Knave
A Roleplaying Game System Reference Sheet

Knave *is a rules toolkit created by **Ben Milton** for running old school fantasy RPGs without classes. Every **player character (PC)** is a Knave, a tomb-raiding, adventure-seeking ne'er-do-well who wields a spell book just as easily as a blade. A PC's role in the party is determined largely by the equipment they carry.*

Abilities

PCs have six abilities: *Strength, Dexterity, Constitution, Intelligence, Wisdom,* and *Charisma.*

Each ability has two related values: a *defense* and a *bonus*. When creating a PC, roll *3d6* for each of their abilities, in order. The *lowest of the three dice* on each roll is that *ability's bonus. Add 10 to find its defense.* After you've finished rolling, you may *optionally swap the scores of two abilities.*

Each of the six abilities is used in different circumstances.

Strength: Used for melee attacks and saves requiring physical power, like lifting gates, bending bars, etc.
Dexterity: Used for saves requiring poise, speed, and reflexes, like dodging, climbing, sneaking, balancing, etc.
Constitution: Used for saves to resist poison, sickness, cold, etc. The Constitution bonus is added to healing rolls. A PC's number of item slots is always equal to their Constitution defense.
Intelligence: Used for saves requiring concentration and precision, such as wielding magic, resisting magical effects, recalling lore, crafting objects, tinkering with machinery, picking pockets, etc.
Wisdom: Used for ranged attacks and saves requiring perception and intuition, such as tracking, navigating, searching for secret doors, detecting illusions, etc.
Charisma: Used for saves to persuade, deceive, interrogate, intimidate, charm, provoke, etc. PCs may employ a number of henchmen equal to their Charisma bonus.

Encumbrance

PCs have *item slots equal to their Constitution defense*. Normal items take up one slot, heavy items take up more. Some small items can be bundled together into a single slot.
Armor comes with an armor *defense value*. Note that value on your character sheet with its corresponding Armor bonus (always 10 less than the defense). *Without armor* the *armor defense is 11* and their *armor bonus* is *+1*. 100 coins can fit in a slot. As a general guideline, a slot holds around 5 pounds of weight.
PCs starts with 2 days rations and a weapon of choice.

Health & Healing

Roll 1d8 to determine your PC's *starting* and *maximum hit points.* A PC's *healing rate* is *1d8+ Constitution bonus.*
After *a meal* and a *full night's rest, PCs regain lost hit points* equal to a *d8 plus* their *Constitution bonus. Resting at a safe haven restores all lost HP.*

Saving Throws

If a character attempts something *risky* and *failure results in consequences,* they make a *saving throw,* or *"save". Add the bonus of the relevant ability to a d20 roll.* If the *total* is *greater than 15,* the character *succeeds. If not, they fail.*
If there are situational factors that make a save significantly easier or harder, the referee may grant the roll *advantage* or *disadvantage.* If a roll has *advantage, roll 2d20 and use the better* of the two dice. If it has *disadvantage, roll 2d20 and use the worse* of the two dice.

Reactions

2	Hostile
3-5	Unfriendly
6-8	Unsure
9-11	Talkative
12	Helpful

When the PCs encounter an NPC whose reaction to the party is not obvious, roll 2d6.

Combat

At the start of each combat round, determine initiative by rolling a d6. On a *1-3*, all of the *enemies will act first*. On a *4-6 all of the PCs will act first. Reroll initiative each round*.
On their turn, a character *can move* and take *up to one combat action*: Casting a *spell*, making a *second move*, making an *attack*, attempting a *stunt*, or any *other action*.
Melee weapons can strike adjacent foes, but ranged weapons cannot be used if the shooting character is engaged in melee combat. To *attack, roll a d20 and add the Strength or Wisdom bonus*, depending on whether they are using a *melee* or *ranged weapon*. If the attack total is *greater* than the *defender's armor defense*, the *attack hits. If not, the attack misses.*
Alternatively, an attack roll can also be resolved by the *defender rolling a d20 and adding their armor bonus*, hoping to roll a total *greater than the defense of the ability the attacker* is using. If they succeed, the attack misses. If they fail, the attack hits.
On a hit, the attacker *rolls* their *weapon's damage die* to determine how many Hit Points (HP) the defender loses. A bonus damage die of the weapon's type may be added to the roll if the ideal weapon was used against an enemy type. When a character reaches *0 HP*, they are *unconscious*. When they reach *-1 HP or less*, they are *dead*.

Stunts:

Stunts are combat maneuvers such as stunning, shoving, disarming, tripping, sundering armor, and so on. They are resolved with a versus save. They may not cause damage directly, but may do so indirectly (for example, pushing an enemy off of a ledge).

Advantage in Combat:

When a character has *advantage against an opponent* on their combat turn, they may either *A.) Apply advantage to their attack roll or stunt* against that opponent or *B.) Make an attack and a stunt attempt in the same round* against that opponent, *without advantage.*

Critical Hits and Quality:

If the *attacker* rolls a natural *20 or* the *defender* rolls a natural *1,* the *defender's armor loses 1 point of quality* and they take an a*dditional die of damage.* If the *attacker* rolls a natural *1 or* the *defender* rolls a natural *20,* the *attacker's weapon loses 1 point of quality.* At 0 quality, the item is destroyed. Each point of quality costs 10% of the item's cost to repair.

Enemies

Hit Dice/Hit Points: All enemies hit dice can be assumed to be *d8s* unless otherwise specified.
To get the enemies's hit points, just multiply the number of hit dice they have by 4 (or 5). *To Convert OSR Enemies*:
Attack Bonus: Any attack bonus is unchanged and can be added to both melee and ranged attacks. Or equal to enemie's hit dice.
Damage & Moral: Remains the same.
Saves: Enemies have *ability bonuses equal to their level, with the corresponding ability defenses.*

Advancement

PCs receive 50 XP for low-risk, 100 XP for moderate-risk, and 200 XP for high-risk accomplishments. When a PC has *1000 XP*, they *gain a level*: Roll *d8s* equal to the new level for *new HP maximum*. If less than old HP, than it increases by 1. They raise the *defense* and *bonus scores of 3 different abilities* of their choice by *1 point.*
Abilities may never be raised higher than 20/+10.