

Knave OSE Variant

KNAVE is a rules toolkit created by Ben Milton for running old school fantasy RPGs without classes.

The following version of the rules combines KNAVE with *Old-School Essentials*, the OSE supplement *Old School Stylish*, and *Into the Unknown* to create a level 1 to 20 tactical dungeon-crawler.

Character Creation

Step 1. Abilities

PCs have six abilities: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA). 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.

Example: You roll a 2, 2, and 6 for Strength. The lowest die is a 2, so your PC's Strength has a bonus of +2 and a defense of 12. Repeat this process for the rest of the abilities.

Step 2. Lineage

Choose or roll for your character's lineage.

1d6	Result
1-4	Human
5-6	Roll on the Lineage Die

Don't have a Lineage Die handy? Use the following table instead, rolling 1d12.

1d12	Lineage
1	Dragonborn
2	Dwarf
3	Elf
4	Elementalkin
5	Gearforged
6	Gnome

7	Half-Elf
8	Half-Orc
9	Halfling
10	Human
11	Tiefling
12	Tortan*

* If you wish, you may choose a different beastfolk; see the alternative beastfolk lineages in the Appendices.

Dragonborn

Draconic Ancestry. Choose or roll for Draconic Ancestry.

1d10	Dragon	Damage Type	Breath Weapon
1	Black	Acid	5 by 30 ft. line
2	Blue	Lightning	5 by 30 ft. line
3	Brass	Fire	5 by 30 ft. line
4	Bronze	Lightning	5 by 30 ft. line
5	Copper	Acid	5 by 30 ft. line
6	Gold	Fire	15 ft. cone
7	Green	Poison	15 ft. cone
8	Red	Fire	15 ft. cone
9	Silver	Cold	15 ft. cone
10	White	Cold	15 ft. cone

Draconic Resistance. Dragonborn gain resistance to the damage type noted for their Draconic Ancestry.

Breath Weapon. Dragonborn gain a breath weapon that deals the damage type noted in the area of effect noted for their Draconic Ancestry. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. A dragonborn can't use it again until they complete a short or long rest.

Dwarf

Darkvision. Dwarves can see in dim light as if it were bright light, and darkness as if it were dim light, up to 60 feet.

Detect Construction Tricks. As expert miners, dwarves have a advantage to detect and identify new construction, sliding walls, or sloping passages when searching.

Detect Non-magical Room Traps. Due to their expertise with construction, dwarves have advantage on detecting

non-magical room traps when searching. (This doesn't apply to treasure traps.)

Listening at Doors. Dwarves have advantage on WIS saves related to hearing noises.

Resilience. Dwarves' natural constitution and steady diet of subterranean animals and fungi grants them advantage on saving throws against poison.

Elementalkin

(Source: Modified from the Elemental races in *Tales of Arcana Race Guide* © 2021 Arcanomicon, LLC Author(s) Matt Knicl, Chris S. Sims.)

Elemental Ancestry. Choose or roll for Elemental Ancestry, and gain the noted traits.

1d4 Elemental Ancestry

- | | |
|---|--|
| 1 | Air. You can hold your breath indefinitely as long as you are conscious. |
| 2 | Earth. You can move across difficult terrain made of earth or stone without expending extra movement. |
| 3 | Fire. You have resistance to fire damage. |
| 4 | Water. You can breathe both air and water, and have a swimming speed equal to combat speed. |

Elemental Magic. Elementalkin can cast the noted spell based on their ancestry, once per long rest. At level 5, they can cast it twice per long rest, at level 11 they can do so three times, and at level 17 they can do so 4 times. (All spell references are from *Old-School Essentials Advanced Fantasy Player's Tome*.)

Ancestry	Elemental Magic
Air	You can cast <i>wall of fog</i> (ilu 1, p163).
Earth	You can cast <i>entangle</i> (drd 1, p146).
Fire	You can cast <i>faerie fire</i> (drd 1, p147).
Water	You can cast <i>resist cold</i> (clr 1, p135).

Elf

Detect Secret Doors. Elves have keen eyes that allow them to detect hidden and secret doors with advantage when actively searching.

Fey Heritage. Elves are completely unaffected by the paralysis that ghouls and their ilk can inflict. Additionally, elves have advantage on saves against magical effects that inflict charm or sleep effects.

Listening at Doors. Elves have advantage on WIS saves related to hearing noises.

Gearforged

(Source: Modified from the Gearforged in *Midgard Heroes Handbook* © 2018 Open Design LLC; Authors: Chris Harris, Dan Dillon, Greg Marks, Jon Sawatsky, Michael Ohl, Richard Green, Rich Howard, Scott Carter, Shawn Merwin, and Wolfgang Baur.)

Constructed Body. A gearforged character's consciousness and soul reside within a soul gem that imbues their body with a sort of lifeforce, which is composed of both living and artificial material. As such, they are a living creature with some of the benefits and drawbacks of a construct.

- ❖ Gearforged do not need to eat, drink, or breathe. They do not require rations to heal.
- ❖ They do not naturally sleep, and magic cannot put them to sleep.
- ❖ During a rest, gearforged must perform maintenance on their body. While performing this maintenance, they are aware of their surroundings but have disadvantage when perceiving their surroundings. If they go longer than 24 hours without performing maintenance (i.e. they don't take a long rest), they gain one level of exhaustion. All exhaustion gained this way disappears after their next long rest.
- ❖ The lifeforce imbued in the organic portions of their body (usually made of wood or tough, plantlike material) is detectable on close inspection, and therefore a gearforged cannot feign death without the aid of magic or disguise.

Reinforced Body. Gearforged are immune to disease and gain resistance to poison and advantage on saves against poison effects. Additionally, they gain +1 to their Armor Class.

Soul Gem. As long as a gearforged is not killed, their soul gem and memory are still intact. This means they can be implanted into a new body with an hour of work. A new body is constructed much like a golem, requiring similar knowledge, and takes materials of thousands of gold pieces in value (10,000 gp in most campaigns, but GMs are encouraged to vary this based on their campaign's economy) to build over the span of 2d4 months. A gearforged that is resurrected or raised through the normal means returns in the form of the soul gem; if their original body is not present, a new body is necessary, and needs to be constructed as above..

Gnome

Detect Construction Tricks. As subterranean dwellers, gnomes have advantage to detect new construction, sliding walls, or sloping passages when searching.

Listening at Doors. Gnomes have advantage on WIS saves related to hearing noises.

Illusion Resistance. Gnomes' mischievous nature grants them advantage on saving throws against magical illusions.

Small. As a small creature, gnomes have disadvantage on attack rolls with heavy weapons.

Speak with Animals. Gnomes often keep small animals as pets, and have developed a means of communicating with all small or tiny woodland and burrowing beasts.

Half-Elf

Fey Ancestry. Half-elves have advantage on saves against magical effects that inflict charm or sleep effects.

Listening at Doors. Half-elves have advantage on WIS saves related to hearing noises.

Versatility. Half-elves may swap two of their abilities.

Halfling

Listening at Doors. Halflings have advantage on WIS saves related to hearing noises.

Magic Resistance. Halflings have a natural constitution and resilience against magical effects, which grants them advantage on saving throws against spells and magical items.

Small. As a small creature, halflings have disadvantage on attack rolls with heavy weapons.

Half-Orc

Darkvision. Half-orcs can see in dim light as if it were bright light, and darkness as if it were dim light, up to 60 feet.

Menacing. Half-orcs can intimidate their opponents as an action. If the half-orc makes a successful CHA check, their opponents must make morale checks on their turn, regardless of their force's superiority or losses. (Creatures with morale scores of 12, or that are immune to fear, are not forced to check morale.)

Versatility. Half-elves may swap two of their abilities.

Human

Durable. When rolling hit points (including at 1st level), a human rolls twice and takes the better result.

Leadership. All of a human's retainers and mercenaries gain a +1 bonus to loyalty and morale.

Versatility. Humans may swap two of their abilities.

Tiefling

Darkvision. Tieflings can see in dim light as if it were bright light, and darkness as if it were dim light, up to 60 feet.

Fiendish Presence. Tieflings can manifest a minor wonder, a sign of supernatural power, within 30 feet. Choose one of the

following effects each time you use this ability; you can dismiss any of these effects as a bonus action. You regain the use of Fiendish Presence after a short or long rest.

- ❖ Your voice booms up to three times as loud as normal for 1 minute.
- ❖ You cause flames to flicker, brighten, dim, or change color for 1 minute.
- ❖ You cause harmless tremors in the ground for 1 minute.
- ❖ You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- ❖ You instantaneously cause an unlocked door or window to fly open or slam shut.
- ❖ You alter the appearance of your eyes for 1 minute.

Fiendish Resistance. Tieflings have resistance to fire.

Tortan

(Source: *Tales of Arcana Race Guide* © 2021 Arcanomicon, LLC
Author(s) Matt Knicl, Chris S. Sims.)

Semi-Aquatic. Tortans can hold their breath for 1 hour at a time and have a swimming speed equal to 10 less than their combat speed.

Shell. A tortan's shell gives them additional protection from damage. At 1st level, their hit point maximum increases by 2, and it increases by 2 every time they gain a level thereafter. (This is in addition to any hit points they gain when they level up.)

Step 3. Equipment

Choose or roll for your starting style (A.K.A. Background). This provides you with the stated benefits and starting gear. The table for this is found in the Appendices.

In addition, you have 2 rations, 1 simple melee weapon of your choice, plus:

- ❖ 1d4 daggers OR 1 simple ranged weapon with 3d4 ammo (if needed) OR shield, plus
- ❖ 1 suit of light armor OR 1d4 Level 1 spells (randomly rolled by the GM).

Inventory Slots

All characters have a number of item slots equal to their CON defense. (You can mark the last available slot on your character sheet.)

Gear

All gear comes from *Into the Unknown Book 1: Characters*, or from the [5e SRD: Equipment](#)/*Basic Rules*.

Most items take up 1 slot. Items that are purchased in bundles — iron spikes, arrows, bolts, etc. — fit the entire bundle in one slot. Small items — darts, chalk, paper, parchment — can also be bundled at the GM’s discretion, usually up to 5 or 10 like items in a bundle.

Coins & Gems

1,000 coins can fit in a single inventory slot. 10 gems can fit in a single inventory slot.

Armor Class

Armor Class is based on your armor. Whenever it lists “+ DEX modifier” you calculate this as half of your DEX bonus. For example, an unarmored character has AC 10 + 1/2 of their DEX bonus.

Step 4. Secondary & Derived Stats

Roll 1d8 to determine your PC’s starting and maximum hit points.

They have 1 Magic Point, also known as “MP”.

Their base speed is 30 feet per round. Their exploration speed is 120 feet per exploration turn. Some Lineages may have different speeds or alternative modes of travel like flight or swimming. Additionally, certain gear, effects, or conditions may alter your base speed or exploration speed.

Step 5. Finishing Touches

Invent or roll the rest of your PC’s traits, such as their physique, face, skin, hair, clothing, virtue, vice, speech, background, and alignment, using the random tables on the following page. Choose a gender and a name for your PC, but don’t get too attached. It’s a dangerous world out there.

For the Trait tables, see the original *KNAVE* rulebook.

Advancement

Whenever a PC accumulates enough XP to gain a level, they advance to that level as soon as they complete a long rest. There are two ways to gain XP:

XP for Gold. Every full 1 gp value of loot captured and secured in a settlement = 1 XP. “Loot” means coins, gems, jewelry, and art objects. It does not include magic items (even ones that end

up getting sold), sold weapons or armor captured from enemies, and so on.

Overcome Challenges. For monsters, every HD of a monster defeated or challenge overcome by combat, parley, or subterfuge is 100 XP.

Character Progression

(Source: *Old-School Essentials* Thief Level Progression)

Level	XP Needed	Hit Dice	Base MP	Style Slots
1	0	1d8	1	1
2	1,200	2d8	2	1
3	2,400	3d8	3	2
4	4,800	4d8	4	2
5	9,600	5d8	5	2
6	20,000	6d8	6	2
7	40,000	7d8	7	2
8	80,000	8d8	8	2
9	160,000	9d8	9	2
10	280,000	10d8	10	2
11	400,000	10d8+2	11	3
12	520,000	10d8+4	12	3
13	640,000	10d8+6	13	3
14	760,000	10d8+8	14	3
15	980,000	10d8+10	15	3
16	1,200,000	10d8+12	16	3
17	1,420,000	10d8+14	17	4
18	1,640,000	10d8+16	18	4
19	1,860,000	10d8+18	19	4
20	2,080,000	10d8+20	20	4

Level Up

Hit Dice & Hit Points

Upon advancing, for every level up to level 10, roll all of your Hit Dice and take the new number if it’s higher than your previous hit point maximum. Starting at level 11, add +2 HP to their max HP at each level up.

Magic Points

Characters have a number of MP equal to their level. This is modified by their equipped styles.

Ability Improvement

Every level, they also raise the defense and bonus scores of one ability of their choice by 1 point. Starting at level 2 and again at

every even level thereafter, they raise the defense and bonus scores of an ability of their choice by 1 point. Abilities may never be raised higher than 20/+10.

Styles

A character gains a style at level 3 (see *Old School Stylish* for a listing of styles). This gives them a small suite of abilities that might represent typical “class features” one would find in OSR games. Unlike such features, styles are not locked in: you can choose new styles later on that are fundamentally different, and you can even swap out a style for a new one if you find them, usually in the form of dusty old tomes, teachings from a master in some fighting style or magical school, or even through invention.

At levels 3, 11, and 17, a character gains new style slots. Styles cannot be swapped out: you only know as many styles as you have slots. That said, you can permanently replace a style with a new one when they are discovered or invented during a campaign.

Playing the Game

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 ranged attacks and 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 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 retainers equal to their Charisma bonus.

Saving Throws A.K.A. “Saves”

If a character attempts something where the outcome is uncertain and failure has consequences, they make a saving throw, or “save”. To make a 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.

In an opposed roll, instead of aiming to exceed 15, both sides roll, and the winner is the one that rolls the highest.

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. Advantage and disadvantage cancel each other out entirely: the number of sources that apply either advantage or disadvantage doesn’t matter.

Monster Saves

Monsters and NPCs roll saves based on their Hit Dice. See the following sections for more details.

Magic

See *Old School Stylish* p4-5 for an explanation of MP.

Any character can use any magical item — class requirements are not a thing in *KNAVE* — and notably this means every character can cast spells from scrolls (or other magical devices that contain them, such as wands). In fact, this is the most common way to get spells: finding the scrolls.

For all spells and magic items, see *Old-School Essentials Player’s Tome*.

Adventuring

See the following places for aspects of adventuring, plus the sections below. OSE = *Old-School Essentials Advanced Fantasy Player’s Tome* or *Referee’s Tome*.

Mechanics	Reference
Hazards and Challenges	OSE Player’s Tome p220
Dungeon Adventuring	OSE Player’s Tome p222*
Wilderness Adventuring	OSE Player’s Tome p224*
Waterborne Adventuring	OSE Player’s Tome p226
Encounters	OSE Player’s Tome p228*
Evasion and Pursuit	OSE Player’s Tome p230
Monster Saving Throws	OSE Player’s Tome p241
Monsters	AD&D Monster Manual, Fiend Folio, and Monster Manual II
Monster Treasure Types	AD&D Monster Manual (and see below)
Treasure & Rewards	OSE Referee’s Tome p248+

* See the following modifications.

Modifications

Dungeon Adventuring

Searching for secret doors: Wisdom save.

Forcing stuck doors: Strength save.

Picking locks: Intelligence save; requires a set of thieves tools. Alternatively, magic works as described.

Listening at doors: Wisdom save.

Penalty for not resting: 1 level of exhaustion. This goes away with a short or long rest.

Trap damage: Usually allows for a save; which type of save is dependent on the trap's effects (see Abilities).

Searching for room traps: Wisdom save.

Searching for treasure traps: Wisdom save.

Disabling traps: Requires player cunning and character interaction.

Wilderness Adventuring

Foraging: A single character can forage while the party is moving, and makes a Wisdom save.

Hunting: Successfully finding potential game is a Wisdom save.

Penalty for not resting: 1 level of exhaustion. This goes away with a long rest.

Encounters

Initiative: See Combat, above.

Combat

See *Into the Unknown Book 2: Playing the Game* p17+, or refer to the [5e SRD: Combat/Basic Rules](#), except for the following changes.

Minor Modifications

Passive Perception: There is no such thing as passive Wisdom (Perception). PCs simply make a typical DEX save when they want to be stealthy. When monsters and NPCs want to be stealthy, players simply must make a WIS save.

Proficiency Bonus: No such thing.

Surprise

Surprise works as noted under Encounters in *Old-School Essentials Advanced Fantasy Player's Tome* p228.

Initiative

The PCs each make a WIS save. Those that succeed act before their enemies. Those that fail act afterward.

Morale

See *Old-School Essentials Advanced Fantasy Player's Tome* p238.

Damage Rolls

Characters do not add their Ability modifiers (STR or DEX) to the damage dealt by their attacks, unarmed or by weapons: simply roll the unmodified dice.

Critical Hit: A critical hit (natural 20) doubles the damage dice rolled. Any modifiers from special sources are not doubled.

Healing & Rest

Short Rest

During a short rest a character does nothing more strenuous than eating, drinking, reading, and tending wounds.

A PC can expend 1 Hit Die at the end of a short rest to recover hit points. The player rolls the die, adds its CON modifier and regain hit points equal to the total.

Using a healing kit during a short rest allows a PC to expend 1 Hit Die at the end of a short rest to recover their Constitution bonus in hit points. Any Hit Dice left can be spent during other Short Rests. (A character regains spent Hit Dice through long rest, as explained below.)

Long Rest

A long rest is an extended downtime period during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—fighting, 1 hour of walking, casting spells, or similar adventuring activity—the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains one spent Hit Die, up to the character's maximum number of Hit Dice (which equals the character's level). A character may then elect to spend as many Hit Dice as he wishes at the end of a long rest, to recover 1d8+ Constitution bonus hit points for each Hit Die spent.

A character can't benefit from more than one long rest in a 24-hour period, and must have at least 1 hit point at the start of

the rest to gain its benefits. Going a full 24 hours without performing the requirements for a long rest causes a level of exhaustion, which can't be removed until the character gains the benefits of a successful long rest.

One day's ration is expended at the end of a long rest.

Exhaustion

Characters gain exhaustion for failing to rest, as well as the occasional special effect from certain types of exertion. Proper rest is as follows.

Dungeon Adventuring. Characters must rest for one turn in every hour (6 turns) adventuring.

Wilderness Adventuring. Characters must rest for one full day for every 6 days spent traveling.

Exhaustion is measured in six levels. An effect can give one or more levels. If an exhausted creature suffers another effect causing exhaustion, its current level of exhaustion increases by that amount.

You suffer the effect of its current level of exhaustion as well as all lower levels.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested food and drink.

Level	Effect
1	Combat speed -10 feet, exploration speed -40 feet. (Usually this means combat speed 20 feet and exploration speed 80 feet.)
2	Disadvantage on attack rolls and saves.
3	Speed halved. (Usually this means combat speed 15 feet and exploration speed 60 feet.)
4	Hit point maximum halved.
5	Speed reduced to 0.
6	Death.

Monsters

All monsters from OSR bestiaries should work as-is in KNAVE with no major conversion needed. Here are some guidelines.

Hit Dice/Hit Points: All monster Hit Dice can be assumed to be d8s unless otherwise specified. To get the monster's average hit points, just multiply the number of Hit Dice they have by 4 (or 5 if you're feeling mean.)

Armor Class: Monster AC — if ascending — remains the same. If the AC is descending, subtract it from 19 (if it is from OD&D or B/X D&D) or from 20 (if it is from AD&D) to find its ascending equivalent.

Attack Bonus: Any attack bonus given is unchanged, and can be added to both melee and ranged attacks. If an attack bonus is not given, assume that it is the same as the monster's number of Hit Dice: +1 per HD. "Normal Human" (NH) designations have a +0 attack bonus.

Damage: Damage remains the same.

Morale: Morale rating remains the same.

Saves: Since OSR monsters usually don't come with ability scores, use the monster saving throws table from *Old-School Essentials Advanced Fantasy Player's Tome* p241.

Treasure Types

Source: AD&D *Monster Manual*, *Fiend Folio*, and *Monster Manual II*.

Procedure

Each Treasure Type lists one or more types of coin or items. For each entry in the list:

- ① If a percentage is given, first roll D100 to see whether this item is present.
- ② If a range of values is given (e.g. 1d6 x 1,000 cp, 6d6 gems), roll the specified dice to determine the quantity of this item that is present.
- ③ For gems, jewelry, and magic items, the procedures for determining the value and properties of the items in the hoard are found in *OSE Advanced Fantasy Referee's Tome*, starting on p148.

Manual Adjustments

If the value of randomly rolled treasure is significantly above or below the average value of the Treasure Type, the referee may adjust the results manually.

Hoards: A-D

Usually found in the monster's lair. *Average gold piece value:*

- ❖ A = 39,048
- ❖ B = 3,154
- ❖ C = 1,932
- ❖ D = 5,857
- ❖ E = 3,608
- ❖ F = 6,767
- ❖ G = 21,429
- ❖ H = 82,506

❖ I = 15,354

Individual Treasure: J–N

Intelligent monsters (INT 2 Semi-intelligent or better): Each individual carries this much treasure.

Unintelligent monsters (INT 0 Non-intelligent or 1 Animal intelligence): This treasure is from the bodies of victims.

Average gold piece value:

- ❖ J = 0
- ❖ K = 1
- ❖ L = 4
- ❖ M = 5
- ❖ N = 18

Low-value Coin: O–P

O is copper and silver. *Average gp value:* 23.

P is silver and electrum. *Average gp value:* 240.

Gems: Q

Average gp value: 498.

Humanoids w/o Magic Items: R

Similar to G, but without magic items. *Average gp value:* 24,927.

Potions: S

Average gp value: 0.

Scrolls: T

Average gp value: 0.

High-value Treasure: U

Usually reserved for elite monsters. *Average gp value:* 65,113.

Magic Items: V

Average gp value: 0.

Humanoids with Maps: W

Similar to G and R, but replaces magic items with maps.

Average gp value: 60,950.

Magic Items plus Potion: X

Miscellaneous magic items plus a potion. *Average gp value:* 0.

Gold: Y

Average gp value: 4,900.

Minor Hoard: Z

Similar to H, but with a smaller number of magic items. Usually reserved for traveling humanoid groups. *Average gp value:* 39,899.

Thanks

To Ben Milton and all of his collaborators for *KNAVE*, to Gavin Norman and crew for *Old-School Essentials*, to Chris Ramdeen for *Old School Stylish*, and finally to Anders Honoré for *Into the Unknown*.

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Appendix: Starting Styles

d66	Style	Benefit	Starting Gear
11	Academic	Carrying a textbook gives access to relevant expert knowledge.	calligrapher's supplies
12	Animal Trainer	+1 on reaction rolls with non-humanoids	one animal from the Mounts and Other Animals table (ITU Book 1 p45) worth 50gp or less
13	Bandit	+1 on Move Silently and Hide in Shadows.	shortsword or shortbow with 1d6 arrows
14	Bureaucrat	Can use their title to access low-security restricted areas, such as jails, records rooms or a busy official's office.	sealskin lined scrollcase with a writ from your lord or domain
15	Burglar	+1 chance to Open Locks and Find or Remove Treasure Traps.	thieves' tools
16	Caver	Can climb sheer surfaces.	climber's kit
21	Crafter	Can repair non-magical objects. A turn for a simple one, an hour in other cases.	one set of artisan's tools of your choice
22	Cook	Can turn two rations into a single meal that heals 1 HP.	cook's utensils
23	Connoisseur	Knows when a single object is worth more than 100 GP.	magnifying glass
24	Cutpurse	+2 to Pick Pockets	1d4 daggers
25	Delinquent	+1 damage to enemies laying on the ground or held in place by an ally.	club
26	Detective	+1 to find hidden doors, can discern what killed something.	thieves' tools
31	Farmer	Heal +2 hit points on rest.	shovel
32	Fisherfolk	Always succeed on hunting rolls near a body of water.	fishing tackle
33	Herbalist	Brings a satchel of herbs that heal 2 HP once. Refills in downtime or wilderness.	herbalism kit
34	Hunter	1-in-6 chance to turn any corpse into a ration.	hunting trap
35	Laborer	+2 HP.	hammer OR sledgehammer OR crowbar
36	Librarian	Find anything in bookshelves, desks, or similar spaces without spending time.	book about (roll 1d6): 1. poems, 2. legends, 3. monsters, 4. religion, 5. magic, 6. history
41	Lookout	+1 on Hear Noise and Move Silently.	signal whistle
42	Lumberjack	Always succeed on rolls to destroy or cut objects with an axe or similar weapon.	handaxe
43	Mediator	+1 on reaction rolls with humanoids.	gaming set of your choice

44	Mechanic	Can use any item to repair an object given a semi-plausible explanation.	tinker's tools
45	Merchant	Recovered treasure is valued at 10% more gold (after awarding XP).	merchant's scale
46	Minister	If allowed to deliver a sermon for at least 20 minutes, can put listeners to sleep.	holy symbol OR book of prayers
51	Noble	Always departs with a retainer who does not demand payment nor test loyalty for dangerous tasks. They demand on-the-job training or similar opportunities.	signet ring with your family or faction's insignia
52	Painter	With access to the right pigments, can create convincing visual illusions on a wall or similar surface.	painter's supplies
53	Performer	Retainers and Mercenaries add +1 to Loyalty when testing it.	disguise kit OR playing card set OR musical instrument of your choice
54	Rebel	+1 ATK when attacking during a surprise round.	dagger
55	Sailor	Can man and repair small vessels on their own, and can book passage on bigger ones for free during an expedition.	club (belaying pin)
56	Scout	Wilderness encounters are always spotted from the maximum distance possible, including when surprised.	spyglass
61	Smuggler	Has a hiding spot on their person no one can find, even with a thorough search.	dagger
62	Socialite	Can invite themselves to most parties, ceremonies, or similar functions.	vial of perfume OR steel mirror
63	Soldier	+1 damage when outnumbering an enemy in melee.	one martial melee weapon of your choice
64	Speechwriter	+1 to morale of allies.	calligrapher's supplies
65	Traveler	Starts with an extra language and a regional guide to...(roll 1d6 on the table below).	cartographer's tools
66	Yogi	Eat half as often as a normal character.	one set of artisan's tools of your choice

Traveler's Regional Guides

1d6	Regional Guide
1	temples or shrines
2	all notable taverns and bars
3	an adventure site (contains every rumor available for it)
4	local fauna, including monsters
5	officials and nobility, including a couple scandalous secrets
6	famous masters and their tutelage requirements

Appendix: Optional Beastfolk Lineage

Antling

Darkvision. Antlings can see in dim light as if it were bright light, and darkness as if it were dim light, up to 60 feet.

Insect Carapace. Antlings have +1 AC. Additionally, they have a climb speed equal to their combat speed, and can climb difficult surfaces, including upside down on ceilings, without needing to make saves.

Speak with Ants. Through sounds and pheromones, antlings can communicate simple ideas with ants and giant ants.

Bovathi

Horns. Bovathi deal 1d6 piercing damage with their powerful horns in unarmed combat.

Two Stomachs. Bovathi can live off of grass — starvation is rarely a worry — and have advantage when making saves against poison thanks to their two stomachs.

Weather Sense. Bovathi can innately cast the *predict weather* spell (*Old-School Essentials Advanced Fantasy Player's Tome* p147). They regain this ability after a long rest.

Catfolk

Showing a heritage of any of the famous big cats — lions, tigers, panthers, etc. — catfolk are a mysterious and agile folk often living in jungles and forests.

Claws. Catfolk have advantage when climbing. Additionally, they deal 1d4 slashing damage with their claws in unarmed combat.

Darkvision. Catfolk can see in dim light as if it were bright light, and darkness as if it were dim light, up to 60 feet.

Pounce. Catfolk have long legs and light frames, affording them superior jumping ability. Their jumping distances are doubled.

Cawbrie

Talons. Cawbrie deal 1d4 slashing damage with their talons in unarmed combat.

Wings. Cawbrie have a flying speed equal to 10 more than their combat speed. In order to fly, they can't be wearing medium or heavy armor.

Lizardfolk

Amphibious. Lizardfolk have a swimming speed equal to their combat speed, and can hold their breath for a number of minutes equal to their CON defense.

Bite. Lizardfolk deal 1d6 slashing damage with their powerful jaws in unarmed combat.

Scales. Lizardfolk have +1 AC from their scaly hide.

Wolf Folk

Bite. Wolf folk deal 1d6 slashing damage with their powerful jaws in unarmed combat.

Keen Smell. Wolf folk have advantage when identifying something by scent, and when tracking a creature by scent.

Listening at Doors. Wolf folk have advantage on WIS saves related to hearing noises.

Sources

Antling, Bovathi, and Cawbrie: *Folk of Dalentown Volume 1 for 5th Edition*. © 2020, Tim Bannock; Authors Matthew Bannock, Tim Bannock, and Ewol Navi.

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