

The Knave for OD&D

The Knave is an urban thief and scoundrel who specializes in a mix of skills useful in sneaking, thieving, defensive fighting and tomb robbing. Knaves use the Cleric attack table, and are limited to daggers, hand axes, and light crossbows as weapons. They can wear leather armor but may not use a shield, and they must be neutral or chaotic in alignment. Humans and Halflings can be Knaves, although the latter cannot advance past level six (Scofflaw). Dexterity is the Knave's prime requisite. Knaves like to work alone but will form loose coalitions or join guilds if it is in their best interest.

Knave Advancement

Level	Title	Experience Points	Dice for Accumulative hits	Skills/Backstab/Special
1	Thug	0	1	1-3/d6, x2
2	Filcher	1,800	1+1	1-3/d6, x2
3	Rifler	3,600	2	1-3/d6, x2, read secret writing
4	Pilferer	7,200	3	1-3/d6, x3
5	Tomb-robber	14,400	3+1	1-4/d6, x3
6	Scofflaw	24,000	4	1-4/d6, x3
7	Footpad	40,000	5	1-4/d6, x4, bypass magical locks
8	Rogue	65,000	5+1	1-4/d6, x4, read magic scrolls
9	Knave	90,000	6	1-4/d6, x4
10	Knave, 10 th Level	190,000*	7	1-5/d6, x5

* +100,000 experience points per level after 10th

Knave Saving Throws

Level	Death Ray or Poison	Wands	Stone	Dragon Breath	Staves & Spells
1-4	10	12	14	15	15
5-8	8	10	12	13	13
9-12	5	7	9	10	11
13+	2	5	7	7	9

Luck

Knaves are sometimes seen as extraordinarily lucky. Once per day, the Knave can re-roll one die roll of his choosing (a die roll that affects them), but must then abide by the result.

Skills

The following skills are contingent on the Knave's attack rolls, except for *Defensive Fighting*, which is automatic but can only be done if the Knave forfeits their attack.

- Backstab
- Defensive fighting
- Disarming
- Grappling hook

Backstab: If a Knave is able to surreptitiously maneuver behind an opponent, he can opt to backstab with a dagger. A normal attack roll is made at +4, and if it is successful, the Knave does double damage. At 4th level, this rises to triple damage, at 7th level quadruple damage, and at 10th level quintuple damage. Magical bonuses are added after the damage factor is calculated. Note that victims must have a back in order to be backstabbed, so creatures like slimes or oozes are not affected by backstabs.

Defensive Fighting: This allows the Knave to parry an attack so that his opponents get an attack penalty of -2 plus any dexterity bonus. This gives a range of -2 to -3. This penalty is in effect in a given combat round as long as the Knave forfeits their attack that round.

Disarming: The Knave is adept at causing opponents to drop any one held weapon. The Knave must have initiative to attempt to disarm his opponent, and cannot attack in the same round he chooses to disarm. An attack roll against his opponent is made, adding any dexterity bonus, with a successful roll meaning his opponent is disarmed and will require one round to recover his weapon. Failure means his opponent can attack normally.

Grappling Hook: The Knave is skilled at using a lightweight rope and grapple to climb walls. For a standard 50-foot rope, a 40 foot surface can be climbed. **The Knave makes an attack roll versus AC 7, adding any dexterity bonus.** Success means the grapple has caught on a secure edifice (assuming one exists) and can be used to climb. Multiple attempts are possible, but note misses are noisy and can attract unwanted attention. Once a grapple is secure, any character can use it to climb a wall, but the Knave will always move at twice the speed of non-Knaves up or down the rope. He can also stop and secure himself to the rope in such a way so as to hurl a handaxe or fire a preloaded crossbow.

The following skills are successful on d6 roll of 1-3 (1st-3rd level), 1-4 (4th-6th level), or 1-5 (level 7+).

- Remove or set traps
- Pick locks
- Pick pockets
- Read secret writing & scrolls (starting at 3rd level)

Remove or Set Traps: With appropriate tools, Knaves can try to deactivate small, mechanical traps. Once a trap is disarmed, a Knave can attempt to re-set the trap with a second skill roll. A failure of this skill means it cannot be attempted on the same trap until the Knave has gained a level.

Pick Locks: With appropriate tools, a Knave can attempt to pick any non-magical lock mechanism. At 7th level and above, magical closures can be defeated. A failure of this skill means it cannot be attempted on the same lock until the Knave has gained a level.

Pick Pockets: A Knave can attempt to surreptitiously pilfer items from a target's pocket. Failure means the Knave's attempt was detected.

Read Secret Writing & Scrolls: Beginning at 3rd level, success with this skill allows the Knave to decipher and infer the general meaning of any non-magical writing such as that found on treasure maps, in secret correspondence, or in other coded messages. At 8th level and above, Knaves can attempt to read magic-user scrolls. A failure of this skill means it cannot be attempted on the same writing until the Knave has gained a level. A failure on a magical scroll means at a minimum the scroll's magic is spent, but may include some other, magical mishap at the referee's discretion.

The following skills are always successful:

- Hide in shadows
- Move silently

Hide in Shadows: A Knave can hide unseen in underground or urban areas by using shadows or other concealment to his advantage. He can then move at half-normal movement rate, as long as there are shadows present to hide in.

Move Silently: A Knave can use this skill to move at half his normal move rate without making any discernible noise.

Note: Moving silently and/or hiding in shadows does not prevent an enemy from detecting the Knave by smell or magical means. Note also that the Knave has no proficiency hiding or moving silently in wooded areas, these skills are the province of Halflings, Rangers or Wardens (if used).