d8 + CON bonus HP. Resting at a safe haven Per turn: Move (40 ft) & Combat Action. After a meal and a full night's rest, PCs regain guilasA Lombat **Pronouns:** Player Name: Slots = Con DefenseGear Pocket Knave 2 Days Rations + 1 Weapon (choose) Bonus + 10 = Ability Defense(score)Quality I roll on each Standard Gear table Char. Name: 2 rolls on Adventure Gear table | roll on Helmet / Shield table Lowest die = Ability Bonus Max: Roll 3d6 for each Ability Character Areation DefBonus I roll on Armor table Character Sheet Hit Points (148/lvl) Starting Gear: Armor / Weapons STAT CON WIS CHA STR INT A 3x5 folding play kit for Ben Milton's **Knave 1e** Defense by Samuel M^cClure Taylor

restores all lost HP.

Reaction

obvious, referee may roll 2d6: For an MPC whose reaction to the party is not

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Magic

they must adventure for them. PCs cannot create or copy spell books: Each spell book takes up an item slot. Each spell book only holds a single spell. Each spell book can only be used once per day. be held in both hands and read aloud. Spells are east out of spell books, which must PCs may cast spells of their level or less.

Provokes a Spell Save. Success reduces or A spell that directly affects another creature-Spell Saves

negates the spell's effects.

Caster's INT vs Relevant Defense

Default duration: Lx10 minutes snoizullI rof SIW elləqe gnirətla-bnim rof TVI CON for life- draining spells DEX for ranged attack spells

Default Range: up to 40 feet.

Attack: (d20+Ability Bonus) vs Armor Defense anything else deemed reasonable by the referee. Actions: cast a spell, second move, attack, stunt,

STR for Melee, WIS for Ranged

character is engaged in melee. Ranged weapons cannot be used if the shooting

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Resolved with a **Versus Save**. indirectly (pushing an enemy off of a ledge). May not cause damage directly, but may disarming, tripping, sundering armor, etc. Combat maneuvers such as stunning, shoving,

Morale

will attempt to flee, retreat, or parley. expecting, referee rolls 2d6. If > the rating, MPC When they face more danger than they were Monsters and MPCs all have a morale rating.

group, reducing a lone enemy to half HP. Examples: defeating their leader or half of their

paid, their employer dies, or in great danger. Hirelings make morale rolls when they aren't

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DEX: Poise, speed and reflexes STR: Melee Attacks & physical power

Item slots = CON defense CON bonus added to healing rolls CON: Resist poison, sickness, etc

picking pockets, etc. recalling lore, crafting, tinkering, Wielding magic, resisting magic, INT: Concentration & precision.

illusions, etc. searching for secret doors, detecting intuition, such as tracking, navigating, WIS: Ranged Attacks + perception /

Can employ CHA bonus # of Henchmen. intimidate, charm, provoke, etc. CHA: Persuade, deceive, interrogate,

Saves (checks)

d20 + Relevant Ability Bonus has consequences, roll a save: When the outcome is uncertain and failure

Save: Succeeds if > 15

Versus Save: Succeeds if > Ability Defense

2d20, take the better / worse roll. Addantage / Disadvantage

etc. Choose: Adv. on attack or 1 extra stunt. surprise, off blance, disarmed, distracted, Advantage in Combat: higher ground,