obsessive	Slovenly
7	Braggart	Distracted	Hypnotic	Parental	Snob
8	Calculating	Dogmatic	Idealistic	Partier	Stern
9	Cautious	Droll	Imperious	Patriotic	Stoic
10	Childish	Dry	Impulsive	Pedantic	Stubborn
11	Chipper	Dutiful	Insecure	Perfectionist	Superstitious
12	Chummy	Epicurean	Intense	Pious	Suspicious
13	Coarse	Fanatic	Irascible	Precise	Theatrical
14	Competitive	Flippant	Irreverent	Prejudiced	Daredevil
15	Confident	Folksy	Jealous	Pretentious	Toadie
16	Contrary	Formal	Joker	Proud	Uptight
17	Courageous	Frivolous	Just	Puritanical	Vain
18	Courteous	Generous	Lazy	Pushy	Venal
19	Cowardly	Germaphobe	Logical	Rake	Vengeful
20	Cryptic	Gloomy	Loyal	Reckless	Windbag

V. FINISHING TOUCHES

Name your character and introduce them to the other players.

Packages

At the GM's option, PCs may start with the equipment corresponding to their backgrounds instead of choosing it. This will result in poorer PCs who have to scrounge for gear initially.

d20	1-4	5-8	9-12	13-16	17-20
1	***Acolyte*** Censer Candlestick	***Clockmaker*** Pocket watch Loupe	***Headsman*** Large Axe Hood	***Musician*** Instrument Wax	***Scribe*** Lamp Oil Quill/Ink
2	***Acrobat*** Juggling Balls Lamp Oil	***Coachman*** Horsewhip Short Sword	***Herbalist*** Bag of Herbs Sickle	***Naturalist*** Insect Case Geode	***Sculptor*** Chisel Clay
3	***Actor*** Makeup Costume	***Cook*** Iron Pan Bag of Salt	***Hermit*** Staff 6 Torches	***Officer*** Saber Soap	***Servant*** Sponge Silverware
4	***Alchemist*** Mortar/Pestle Failed Potion	***Courier*** Local Map Lantern	***Puppeteer*** Puppet Red Rags	***Orator*** 100 Marbles Bullhorn	***Shepherd*** Crook Sling
5	***Antiquarian*** Ancient Flag Old Coin	***Cultist*** Dagger Torch	***Hunter*** Bow/Arrows Tent	***Painter*** Pigment Pots Brushes	***Shipwright*** Axe Drill
6	***Arcanist*** Wand Chalk	***Cutpurse*** Knife Caltrops	***Informant*** Pamphlet Notebook	***Peddler*** 300' Twine Tinderbox	***Shopkeeper*** Soap Fan
7	***Architect*** Plumb Line Square	***Engineer*** Ruler Abacus	***Innkeeper*** Ladle Crossbow	***Philosopher*** Lantern Chalk	***Singer*** Mirror Makeup
8	***Astrologer*** Astrolabe Spyglass	***Explorer*** Spyglass Spiked Boots	***Inquisitor*** Mace Holy Book	***Physician*** Saw Wine Jug	***Smuggler*** Block/Tackle Sword
9	***Baker*** Rolling Pin Bag of Flour	***Falconer*** Thick Glove Whistle	***Investigator*** Manacles Cudgel	***Pilgrim*** Staff Holy Relic	***Soldier*** Spear Light Armor
10	***Bandit*** Mask Cudgel	***Fence*** Metal File Sealing Wax	***Jailer*** 10' Chain Wine Jug	***Pirate*** Saber Sextant	***Spy*** Caltrops Poison
11	***Beast tamer*** Whip Light Armor	***Fisherman*** Net Fishing Gear	***Jester*** Donkey Head Scepter	***Pit Fighter*** Net Trident	***Squire*** Torn Flag Sword
12	***Beekeeper*** Pot of Honey Knife	***Folklorist*** Bottled Fairy Dragon Scale	***Jeweler*** Loupe Fake Jewels	***Playwright*** Skull 20 Candles	***Tailor*** Sewing Kit Scissors
13	***Blacksmith*** Bellows Iron Tongs	***Fortuneteller*** Tarot Deck Crystal Ball	***Knight*** Heavy Armor Lance	***Poacher*** Bow/Arrows Animal Scent	***Tattooist*** Pot of Soot 20 Candles
14	***Boatman*** 10' Pole 50' Rope	***Gambler*** Card Deck Set of Dice	***Kidnapper*** 50' Rope Mask	***Poet*** Small Bell Perfume	***Thieftaker*** Flail Fake Warrant
15	***Bookbinder*** Sewing Kit Blank Book	***Gamekeeper*** Horn Ladder	***Lawyer*** Fancy Robe Law Book	***Priest*** Holy Water Wood Stakes	***Thug*** Dagger Wine Jug
16	***Brewer*** Strong Beer Mash Paddle	***Gardener*** Shovel Shears	***Locksmith*** Lockpicks Lock	***Prospector*** Iron Spikes Pickaxe	***Torturer*** Drill Hourglass
17	***Burglar*** Lockpicks Grappling H.	***Graverobber*** Crowbar 6 Torches	***Mason*** Chisel Hammer	***Ratcatcher*** Small Cage 20 Rat Traps	***Cobbler*** 100 Nails Knife
18	***Butcher*** Cleaver Meat Hook	***Gravedigger*** Shovel Pickaxe	***Merchant*** Scales Sling	***Saboteur*** Air Bladder Lantern Oil	***Trapper*** Spear Bear Trap
19	***Carpenter*** Saw 100 Nails	***Groom*** Horse Brush Blanket	***Dyer*** Dyes Soap	***Sailor*** Bucket of Tar Block/Tackle	***Watchman*** Lantern Bullhorn
20	***Charlatan*** Costume Forged Doc	***Guard*** Med. Armor Halberd	***Miner*** Pickaxe Lantern	***Scout*** Sling Black Grease	***Woodcutter*** Axe 50' Rope

Archetypes

Although Knave is a classless game in which the PCs' equipment mostly defines their role, many players want their PCs to fit into an established fantasy archetype. These players can use the guidelines below when creating and advancing their characters. Each archetype has two abilities to prioritize when advancing and some recommended gear. Note that because Constitution increases a PC's items slots, it should be a high priority for all PCs.

FIGHTER - PALADIN - BARBARIAN

Primary abilities: Strength (for melee attacks and maneuvers) and Charisma (to lead troops and win initiative).

Equipment: A wide variety of weapons to exploit different foes' weaknesses and to replace weapons that break. They should also bring armor and shields for protection on the front lines.

MONK - BRAWLER

Primary abilities: Strength (for unarmed attacks and maneuvers) and Dexterity (to sneak up on foes and for maneuvers).

Equipment: As little as possible, since unarmed attacks gain a +1 to hit for each empty slot. Although their damage will be low, these PCs will be able to pull off a lot of combat maneuvers, allowing them to manipulate the battlefield.

THIEF - RANGER - ASSASSIN

Primary abilities: Dexterity (for picking locks, sneaking, climbing, assassinating, etc.) and Wisdom (for tracking and ranged attacks).

Equipment: Lockpicks, crowbars, rope, grease, lanterns, grappling hooks, etc. Also, ranged weapons and ammunition.

CLERIC - WITCH - DRUID

Primary abilities: Charisma (to attract followers, spread your beliefs, and commune with spirits) and Wisdom (in order to increase the power of miracles).

Equipment: As many holy objects and relics as possible in order to build their connection with different spirits. Druids and Witches may want to save item slots for their familiars.

BARD - CHARLATAN

Primary abilities: Charisma (to attract and entertain a crowd and for disguises) and Dexterity (for sleight of hand).

Equipment: Musical instruments, cards, juggling balls, flash powder, costumes, etc.

WIZARD - ALCHEMIST

Primary abilities: Intelligence (to cast more spells/brew more potions) and Wisdom (in order to increase the power of spells and for throwing bombs and potions).

Equipment: Spellbooks, scrolls, wands, ingredients, alchemy equipment, etc.

Equipment

All prices are in copper pennies.

ADVENTURING GEAR

Air Bladder	5	Glue (bottle)	1	Pick	10
Bear Trap	20	Grappling Hook	10	Pole (10')	5
Bedroll	10	Hammer	10	Quill and Ink	1
Bellows	10	Holy Water	25	Rope (50')	10
Black Grease	1	Horn	10	Sack	1
Block and Tackle	30	Hourglass	300	Saw	10
Book (Blank)	300	Incense (packet)	10	Dice	5
Book (Reading)	600	Iron Tongs	10	Shovel	10
Bottle/Vial	1	Ladder (10')	10	Small Bell	20
Bucket	5	Large Sponge	5	Soap	1
Caltrops (bag)	10	Lens	100	Spike (iron)	5
Chain (10')	10	Lockpicks	50	Spike (wood)	1
Chalk (10 pieces)	1	Manacles	10	Spiked boots	5
Chisel	5	Metal File	5	Spyglass	1000
Cookpots	10	Hand Mirror	200	Tar (Pot)	10
Crowbar	10	Instrument	200	Tent (3 man)	100
Deck of Cards	5	Nails (12)	5	Tent (personal)	50
Drill	10	Net	10	Twine (300 ft)	5
Makeup Kit	10	Oilskin Bag	5	Waterskin	5
Fake Jewels	50	Oilskin Trousers	10	Whistle	5
Fishing Kit	10	Padlock and Key	20	Candle, 4 hours	1
Marbles (100)	5	Perfume	50	Lantern	30
Torch	1	Tinderbox	10	Lantern Oil	5

ARMOR

Armor Type	Slots/AP	Rules	Cost
Shield	1	Break to ignore damage	50
Light Armor	2	None	100
Medium Armor	4	-5 on stealth checks	2000
Heavy Armor	6	Stealth is impossible	8000

WEAPONS

Weapon	Dmg.	Slots	Hands	Traits	Cost
Hand Axe	d6	1	1	Throwable	10
Battle-Axe	d8	2	2	Breaks wooden gear	20
Club	d6	1	1	Stun	5
Mace	d6	1	1	Anti-plate	10
Warhammer	d8	2	2	Knockback, anti-plate	20
Flail	d6	1	1	Ignores shields, trip	10
Dagger	d6	1	1	Throwable, close quarters	5
Shortsword	d6	1	1	?	10
Longsword	d8	2	2	?	10
Quarterstaff	d6	2	2	Stun, trip	5
Spear	d6	2	1	Throwable, Trip, Reach	10
Halberd	d8	2	2	Trip Reach	20
Sling	d4	1	1	Short Range, mounted	5
Shortbow	d6	1	2	Med. Range, mounted	15
Longbow	d6	2	2	Long range, armor piercing	20
Crossbow	d8	2	2	Slow, long range, armor piercing	60
20 Arrows	-	-	-	-	5
Quiver	-	1	-	-	10

CLOTHING

Poor	10	Wealthy	200	Royal	10,000
Respectable	50	Noble	1000	Winterized	×2

FOOD

Rations (1 day)	5	Eggs, 24	1	Lard, 5 lbs	1
Feed (1 day)	2	Flour, 5 lbs	1	Onions, 1 bushel	8
Bacon, side of	10	Fruit, 1 lb	1	Salt, 1 bushel	3
Bread, 1 loaf	1	Garlic, bunch	1	Spices, 1 lb	200
Cheese, 1 lb	2	Grain, 1 bushel	4	Sugar, 1 lb	12
Cider, 4 gallons	1	Herbs, 1 bunch	1	Wine/ale, bottle	1
Cod, whole	20				

ANIMALS

Chicken	1	Pack mule	300	Horse, war	10,000
Cow	100	Goat	10	Ox	300
Dog, hunting	50	Hawk	1000	Pig	30
Dog, small	20	Horse, riding	1000	Sheep	15

LODGING

Bed	1	Meal	2	Stabling	1
Private Room	2	Hot Bath	2	Fodder	1

TRANSPORT

Ship, high quality	720/ton	Raft	50	Galleon	125,000
Ship, good quality	480/ton	Fishing boat	500	Carriage	320
Ship, used quality	240/ton	Sloop	5000	Cart	50
Ship, poor quality	120/ton	Caravel	25,000	Wagon	120

HIRELING COST PER DAY

Laborer	1	Blacksmith	8
Scribe	2	Man-at-arms (mounted)	12
Archer	3	Master Builder	15
Mason	4	Barber-Surgeon	25
Man-at-arms	6	Knight	25

BUILDINGS

Hovel	120	Tower	48,000
Row House	1200	Temple	75,000
Craftsman's House	2400	Stronghold	100,000
Merchant's House	7200	Cathedral	500,000
House w/ Courtyard	21,600	Palace	2,500,000
Guildhall	32,600	Monthly Rent	×0.01

Item Slots

PCs in Knave start the game with 10 item slots and gain another slot with each point of CON. All slots are numbered from 1 to 20. These slots are used to track how many significant items the character can hold at one time as well as how much injury they can sustain before death.

Slot Size: A slot holds about 5 pounds or 2 kilos. Items such as a spellbook, potion, short sword, shield, 500 coins, a quiver with 20 arrows, or two days of rations take up 1 slot. Some larger and bulkier items like two-handed weapons, or armor take up more than one slot. The GM has final say.

Packing Slots: Items in lower-numbered slots are more accessible than items in higher slots. If a character wants to grab an item during combat, they must roll that item's slot or higher on a d20 to grab it. If they succeed, they grab it immediately. If they fail, it is out of reach. Rearranging your items takes 10 minutes.

INJURIES

When a PC receives and injury, it "fills" an item slot not occupied by another injury, starting at highest numbered available slot. Any items in that slot are dropped and may be broken.

Injury Types: Injuries can be whatever the DM sees fit. For example: Hungry, Thirsty, Burned, Pierced, Slashed, Bludgeoned, Exhausted, Overheated, Frozen, etc.

Removing Injuries: Usually, one injury is removed each morning as long as the PC slept for at least two watches, ate a meal the night before. The GM is free to modify this rule. For example: allowing multiple injuries to be removed at once if they are not very severe, or requiring the use of medicine before a wound is healed. Some injuries may be so severe that they cannot be healed at all, causing a "scar" and permanently locking up that item slot.

Death: If all of a PC's slots are filled with injuries, they die.

DAMAGE

When a PC takes damage, it is first subtracted from their HP. Once HP is gone, each point of damage adds an appropriate injury (a slashing weapon inflicts slash wounds, for example).

Direct Damage: Direct damage is damage that bypasses a creature's HP and imposes injuries directly. Damage is usually direct damage if a creature's combat experience would not be able to mitigate it, for example attacking an unaware foe or falling off a cliff.

Monster Damage: NPCs and monsters usually do not receive injuries (since they don't have item slots) and simply die at 0 HP. Direct damage to a monster simply does triple damage to their HP.

BREAKAGE

Items in slots that receive an injury become broken if they are susceptible to that kind of damage. For example, a mace would break a potion bottle but it wouldn't affect a coil of rope.

Hazards

FIRE

- ***Torch:*** 1 direct damage per round.
- ***Campfire:*** 1d6 direct damage per round.
- ***Bonfire:*** 4d6 direct damage per round.
- ***Lava:*** Instant death.

WATER

- ***Drowning:*** Creatures can hold their breath for 30 seconds (5 rounds) for each point of CON. After this point, they pass out and must make a CON check every round or die.
- ***Swimming:*** ?
- ***Cold Water:*** Characters immersed in cold water must make a CON check every minute. If they fail, they take 1 direct damage.

SURVIVAL

- ***Lightning:*** 3d6 direct damage
- ***Falling:*** 1d6 direct damage per 10 feet, up to 20d6.
- ***Falling Objects:*** ?
- ***Hunger:*** ?
- ***Thirst:*** ?
- ***Sleep Deprivation:*** -5 on all checks. For each day you are sleep deprived, you lose an additional 1d6 HP when the Fatigue result is rolled on the hazard die. If this HP loss would cause an injury, you instead fall asleep.
- ***Drunkenness:*** -5 on all checks. Each hour you spend drinking, you must make a CON check. On a failure, you lose d6 HP. If this HP loss causes an injury, you pass out after recording that injury.

WEAPON DAMAGE

- ***Unarmed Attacks:*** d2 damage
- ***Improvised Weapons:*** d4-d8 damage depending on their size. They always break on a hit.
- ***One-handed and Ranged Weapons :*** d6 damage
- ***Two-handed Weapons:*** d8 damage
- ***Legendary Weapons:*** d10 damage
- ***Giant Weapons:*** d12 damage

Making Checks

THE SIX ABILITIES

***Strength* (STR)**: Added to melee attack checks, some maneuvers, and checks requiring physical power. Power attacks deal bonus damage equal to STR.

***Dexterity* (DEX):** Added to sneak attacks and checks requiring agility like dodging, climbing, sneaking, picking pockets, etc.

***Constitution* (CON):** Added to checks to resist poison, sickness, cold, etc. PCs have a number of item slots equal to 10+CON.

***Intelligence* (INT):** Added to checks requiring cleverness like deciphering spellbooks, crafting objects, etc. PCs can cast a number of spells per day equal to INT.

***Wisdom* (WIS):** Added to ranged attack rolls and checks requiring focus and willpower, like tracking foes. The level of the spells and miracles the PC casts is equal to WIS.

***Charisma* (CHA):** Added to checks to influence NPCs, contact spirits, win initiative, call down miracles, or break enemy morale. A PC can have a number of followers equal to CHA.

ACTIONS

When a PC takes an action, consider the following:

- ***Is the outcome of the action obvious?*** Most actions either automatically succeed or automatically fail. Use common sense.
- ***Does the task require specialized training?*** If so, the PC must have a related background in order to attempt it.
- ***Does the task require particular tools?*** If so, the PC must have the proper equipment to attempt it.
- ***Is something at risk and is the outcome uncertain?*** If so, a check is required see if the action succeeds.

PLAYER SKILL VS PC SKILL

Whenever possible, the players' problem-solving skills should be challenged rather than the PCs' ability scores. Situations involving solving puzzles, disabling traps, reading NPCs' motives, creating plans, etc. should be solved with critical thinking and discussion rather than with a check.

MAKING A CHECK

Roll a d20 and add the appropriate ability score. If the total is 16 or higher (the target number, or TN), they succeed. If not, they fail.

Opposed Checks: When a check is made against another creature, the target number equals 11 + the foe's appropriate ability score or armor points, whichever makes the most sense.

No Ability Scores: When a creature doesn't have ability scores, use their HD if they are good at the activity, half of their HD (rounded up) if they are mediocre at it, or nothing if they are bad at it.

For example: If a PC shoots a fireball at a 3 HD monster, the PC would roll d20+ WIS against a target number of 14 (11 + 3 from the monster's HD, since the GM rules that it is good at dodging.) Note that this math can also be reversed: the monster could instead roll d20+ 3 against a target number of 11+ the PC's WIS to see if they dodge. The odds of success stay the same either way.

BONUSES AND PENALTIES

The GM can add +5 bonus to a check's roll for each situational advantage the character has or -5 penalty for each disadvantage. Bonuses and penalties are called modifiers.

Modifiers can come from the task's difficulty, the PC's approach, the amount of time spent, the PC having a related background, etc. Backgrounds do not modify combat checks.

SOCIAL CHECKS

Only make a check for a social interaction when it is risky and uncertain. Common sense is all that's required most of the time.

Social checks are opposed checks made using the PC's CHA against the NPC's INT, WIS or CHA, depending on the context. Common modifiers include: the target's disposition and relationship to the PC, factional and moral alignment, the PC's phrasing, bribes, promises, threats, etc.

RECALLING LORE

When a player asks if their PC knows something, ask yourself:

- ***Is it common knowledge?*** If so, the PC knows it, unless there is a compelling reason why they wouldn't.
- ***Is it specialist knowledge?*** If so, the PC knows it if they have a related background. Learning the knowledge from a related book takes 10 minutes.
- ***Is it esoteric or lost knowledge?*** If so, the PC will have to find a way to discover it in-game.

Combat

ROUNDS

Combat is divided into 10-second rounds. The side that initiated combat goes first each round. If this is unclear, decide with an opposed CHA check between the sides' leaders.

Surprise: If one side surprises another, the surprising side acts first and gains a +5 bonus on all combat checks during the first round.

ACTIONS

On their side's turn, each character may move up to their movement speed (usually 40 feet) and take one other action. They can act in any order, including simultaneously.

Actions Include: Attacking, attempting a maneuver, aiming a ranged weapon, moving again, drinking a potion, casting a spell, or anything else the GM permits.

MANEUVERS

Maneuvers are actions that put a foe at a disadvantage without dealing damage, such as disarming, pushing, stunning, blinding, breaking gear, tripping, pickpocketing, climbing, restraining, etc. They are resolved with an opposed check. Modifying factors include: positioning, size, equipment, surprise, outnumbering, etc.

MELEE ATTACKS

Hitting: Melee attacks are made with a STR check against the foe's armor class (AC), which is equal to 11 + their armor points. On a success, they are hit. Modifying factors include: surprise, positioning, ganging up, etc.

Critical Hits: When a character hits with an attack and also rolls a total of 21 or more, the attacker can add an additional effect to the attack appropriate to the weapon they are using: knocking the foe down with a warhammer, tripping them with a spear, etc.

Damage: On a hit, the attacker rolls their weapon's damage die to determine the amount of damage dealt.

Power Attacks: The attacker can choose to add their STR to the damage of an attack before rolling the damage die. If they do and the damage die then rolls its highest value, the weapon breaks after dealing the damage.

Sneak Attacks: Melee attacks against unsuspecting, vulnerable foes use DEX instead of STR. All damage is direct damage.

RANGED ATTACKS

Hitting: Ranged attacks are made with a WIS check against the foe's armor class. On a success, they are hit. The target must be within range and clearly visible, and the attacker cannot be in melee combat. Modifying factors include: whether the attacker spent a round aiming, visibility, cover, foe size, range, surprise, elevation, etc.

Damage: On a hit, the attacker rolls their weapon's damage die to determine the amount of damage dealt.

Ammunition: PCs should track ammunition with tally marks on their quiver's slot. Quivers can hold 20 arrows.

UNARMED ATTACKS

Hitting: Unarmed attacks are made with a STR check against the foe's armor class (AC). +1 can be added for each of the attacker's empty item slots. On a success, the defender is hit and takes d2 damage.

Critical Hits: When an unarmed attack hits and also rolls a total of 21 or more, the attacker can add an additional effect to the attack: throwing the foe, grappling them, disarming them, etc.

Unarmed Power Attacks: The attacker can choose to add their STR to the damage of an unarmed attack before rolling the damage die. If they do and the damage die then rolls its highest value, the attacker takes 1 damage.

WEAKNESS AND RESISTANCE

Attacks that a foe is weak to (e.g. a warhammer used against skeleton) double the total damage. Attacks that a foe is resistant to (e.g. a warhammer used against a slime) halve the total damage (rounded up.)

SHIELDS SHALL BE SPLINTERED

PCs can choose to shatter their shield in order to negate all damage from a single (non-sneak) melee attack.

MORALE CHECKS

Most NPCs will engage in common-sense tactics when losing a fight: retreating, negotiating a truce, etc. However, a player can call for a morale check to see if their foes panic at certain breaking points, such as: the foe drops to half HP (if alone), loses half of their side, loses their leader, is ambushed, is attacked by magic or something they fear, etc.

If the GM agrees that a breaking point has occurred, they can have an appropriate PC make a CHA check, with modifiers for the NPC's bravery or cowardice, the PC's reputation, etc. On a success, the NPC's morale breaks and they flee or surrender.

Travelling

WATCHES

While on a journey, days are divided into six watches: three for day, three for night. Each watch is four hours long. Most major actions (travelling, foraging, etc.) take a watch to complete.

THE JOURNEY HAZARD DIE

At the end of each watch, roll the d6 Hazard Die.

d6	Result
1	***Encounter:*** The party has an encounter, usually rolled from a table designed for the region or terrain type. The DM may also randomly determine the encounter's reaction to the party, current activity, and distance from the party.
2	***Fatigue:*** Each party member takes 1 damage unless they spend their next turn eating a ration and resting. Damage may be higher in severe weather. Ignore this result while camping.
3	***Loss:*** Each PC rolls d10 + 10 and loses the item in that item slot (if any) unless the party spends the next turn recovering it. Ignore this result while camping.
4	***Weather:*** Weather changes or some other local effect begins.
5	***Sign:*** The party finds a clue about the next encounter.
6	***Free***: No effect.

TRAVELING

Travel Speed: 8 miles per watch. Speed is halved when travelling in darkness, through difficult terrain, or in severe weather. It is doubled when using a road or riding a mount.

Navigation: It is up to the party to find their way from location to location, using roads, trails, maps, directions, or local guides. If conditions make navigation very difficult, the GM may require a WIS check (rolled in secret) to see if the party gets lost.

Getting Lost: If the party is lost, the GM should secretly roll a d6. The direction the "1" side is pointing indicates the direction they veer in. If it is pointing up or down the party makes no progress. Climbing a high point should usually allow the party to get their bearings and spot any landmarks or obvious points of interest.

FORAGING

Foraging for food takes a watch and requires a WIS check, modified by factors like weather, environment, etc. On a success, the PC collects d6 rations. Two rations fit in one item slot.

SLEEP AND HEALING

Healing: Each morning PCs may recover lost hit points, as long as they slept for at least two watches and ate a meal (one ration) the night before. In a safe haven they roll a number of d6s equal to their level, otherwise they roll half as many (rounded up). The sum of the dice is the PC's new HP total, if higher than their current HP. This process also removes one injury from an item slot, provided that the PC has a way of treating that injury.

Night Watches: During the three night watches, the PCs should take turns so that someone is always on watch and everyone gets two watches of sleep. If no one is on watch, any encounters rolled will ambush the party.

Dungeoneering

TURNS

While dungeon delving, time is divided into 10-minute segments called turns. Most major actions (moving, searching, fighting, resting, etc.) take one turn to complete.

THE DUNGEON HAZARD DIE

At the end of each turn, roll the d6 Hazard Die.

d6	Result
1	***Encounter:*** The party has an encounter, usually rolled from a table designed this dungeon. The DM may also randomly determine the encounter's reaction to the party, current activity, and distance from the party.
2	***Fatigue:*** Each party member takes 1 damage unless they spend their next turn resting.
3	***Expiration:*** Ongoing effects like spells end. Torches burn out and lanterns use up one measure of oil.
4	***Dungeon Shift:*** The dungeon changes in some way.
5	***Sign:*** The party finds a clue about the next encounter.
6	***Free***: No effect.

DUNGEON MOVEMENT

Crawl: The standard movement rate in a dungeon is 120 feet (24 five-foot squares) per turn. This allows the party to automatically detect most hidden traps, map their environment, and avoid being automatically surprised by encounters.

Quick: PCs can move up to 20 times faster than a crawl: 2,400 feet (480 five-foot squares) per turn. However, PCs moving faster than a crawl will be surprised by all encounters, spring all hidden traps, and will not be able to map their environment.

MAPPING

It is up to the players to draw a map of their surroundings as described by the DM. The DM should only correct map errors that are the result of miscommunication.

SLEEP AND HEALING

Resting or sleeping in a dungeon never recovers HP or removes injuries, unless the party somehow finds a safe haven there.

SEARCHING

Hidden Features: PCs can spend a turn searching a room-sized area to automatically reveal any non-obvious features (a statuette inside a drawer, a cracked tile, a faint ticking noise, etc.)

Secret Features: Secret features (like hidden doors, a letter inside a mattress, etc.) should have corresponding clues and can only be found taking the correct actions to reveal them.

Weather

THE WEATHER TABLES

Starting Weather: At the start of the game, find the appropriate season table and roll 2d6 for each other three weather elements: Precipitation, Wind, and Temperature.

Changing the Weather: When you roll a Weather result on the Hazard Die, reroll any elements of the current weather that have an asterisk to find the new weather, using the appropriate season table. If none of the elements has an asterisk, randomly pick one element to reroll. If you want the weather to be a bit more chaotic, reroll two or three elements instead.

Designing Your Own Weather: These tables are (very roughly) based on weather in the temperate zone of North America and Europe, so may wish to create your own weather tables that are a better fit for your campaign's setting.

WEATHER EFFECTS

- ***Light Rain:*** Everything gets wet. Rations, papers, and so on may be spoilt if not properly protected.
- ***Heavy Rain:*** As with light rain, but also reduces visibility, disorients PCs, slows movement, drowns out sound, and creates mud. If rain continues for several days, flooding and landslides may occur. +1 damage when Fatigue is rolled on the Hazard Die.
- ***Lightning:*** May spook horses or ignite things. Generally does not strike PCs (3d6 damage) unless they are really asking for it.
- ***Hail:*** Reduces visibility, disorients PCs, slows movement, and drowns out sound. +1 damage when Fatigue is rolled on the Hazard Die.
- ***Light Wind:*** Carries scents and makes long-range attacks difficult. Can reduce visibility if rain, dust, or similar are present.
- ***Strong Wind:*** As with light wind, but also makes short-range attacks difficult, slows movement, drowns out sound, and blows things over.
- ***Fog:*** Reduces visibility and disorients PCs.
- ***Freezing:*** Liquids freeze. Light rain becomes snow, heavy rain becomes heavy snow. Snow reduces visibility (zero visibility in a heavy snow), slows movement, makes movement noisy, and disorients PCs. Snow remains on the ground as long as it is freezing. For snow to completely melt, it takes the same number of days above freezing as the number of days it snowed. +1 damage when Fatigue is rolled on the Hazard Die. Also, PCs not wearing warm clothing take d6 direct damage per watch.
- ***Cold:*** +1 damage to PCs not wearing warm clothing when Fatigue is rolled on the Hazard Die.
- ***Hot:*** +1 damage to PCs with less than three empty slots when Fatigue is rolled on the Hazard Die.
- ***Scorching:*** +1 damage when Fatigue is rolled on the Hazard Die. Also, PCs with less than three empty slots when Fatigue is rolled on the Hazard Die take d6 direct damage.
- ***Humid:*** +1 damage to PCs with less than three empty slots when Fatigue is rolled on the Hazard Die.

SPRING

2d6	Precipitation	Wind	Temperature
2	Heavy Rain, Lighting*	Calm	Freezing
3	Heavy Rain	Calm	Cold
4	Clear	Calm	Cool
5	Clear	Calm	Cool
6	Scattered Clouds	Calm	Mild
7	Scattered Clouds	Calm	Mild
8	Overcast	Light Wind	Mild
9	Light Rain	Light Wind	Warm
10	Light Rain	Light Wind	Warm
11	Light Rain, Lighting*	Strong Wind*	Warm
12	Hail*	Strong Wind*	Hot

SUMMER

2d6	Precipitation	Wind	Temperature
2	Heavy Rain, Lighting*	Calm	Cool
3	Heavy Rain	Calm	Mild
4	Clear	Calm	Mild
5	Clear	Calm	Warm, Humid
6	Clear	Calm	Warm
7	Clear	Calm	Warm
8	Scattered Clouds	Calm	Hot
9	Scattered Clouds	Light Wind	Hot
10	Light Rain	Light Wind	Hot, Humid
11	Light Rain, Lightning*	Light Wind	Scorching
12	Hail*	Strong Wind*	Scorching, Humid

FALL

2d6	Precipitation	Wind	Temperature
2	Heavy Rain, Lighting*	Calm, Fog	Freezing
3	Heavy Rain	Calm, Fog	Cold
4	Clear	Calm	Cold
5	Clear	Calm	Cold
6	Scattered Clouds	Calm	Cold
7	Scattered Clouds	Calm	Cool
8	Overcast	Light Wind	Cool
9	Light Rain	Light Wind	Mild
10	Light Rain	Light Wind	Mild
11	Light Rain	Strong Wind*	Warm
12	Hail*	Strong Wind*	Warm

WINTER

2d6	Precipitation	Wind	Temperature
2	Heavy Rain	Calm, Fog	Freezing
3	Heavy Rain	Calm, Fog	Freezing
4	Clear	Calm	Freezing
5	Clear	Calm	Cold
6	Scattered Clouds	Calm	Cold
7	Scattered Clouds	Calm	Cold
8	Overcast	Calm	Cold
9	Overcast	Light Wind	Cool
10	Light Rain	Light Wind	Cool
11	Light Rain	Light Wind	Mild
12	Light Rain	Strong Wind*	Mild

Encounters

REACTIONS

When the PCs encounter a creature whose reaction to the party is not obvious, the referee may roll 2d6 on the following table. The creature's reaction can change quickly based on the party's actions.

2d6	NPC Reaction to Party
2	***Murderous:*** Tries to kill the party
3	***Violent:*** Tries to injure, disable, or capture the party
4	***Hostile:*** Tries to hinder, harass, or rob the party
5	***Unfriendly:*** Threatens, insults, or orders the party
6	***Wary***: Avoids the party
7	***Uninterested:*** Ignores the party
8	***Curious:*** Moves to investigate the party
9	***Friendly:*** Greets the party, shares information
10	***Helpful:*** Will do minor favors for the party
11	***Generous:*** Will do major favors for the party
12	***Admiring:*** Tries to join the party as a follower

DISTANCE

You may use the following guidelines to determine how far away the encounter is from the party when this is unclear.

Dungeons and Cities: 2d6 × 10 feet

Wilderness: 4d6 × 30 feet

ACTIVITY

What the encounter is currently doing will depend a lot on the creature type, environment, time of day, etc. The table below can be used as inspiration.

d20	1-5	6-10	11-15	16-20
1	Ambushing	Cursing	Hauling	Repairing
2	Arguing	Dancing	Healing	Rescuing
3	Battling	Defacing	Hiding	Resting
4	Befouling	Delivering	Igniting	Rioting
5	Begging	Destroying	Infiltrating	Ritual
6	Besieging	Dying	Instructing	Robbing
7	Birthing	Dousing	Kidnapping	Sacrificing
8	Blessing	Dueling	Looting	Scavenging
9	Brawling	Eating	Mapping	Scouting
10	Building	Escaping	Marrying	Searching
11	Burgling	Escorting	Mourning	Singing
12	Burying	Excavating	Murdering	Sleeping
13	Capturing	Executing	Parleying	Swimming
14	Celebrating	Feasting	Patrolling	Swindling
15	Chasing	Fighting	Performing	Tending
16	Cleaning	Foraging	Planting	Tracking
17	Collecting	Fortifying	Playing	Trading
18	Competing	Gambling	Preaching	Traveling
19	Convening	Guarding	Processing	Wandering
20	Cooking	Harvesting	Questioning	Worshiping

Signs

When the Hazard Die indicates that the party has found a sign, first roll a creature from an appropriate random encounter list and then roll or pick what sign of that creature they find.

d6	Encounter Sign Type
1	***Creatures***: Fleeing or injured prey, hunters, worshippers, young offspring, eggs, the creature itself but in the distance, its shadow as it flies overhead, etc.
2	***Leavings:*** Fur, hair, droppings, scales, feathers, blood, shed skin, regurgitated pellets, food scraps, trash, carcasses, dropped items, torn clothing, cold campfires, etc.
3	***Markings***: Tracks, trails, broken branches, teeth marks, claw marks, symbols, graffiti, signs of a struggle, elemental or supernatural effects, etc.
4	***Smells***: The creature itself, droppings, lairs, residue, signaling or warning scents, etc.
5	***Sounds***: Fighting, burrowing, nesting, travelling, signaling, talking, singing, arguing, etc.
6	***Structures***: Nests, lairs, burrows, campsites, fires, traps, etc.

Advancement

PCs usually begin as level 1 characters. As they adventure, they acquire experience points (XP). At certain XP thresholds, they gain a level, which increases the number of dice they roll to recover HP as well as improving three of their ability scores by 1.

Level	Title	XP	Level	Title	XP
1	Knave	0	6	?	16,000
2	?	1,000	7	?	32,000
3	?	2,000	8	?	64,000
4	?	4,000	9	?	125,000
5	?	8,000	10	?	250,000

Choosing Ability Score Improvements: The first of the three ability scores to be improved is chosen randomly: roll a d6 to see where it goes just like in character creation. The other two points can be placed in any two other ability scores of the player's choice.

XP Sources: The GM can assign XP rewards for whatever activities they wish. Here are some suggestions:

- 1 XP for every 10 copper (1 silver) recovered from dungeons. The GM could require this money to be spent first.
- Defeating a monster grants XP equal to its HD × 10.
- Notable achievements grant XP based on their impressiveness.
  - Talk of the Town (multiply current XP by 1.25)
  - Talk of the Countryside (multiply current XP by 1.5)
  - Talk of the Kingdom (multiply current XP by 2)
- Discovering new locations grants XP based on their obscurity.
  - ?
  - ?
  - ?

Influences

- A Thousand Thousand Islands
- Brave
- Cairn
- Dungeon Crawl Classics
- Errant
- Freebooters on the Frontier
- Glaive
- Grave
- His Majesty the Worm
- Last Gasp Grimoire
- Mausritter
- Necropraxis Hazard System v0.3 (Creative Commons Attribution 3.0 Unported)
- Old School Essentials
- Shadow of the Demon Lord
- Symbaroum
- The Dark of Hot Springs Island
- The Perilous Wilds
- Troika!
- Ultraviolet Grasslands
- Wolves Upon the Coast
- Wonder and Wickedness

Coming Soon...

- Dungeon Shifts
- Downtime
- Followers
- Magic and Spells
- Miracles and Relics
- Monsters
- Mass Combat
- Domain Play
- Random Generators
- Designer Commentary
- And more…