

# Attribution

Knave 1.0, by Ben Milton

## Rules

### Attributes

You have six attributes: Strength, Dexterity, Constitution, Lore, Instinct, and Charisma. Each attribute has a bonus between -4 and +4 associated with it. A -4 is completely abysmal, a -2 is quite poor, a +0 is decent, a +2 is expert-level, and a +4 is near-superhuman.

### Secondary Attributes

Every player has an Evasion score and an Initiative bonus. Your Evasion score is equal to 10 plus your Dex bonus plus any Evasion bonuses. Your Initiative bonus is equal to your Instinct bonus plus any Initiative bonuses.

### Attacking

Roll 1d20 and add your Dexterity bonus. This is an accuracy roll. If the result is equal to or greater than your target's Evasion score, the attack hits. If the attack hits, roll your damage die, add your Strength bonus, and consult the table below. If you roll multiple times, do not add your Strength bonus to any subsequent rolls.

Roll	Result
4 or less	1 wound
5-6	2 wounds
7 or more	2 wounds and roll again

Your target suffers a number of wounds equal to the total number of wounds indicated by your roll.

If your accuracy roll was 21 or greater, or if you rolled a natural 20, the attack automatically hits. Additionally, after rolling for damage, you may roll for damage again with 1d6 instead of your weapon's attack die. Remember to add your Strength bonus to the first extra damage roll!

On the other hand, if your Accuracy roll was a natural 1, you automatically miss, regardless of any bonuses.

*Example:* Fredric (Str +2, Dex +0) is being attacked by goblins. Again. He attacks one of them with his longsword (attack die 1d8). He rolls 1d20 plus his Dex of 0 for an accuracy roll, and gets lucky—he rolls a natural 20. He rolls 1d8 + Str and gets a 4, dealing only one wound to the goblin. However, he gets to roll a second time with a d6 because of his critical, and this time he gets a total of 7 (a roll of 5 plus his Strength of 2). He inflicts two more wounds and rolls again, this time getting a result of 2 (his Strength is not added to any rolls after the first one) and inflicting one more wound, for a grand total of four wounds. The goblin's head pops neatly off and rolls away down a hill.

## **Flanking and Mobbing Bonuses**

If you are attacking with a melee weapon and there is a friendly creature directly opposite you that is engaged with your target, wielding a melee weapon, and not engaged with any other creatures, you get a +4 bonus on accuracy rolls against that target.

Instead of the bonus for having an ally opposite your target, you may get a +2 bonus for each friendly creature that is engaged with your target, wielding a melee weapon, and not engaged with any other creatures.

## **The Sneak Attack**

If you attack a creature that is completely unaware of your presence, your attack automatically hits as if you rolled a natural 20. Under normal circumstances, there can only be one sneak attack per combat, because attacking tends to reveal you to any other potential targets.

## **Getting Hit**

For each wound that you would suffer from an attack, if you are wearing armor, you may roll 1d20 and add your Armor bonus. If the result is 11 or higher, that wound is negated. If the result was a natural 20, you automatically block all wounds that you have not yet rolled for.

*Example:* The goblins attack Fredric to avenge the death of their comrade! One of them hits, getting a lucky roll and inflicting two wounds. Fredric has a chance to block the attack, though; his Armor bonus is +0. He rolls a d20 twice, adding his Armor of 0 both times, and gets a 7 and a 16. One of his rolls was 11 or higher, so he blocks one wound of the incoming attack and takes the other one. Fredric now has four health left, and a good number of goblins to kill...

## Monsters and Armor

Instead of rolling on their Armor to negate wounds, monsters have their health increased proportionate to the strength of their armor. Increase the monster's health by the percentage indicated on the table below.

Armor Bonus	Health Increase
-4	140%
-3	150%
-2	160%
-1	180%
+0	200%
+1	220%
+2	250%
+3	280%
+4	330%
+5	400%
+6	500%
+7	660%
+8	1000%

## Experience

Whenever a player fails a check, they gain one experience point. After a player rolls a die, they may spend one experience point to re-roll the die. A die can be re-rolled as many times as the player has experience points, and there is no limit to the number of experience points a player can have. Failed Armor checks do not grant experience points.

## Weapon Reach

Most melee weapons have a reach of one fathom. Polearms and other similar weapons have a reach of at least two fathoms. You have disadvantage on all attacks made with weapons with a reach of at least two fathoms against targets that are closer than the reach of the weapon.

*Example:* Horgan is wielding a spear with a reach of two fathoms. He attacks a skeleton that is only one fathom away, and gets disadvantage on his attack because the skeleton is closer than two fathoms.

## Speed-Switching Weapons

As part of an attack action, you may unequip your equipped weapon and equip a different weapon to make the attack with. If you do, you must make a Dexterity check. If the result is 5 or less, or a natural 1, the attack automatically misses. Note that doing this means that you basically drop your equipped weapon in favor of a different one; if you want to stow your current weapon away neatly, you will need to spend an action doing so.

## Engagement

You are engaged with all enemies within the reach of your equipped melee weapon.

## Opportunity Attacks

If a creature (the aggressor) moves at least one fathom closer to another creature (the defender), and the defender is engaged with the aggressor, and the defender is not engaged with any creatures other than the aggressor, the defender may make a melee attack with their equipped weapon against the aggressor.

*Example:* Horgan is keeping a skeleton at bay with his spear (reach of two fathoms). The skeleton is two fathoms away from Horgan. It moves one fathom closer to Horgan, so it can attack with its sword (reach of one fathom). Because the skeleton moved at least one fathom closer to a creature that was engaged with it, and Horgan was not engaged with any other creatures, Horgan gets to make an attack with his spear against the skeleton. Now, if another skeleton were to appear and move adjacent to Horgan, Horgan would be unable to counterattack because he's already engaged with the first skeleton.

## Initiative

At the start of combat, all characters present make an Initiative check. Then, in order from highest to lowest, each character takes a turn. Once all characters have spent all of their actions, the round ends. Re-roll initiative and start a new round.

## A Turn

On a character's turn, they may take two actions. The actions may either be taken immediately, or can be saved for later. Once a character has taken all of the actions that they want to during their

turn, their turn ends. If the character has actions or movement left after their turn ends, they may spend those actions or movement in between character turns. If the character takes two actions, one of them must be the Move action, and the same action cannot be taken twice.

- **Attack:** Make an attack.
- **Move:** Before the round ends, you may move a number of fathoms equal to your movement speed
- **Other:** Do something else that requires an action.
- **Pass:** Do nothing.
- **Sprint:** Before the round ends, you may move a number of fathoms equal to half your movement speed (in addition to any movement from the Move action)

*Round Example:* Fredric and Horgan are fighting a group of three goblins. Fredric rolls a 13, Horgan rolls a 2, and the goblins collectively roll 9. Fredric goes first, and can take up to two actions. He moves three fathoms to get into position and ends his turn. Then, the goblins take their turn. The first one rushes at Fredric and attacks. The second one does the same thing. Then, Fredric decides to use his remaining action and three fathoms of movement to get out from between the goblins and attack one of them. Now, the third goblin can take its turn, moving to attack Horgan. Horgan uses one action to smash the goblin's head in, and another action to move into position to get a flanking bonus next round. Fredric, Horgan, and the remaining goblins roll initiative for the next round!

## Equipment

Item	Examples	Special	Cost
-4 Armor	Leather		3
-2 Armor	Brigandine		5
+0 Armor	Chain		8
+2 Armor	Scale Mail	-1 Dex, -1 Initiative	10
+3 Armor	Half Plate	-1 Dex, -2 Initiative	11
+4 Armor	Full Plate	-2 Dex, -3 Initiative	12
D4 Weapons	Club, Dagger, Staff, Javelin, Sling, etc.		1
D6 Weapons	Axe, Sword, Mace, Bow, Spear, etc.		2
D8 Weapons	Crossbow, Greatsword, Warhammer, etc.		5

## Wealth

The party has a wealth score (usually between 0 and 20) that indicates how much money they have at their disposal. Items that can be bought have a cost associated with them. This cost is usually between 1 and 20, with an absolute maximum of 40.

The party can purchase anything with a cost that is less than or equal to twice the party's current Wealth score. When the party purchases an item, they must make a Wealth check. Roll 1d20 and add the party's current Wealth score, minus the cost of the item they're buying. If the result is 10 or less, the party's Wealth score is reduced by one. A natural 1 is always a failure, and a natural 20 is always a success. If the purchased item had a cost greater than the party's Wealth score, reduce the party's Wealth by the cost of the purchased item, minus the party's Wealth score (before any reduction from a failed Wealth check).

If the party's wealth score is ever reduced below zero, the party is in debt and cannot purchase anything until their wealth score is at least zero.

Wealth	Coinage	Items
0	—	—
1	5 cc	d4 weapons, chicken, d4 ranged
2	10 cc	d6 weapons, shield, goat, laborer (wk pay)
3	15 cc	-4 armor, sheep, scribe (wk pay), d6 ranged
4	20 cc	Archer or mason (wk pay)
5	40 cc	d8 weapons, -2 armor, pig, infantryman (wk pay)
6	75 cc	Cow, hovel; armorer, blacksmith, or cavalryman (wk pay), d8 ranged
7	175 cc	Architect, doctor, or knight (wk pay)
8	350 cc	+0 armor, ox, pack animal
9	750 cc	Fishing boat, riding horse, hawk
10	1,500 cc	+2 armor, row house
11	3,250 cc	Craftsman's house
12	7,000 cc	+4 armor, sloop, warhorse, merchant's house
13	15,000 cc	Mansion
14	30,000 cc	Caravel, guildhall

15	62,500 cc	Temple, stone tower
16	130,000 cc	Galleon, stronghold
17	275,000 cc	
19	575,000 cc	cathedral
18	1,200,000 cc	
20	2,500,000 cc	palace

*Example 1:* A party with a Wealth score of 5 wants to purchase a sword with a cost of 2. They roll 1d20 and add 3 (5 - 2), getting a total result of 7. The result is less than 11, so the party loses one wealth (down to 4), but they get the sword.

*Example 2:* The party's getting desperate; they only have a Wealth of 2, but they really need a new bow (cost 3). They decide to buy one, regardless of the financial consequences. First, they must roll 1d20 and subtract 2 (1 - 3). Luckily, they get a 13 and do not lose any Wealth. Then, they must lose Wealth equal to the cost of the item minus their current Wealth, which is 2 in this case. The party's final wealth score is 0... it looks like they're going to need more money. If this party had failed their Wealth check, they would have a Wealth score of -1 and would be unable to buy anything until they scrounged up a few more coins.

## But I Want 200 Swords

The party can buy large quantities of items with the same cost all at once. The party can purchase a total number of items in this way equal to 10 times the party's current Wealth score. After purchasing these items, the party's Wealth is reduced by the cost of the items they bought. This rule cannot be used to purchase items with a cost greater than half the party's current Wealth score (rounded down).

*Example:* With a current Wealth score of 20, this party is ridiculously wealthy. They decide that they want to outfit a group of 100 men with spears and shields (both of which have a cost of 2). The party can purchase a total of 200 items (10 x 20), as long as all of the items have the same cost. They buy 100 spears and 100 shields, then their Wealth score is reduced by the cost of the items they bought, which was 2. The party's final Wealth score is 18, and they now have enough spears and shields to outfit their unit.

# And Here Be a Couple of Monsters

These monsters are ported from D&D 5e so that I can use the essentials kit scenarios for testing purposes.

**Banshee** — medium undead — ??

Str -4, Dex +1; Ev 11, Health 5, Mv ; Atk. Drain: d6 necrotic; Sp. *Frightful Visage*, *Wail* (1/day), resistance to bludgeoning, piercing, and slashing from nonmagical weapons

*Frightful Visage*. All living creatures within 12 fathoms must make a Constitution 13 save. On a failure, the creature is frightened of the banshee. A frightened creature can repeat the save at the end of each of their turns, ending the effect on a success.

*Wail*. All living creatures within 5 fathoms must make a Constitution 13 save. On a failure, the creature suffers light necrotic wounds equal to the amount it failed the save by.

**Ghoul** — medium undead — 22

Dex +1; Ev 11, Health 5, Mv 6; Atk. Claw: 1 slashing and *paralyze*

*Paralyze*. If the target suffers any wounds, they must make a Constitution 10 save. On a failure, they are paralyzed. A paralyzed creature can repeat the save at the end of each of their turns, ending the effect on a success.

**Giant Spider** — large beast — 24+

Str +1, Dex +2; Ev 12 - 2, Health 7, Mv 6 climb 6; Atk. Bite: d6 piercing and *poison*, Web (recharge 5+): *web*

*Poison*. If the target suffers any wounds, they are poisoned with spider venom.

*Web*. If the attack hits, the target is restrained by webbing.

**Goblin** — small humanoid (goblinoid) — 21

Dex +1; Ev 11 + 2, Arm -4, Health 4, Mv 6 climb 4; Atk. Dagger: d4 piercing



**Ochre Jelly** — large ooze — 34

Str +1, Dex -1; Ev 9 - 2, Health 10, Mv 2 climb 2; Atk. Pseudopod: d6 acid; Sp. *Split*, immune to slashing

*Split.* When the ooze would suffer slashing wounds, if it is medium or larger, it splits into two oozes. The new oozes are one size smaller than the parent ooze, and each has health equal to half its parent's health.

**Orc** — small humanoid (goblinoid) — 25

Str +2; Ev 10 + 2, Arm -2, Health 5, Mv 6; Atk. Sword: d6 slashing

**Orc Warrior** — medium humanoid (goblinoid) — 30

Str +2; Ev 10, Arm +0, Health 10, Mv 6; Atk. Waraxe: d8 slashing

**Stirge** — tiny beast — 18

Str -2, Dex +2; Ev 12 + 4, Health 1, Mv 2 fly 8; Atk. Bite: *attach*

*Attach.* If the attack hits, the stirge attaches itself to the target. At the start of each of the stirge's turns, if it is attached to a creature, that creature suffers one light necrotic wound. The stirge can be detached by spending an action to pull it off, or the stirge can use its action to detach itself.

**Troll** — large giant — 39

Str +4, Dex -1; Ev 9 - 2, Arm -3, Health 18, Mv 6; Atk. Smash: d10 bludgeoning