

Knave Advantage

INTRODUCTION

Knave Advantage builds on Ben Milton's excellent OSR lite ruleset. Feel free to use this document in any way you wish.

The following adds a little more diversity for players that want more customization for their character development. It introduces skills and Ancestries, some of which I stole (my thanks) from both "Camping with Owlbears" and "The Man with A Hammer" blogs. I've tried to pick skills that will encourage the player to experiment.

I've also modified how magic works to fit better with our play style and added in a few extra level-less spells.

ANCESTRY

"Sometime in your family's past there was a encounter with a species not quite human!". Pick one or roll a D6.

Dwarf: Dark vision*. Advantage on saves to resist poison and disease. Armor uses 1 less on the inventory slots, i.e., Full Plate uses 4 inventory slots instead of the usual 5.

Elf: Dark vision*. Cannot be paralysed by ghouls, cannot be charmed. Gain Advantage when searching for secret doors.

Fey: Natural magic affinity, can feel and detect magic. Save at advantage to mind-based attacks. Charisma +1.

Halfling: Always ignored in favor of a larger target unless they initiate combat. Attacks of opportunity do not target halflings when engaged in combat with creatures larger than themselves. Starts with the Thief talent.

Half-Orc: Dark Vision*. When you strike and kill a foe, immediately make another attack on an additional adjacent foe. Cannot be "daisy-chained" through a mob. +1

additional inventory slot. Charisma based saves roll at Disadvantage, excluding intimidate and provoke which roll as normal.

Human: Add +1 to an Ability Score not exceeding 6. Choose any one additional talent at character creation. Humans are can have a total of 7 talents instead of the usual 6.

Designer's Note: Gain 60 ft Dark vision. Unless there's a light source present (sunlight, torch, candle, lamp).

MAGIC

Spells are stored in rods made from sky metal (meteors), they are heavy and dense taking up one inventory slot each. They are very expensive; the GM determines cost. The most common form of these will allow the storage of level-less spells, but there are versions of the rods that can contain spells that are level based, these are extremely rare and costly.

Rods retain the spell until used, after which they will need to be charged or imprinted with a new spell from the player's spellbook. Spellbooks are a collection of scrolls found and bound by the player into a book.

Note: that unless you have taken the **Student of the Arcane** skill you can only imprint [Int Bonus] / 2 rods per night.

New spells can be found in scrolls and books, but the rods need to be tuned to them before they can be cast. You cannot learn a spell from a rod that is found, but it can be used and charged overnight by the player.

EXTRA SPELLS

Cannon: For [INT Bonus] rounds fire a large stone ball up to 60ft for 1D10 +1 damage. Requires aiming, the caster cannot move from their square. Target attacks at Disadvantage for 2 rounds if hit.

Cure Disease: Remove the disease, then divide [Level] by 3, round to nearest whole number and add that as HP, a score

of zero and patient takes 2 points of damage. The higher your level, the more successful.

Firefly: 1D4 *L tiny balls of magic energy streak towards the target. No save.

Hailstorm: Anyone caught in its area takes 1D4 damage per round and attacks at Disadvantage. Lasts for [L] rounds, up to L×10ft in radius.

Healing Aura: Area, 5ft around the caster, Heal 1D4 + [Wis Bonus] for L rounds. Causes harm to undead.

Healing Breath: Range 20ft, Heal 1D6 + [wis bonus]. If there's a chance of obstruction roll 1D6: 1-2 fail, 3-4 partial success, 5-6 success. For partial success split between target and obscurer.

Hold Creature: Up to [INT bon.] HD of creatures are held unless they make a save.

Leap of Faith: Shimmering bridge 10Ft * [Level] by 1Ft. Requires full concentration.

Mud Floor: A thick sticky layer of mud spreads across a targeted surface, up to L×10ft in radius.

Protect: Area, all allies within 10ft of the caster have attacks against them at Disadvantage. Duration [L] rounds.

Purge Poison: Removes poison and restores [L] HP.

Shield: The caster is encased in an invisible barrier which soaks up [INT Bonus] damage until depleted and disappears.

Shock Thunder: Loud and tingling with energy. All within must save or fight disadvantaged for 1D4+1 rounds, target area up to L*5ft in radius.

Silence: Complete silence from the target, up to L×10ft in radius.

TALENTS

*At level one, select a talent. Subsequent levels optionally choose one talent **instead** of increasing one ability by +1. A character can only ever have six talents in total, unless human.*

Unsure what to pick? roll 1D6 for a category, then D6 for the talent.

1. COMBAT

Duelist: On a critical hit you may choose to either; 1. Disarm, or 2. Put them on the backfoot, granting you Advantage on your next attack or stunt.

Two-Weapon Fighting: When you hit a foe while wielding two weapons, roll damage for both and apply the higher.

Great Weapon Fighter: When wielding a two-handed weapon, reroll damage < 3. Keep the second result.

Second Wind: Heal for 1D8 HP, D6+1 rounds add [STR Ability] to damage. Once per day.

Riposte: When a creature misses you with a melee attack, make an immediate counterattack. This does not cost you your normal Action. Once per round.

Meat Shield: If you choose to defend, attacks to you are rolled at Disadvantage.

2. TRICKERY

Acrobat: You gain Advantage on saves to balance, climb, leap, and tumble.

Thief: You gain advantage on saves to hide in shadows, move silently, and pick locks assuming you have the proper tools.

Backstab: When you attack a foe with a melee weapon who is unaware of your presence, inflict an additional 1d6 per [Level]. Attack with Advantage if hidden.

Dungeoneer: You gain Advantage to spot/disable traps, find hidden doors, and to navigate in dungeons.

Devil's Luck: Reroll a Critical Fail or force a foe to reroll a Critical Success. Half level times per day.

Cat's Grace: Three times per day if you can see the attack coming, force a reroll taking lowest out of the two rolls. If you still get hit, take half damage rolling up.

3. ARCANE

Student of the Arcane: Gain 2 random spells. You are able to charge [INT Bonus] spells.

Bookworm: You have a nose for research. You have advantage on saves to discover hidden secrets in tombs, scrolls, and manuscripts. Your research has led to the discovery of 1 random spell.

The Thrice Divided Intellect: You gain advantage on saves vs magical attacks/effects that affect your mind and sense.

Feel the power: You can detect and feel the relative strength of magical items you touch.

Familiar: Gain a mystical cat (Darkvision), rat (burrow), squirrel (climb) or toad (swim) companion with [Level] HP. You can commune telepathically. Takes a full night to summon.

Another Chance: If an attack was about to kill you, an invisible shield soaks up to [Ability Bonus] hit points and leaves then the player on 1 HP and is unconscious for 1D6 rounds. Triggers once per day.

4. FAITH

True Believer: You must carry a holy implement (bell, cross, etc.) taking up one slot. Advantage to saving throws twice per day.

Hands of Faith: Requires True Believer. Up to [Level] times a day the PC can heal [WIS Bonus] hit points.

Turn Undead: [Level] +1 times per day, force up to [WIS bonus] HD of undead to make a morale check. Apply a negative modifier equal to your [WIS bonus] to the check. Requires a holy symbol to be worn taking up one slot.

Touched by the Devine: The PC's actions have caught the attention of their god, undead roll at disadvantage. Any healing-based activity gains an additional 1HP.

Selfless: A PC with this skill can soak up negative HP from an ally at the cost of their own HP.

Haven is my Hearth: All friendly characters in the same camp as the player rest as if in a safe haven.

5. HUNTER

Hunter's Mark: Once per day, mark your target as living on borrowed time. You have Advantage on your next [Level] attacks against them. Free action.

Take a Breath: Assuming your character remains stationary, every other round a second arrow at the target can be fired. The second arrow is the last action in the round to happen.

Beast Companion: The player can attempt [level] times per day to charm a suitable animal. If successful, the companion will aid and defend the PC but will not put itself into direct danger. If unsuccessful the animal will attack the player. One companion.

That was close: Firing into melee will not hit one of the other player characters even on a critical miss.

Favored Enemy: The player gains Advantage against an enemy type of their choice.

Skirmisher: Immediately after you are attacked in melee, you can move up half your speed without provoking opportunity attacks. Once per round.

6. NATURE

Strength of the Tree: You are unnaturally strong gain +2 Item Slots. This allows you to go above the usual 20 Item Slot limit.

Animal Affinity: [Level] + 1 times per day, charm up to [CHR bonus] HD worth of animals to make a morale check using your action. Apply a negative modifier equal to your [CHR bonus] to the check. Charmed animals will not attack unless provoked.

Resistance to Poison: Save at Advantage, if you do fail a save, take half damage rounding up.

One with Nature: You're at home in the wilds. You have Advantage on saves to track, navigate, hunt, and forage in the wilderness.

Animal Talk: You can verbally communicate with animals as if you shared a language. This doesn't make them smart.

Nature's passing: The PC and companions can travel without leaving a trail.