

*Knight &
Day*



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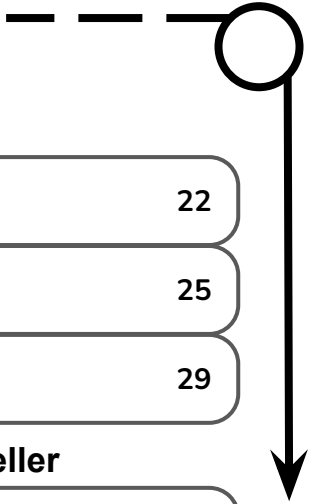
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1. Dice

In *KNIGHT & DAY* the **knights** must roll dice to determine the outcome of your *knighly* deeds. The **storyteller** never rolls dice, they must be thwarted by **knights** or their rolls will succeed.

When rolling, **lower means better!**



Fool



Squire



Knight



Hero



Legend

Smaller dice are better

Doing something that needs a roll

1. State what your **knight** wants to do and **how they do it**.
2. The **storyteller** decides if you need to roll, which **stat** you roll and what your **target** is.
3. Roll your die (or dice!). Depending on the result, one of these things may happen:

Your result is **equal or lower** than the **target**

Congratulations! You've accomplished what you wanted.

Your result is **higher** than the **target**

Oh no! You whiffed it! The **knight** must decide:

- ❖ **Twist!** You get what you wanted, but the **storyteller** chooses how it happens.

"You didn't unlock the door, but it still opens! The guard who opened it prepares their hammer..."

OR

- ❖ **Disaster!** You don't get what you want, and the **storyteller** changes the scenario in a big way.

"The door doesn't budge under your mighty fists, but the shaking wobbles a few stones loose... Then! The whole stone archway collapses, burying the door under rubble!"

Example Targets

10

Break a weak door,

8

Sneak past a dozy guard

6

Spot a sneaking bandit

4

Decipher a secret code

2

Survive a fall from a soaring roc

1

Convince a dragon to donate some gold

Bonus Dice

Sometimes you will roll more than one die at a time. In these cases, you take the result of whichever die is **lowest**.

These are called **bonus dice** and are gained when your actions and choices have garnered you an advantage in your current predicament.

Bonuses & Legend

If you have bonus dice on a roll, you can still gain **legend** in the normal way (described later). This doesn't change the size of any **bonus dice**, only your main **stat die**. So it can be a good way to get **legend**.

Knightly Special

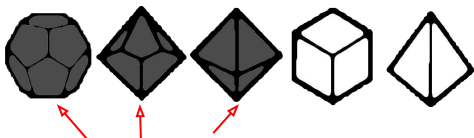
Your **knightly special** (later) is different to other **stats**, because it is always treated as a **bonus die** if the roll could use it (roll the main stat and your **special**, if it suits the task).

2. Legend

This is the story of your **knights**, and you can help build it. **Legend** lets you do that.

Gaining Legend

When you roll a **stat**, you can choose to roll with any die you have coloured in.



You can choose any of these

If you choose a dice that **isn't the smallest you have**, you gain **legend** equal to **how many coloured-in dice** are below it.

*With the dice above: If you rolled the left-most die, you would gain 2 **legend** because there are 2 coloured-in dice below it.*

*If you choose a worse die to gain **legend**, you should add what your **knight** is doing to make things harder. Are they being extra stylish, boastful or downright silly? Are they fending off a foe with a mug from the bar? Did they blindfold themselves during the archery contest?*

Spending Legend

Now you've got **legend**, what can you do with it? There are a few options, shown below. Next to each is how much **legend** you need to spend.

1

Before rolling: raise the **target** by 1.
*(remember, higher **targets** are easier to beat)*

2

After a successful roll, expand upon your success. *"You manage to leap in front of the dragon's flames, shielding the dog!" "I spend 2 legend: 'I toss the dog out of danger, and it runs behind some rocks.'"* This can only achieve things that wouldn't need another roll, or were already covered by the first roll.

3

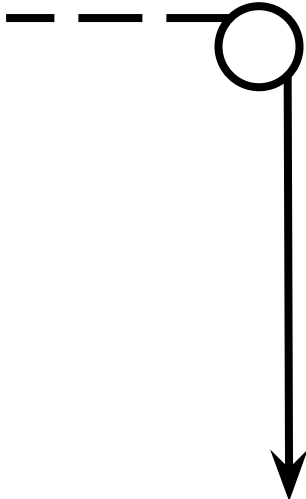
After a failed roll, take control of the outcome. After you choose one of the options, you can add a **single sentence** that happens immediately. Then, the **storyteller** carries on as normal.

3. The Table

The table, around which the ***knights*** gather. The table refers simply to all ***knights*** as a group, without the **storyteller**.

Treasures

The table has a pool of **wealth** called **treasures**, which all ***knights*** call on during their quests. This is used to buy **items**, pay for services and added to during your adventures. It is simply a number, tracked by the ***knights*** as a whole.



Making a Knight

4. Knightly Start

Depending how powerful you want your **knight**s to be, the table should agree on one of the following options.

	Lowest Die	Stat Points	Powers	Max Item Cost
Fool		0	1	1
Squire		3	2	1
Knight		6	3	2
Hero		10	4	2
Legend		15	5	3

❖ ***Knight*** is the default for one-shots!

5. Your Theme

All knights have a **theme**. A single word that defines who they are as a knight, as well as what they can do.

Your knight's name is their **theme** + "**knight**".

Choosing a Theme

Your **theme** can be almost anything, so long as the others at the table are okay with it.

Here are some ideas:

◆ **Jobs**

Chef, hunter, diver, baker, tailor

◆ **Animals**

Shark, cat, wolf, whale, hawk

◆ **Objects**

Kettle, pan, flute, book, tree

◆ **Phenomena**

Lightning, meteor, spin, bloom, day

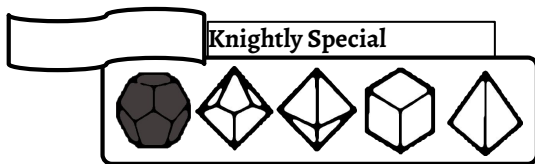
◆ **Adjectives**

Brave, scary, wise, strong, fast

More specific **themes** tend to be better. Instead of **animals**, choose one. Instead of **magic**, choose a speciality.

Your *Knightly Special*

You have a special **stat** (described next) called a **knightly special**. It has a blank section where the name should be. This is because you choose this **stat**. It must be **related** to your *knight's theme* directly.



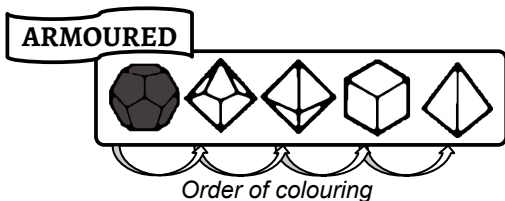
This **stat cannot** be rolled by itself, but is treated as a **bonus die** (rolled **with** another **stat**) when it's applicable.

6. Your Stats

Stats are the aspects of your *knight*. They determine what you're good or bad at.

Choosing your **Stats**

You have 7 **stats**: 6 normal stats (shown opposite) and your **knightly special**. Each of these stats has a bar, like this:



When you create your *knight*, you have **stat points** (see part 3). Each **point** you spend allows you **colour in** one stat die on a bar, starting from the left-most coloured-in one.

Each **stat** begins with the left-most already coloured in, because you can always roll.

Depending on the **knightly start** (see part 3) you chose, the **lowest die** you have coloured in is limited.

Which **stat**, when?

When the **storyteller** is deciding which **stat** a **knight** needs to roll, they check if there's only 1 **stat** that could fit (such as in a specific rule/effect). If not, then ask **how** the **knight** is doing it. Surviving a great drop could be either **armoured** or **stylish**, if you're tanking the drop or smoothly nailing the landing.

ARMOURED

How much armour your **knight** wears.

HEROIC

Brave, boisterous and powerful.

CONNIVING

Quiet, cunning and precise.

STYLISH

Fabulous, graceful and smooth.

LEARNED

Wise, logical and educated.

RICH

Your wealth and courtly noble presence.

7. Your Powers

Powers are your **knight's** special techniques, abilities and magics that are unique to them. Powers are written in this box on your sheet:

I can

STAT:

Creating your Powers

Your **powers** all begin with 'I can...' and are created by finishing the sentence.

Marlin Knight can swim super fast.

Sun Knight can erupt in luminous flames.

Zombie Knight cannot die.

These powers can always be used by the **knight**, but aren't absolute. When you create a **power**, the **storyteller** chooses a **stat** for it. When you need to roll something to do with that **power**, that's the **stat** you use.

The Gifted Power

When you create your **knight**, **exactly one** of your **powers** is gifted to you. Instead of you creating it, the other members of the table choose it for you (although you can have some input).

Using your **Powers**

Because **powers** are very open-ended, knowing how to use them will depend on your **knight**. There are some general guidelines for when you use them:

- ❖ If the use doesn't directly alter the story **right now**, you don't need to roll for it.
- ❖ If using it does alter the story, you might need to roll. **Storyteller's** choice.

Weaknesses

Sometimes, a **power** might be too powerful, which would lead to a more boring story. In cases where the **table** agrees the power is too good, you can add a **weakness**. This is a limitation on when/how that **power** can be used.

*I cannot die, unless stabbed in my heel.
I can instantly defeat any foe, if my left hand
touches them for 13 seconds.*

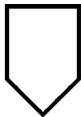
These are a good place to add flavour, character and strangenesses to your **knight** to make them more unique.

8. Hearts & Resting

Hearts and **shields** are how we track the damage your ***knight*** has taken during their adventure.



All ***knight***s have 5 **hearts**. When you have 0 **hearts** remaining, your ***knight*** is knocked out until they're **helped up**, which restores a single heart.



Knights have 1 **shield** for each **armoured die** they have **coloured in**. **Shields** represent your alertness, and ability to defend. They only apply when your guard is up, such as during **combat**.

Taking a Break

Once per **adventure**, the table can decide to **take a break**. When they do, all ***knights*** regain 3 **hearts**.

9. Items

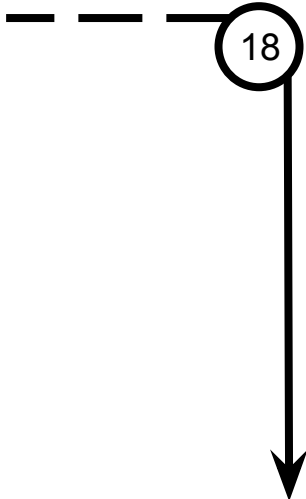
Items are any extra tools, weapons and doohickeys that help you perform your knightly deeds. The effects of items are described over the coming pages.

Starting Items

The **table** totals up the **rich dice** they have **coloured in**. The **table** has that many items, distributed however they wish amongst the **knights** present. These items are designed to match each **knight** and their **theme**. Although they don't cost anything, the **maximum price** of these item is limited, depending which **knightly start** you chose (see table at the start of this section).

Buying Items

During normal play, a **knight** must find a **shop** if they want to buy more **items**. When you buy an **item**, you must spend **treasures** from the table's pool equal to the price shown.



Tools

Tools are items that give you a **bonus die** towards a particular goal. The price of the object is determined by the **size** of the **bonus die**, plus any **specials** it gives you.

Some example tools are *crowbars*, *axes*, *super-fancy hats* and *magical staves*. These each can be used (and grant **bonuses**) for tasks that they could logically be applied to. **Tool specials** are listed opposite.

Price	Die
1	
2	
3	
4	
5	

Price

Effect

1

Weapon. Someone hit with this loses 2 **hearts**.

2

Magical. You can spend 1 **legend** to gain an extra **bonus**.

-1

Handmade. Lower the **target** by 1.

-1

*Playing a
Day*

10. The Summons

The **knights** embark on quests of all scales, to aid the commonfolk across the realm. This starts with the **summons**: a letter, messenger, call to action. The **knights** then have some time to prepare before their journey begins.

The Quest

The **summons** will tell the **knights** what needs doing, where & perhaps offer some clues, aid or **mini quests**.

Mini quests

Mini quests are small objectives that will give the **knights** aid on the big **quest** and extra rewards at the end.

Preparing for a Quest

During the **summons** step of play, each **knight** has 1 thing they can do. These options are shown opposite. **Knights** may also buy items at this stage, without using one of their options for it.

Withdraw Treasures

A **knight** may take wealth from their personal stash, and donate it to the table's wealth. That **knight** rolls **rich** and subtracts their result from 13. The remainder is how many **treasures** the tables gains.

Pop to the Library

A visit to the library might earn you clues about your coming adventure. A **knight** doing so rolls **learned**. If their roll is less than 9, they learn a single clue. If less than 5, they learn 2 clues. If their roll is 1, they learn 3 clues. These are provided by the **storyteller**.

Help around Town

Help out the poor, save a cat from the tree, build your reputation. You gain 1 **legend**.

11. Doing Battle

A **knight's quest** may involve some form of battle, be it a duel, brawl or slaying of a mighty beast.

Battle begins when someone declares aloud '**battle begins!**' They then make the first **action**, as below.

The first player to declare an **action** does it immediately.

Any **other** player declares and does a **follow on**, carrying on from the previous **action**.

Follow-ons continue, carrying on from the previous one. If no one does a **follow-on**, there's a **moment of quiet**. All **knight's & villains** regain all **shields**.

'The Round'

Actions

An **action** is anything you do that requires you to make a **roll**. There is no list of *battle actions*, you can do what you want. Per **round**, **knights** and **villains** can use two **actions** (including the first action). Some **actions**, if declared before the **roll** is made, may influence the previous **action**

Rush!

In addition to **actions**, **knights** can **rush**! This is any activity that **doesn't** need a **roll**. One **knight** can **rush** after an **action** has been finished. The next **follow on** can be to either the **action** or the **rush**. A **knight** can only **rush** once per round.

Follow on?

Following on means using the previous **action** as the start for your own **action**.

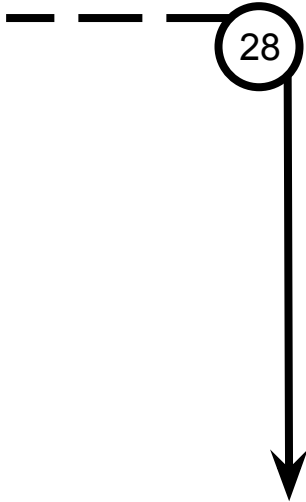
- ❖ *'As the ghoul runs past, I trip them up!'*
- ❖ *'When they hit the floor I jump off the wall and elbow drop them!'*
- ❖ *'When you jump, I use my **power** to make you ultra heavy!'*

Follow ons are a way to build up the story & cinematics of a battle.

Getting Hurt

During **battle**: when something **hurts** a combatant, they lose 1 **shield**. Then, if they have no **shields** left, they lose immediately 1 **heart** and regain their **shields**.

Something that causes multiple **hearts** to be lost at once only does so if it breaks the **last shield**.



12. Quest Complete

After the *knights* have completed their valiant goals, they can return home to rest & relax before the next adventure.

Rewards

The **table** earns 6 **treasures**, plus 3 for each **mini-quest** they achieved. The **quest** or **mini-quests** may also have promised some other rewards, which are also earned now if they haven't already been claimed.

Next Steps for the Knights

If playing a one-shot, there's no need to go further. If you want to advance your *knights*, you can spend any **legend** you had to do so (see opposite).

Using Legend to Advance

After a **quest**, you might have leftover **legend**, which you may use to advance your **knight**.

5

Colour in the next **die** in a **stat**.

5

Gain a new **power**. This is created in the same way as **making a knight**.

5

Create a new **knightly special**, in the same way as **making a knight**.

Secrets for the Storyteller

13. The Quests

This chapter is about creating a **quest**, and **mini-quests** for your **knights** to do.

The Quest

The **quest** is the main story of a session(s). It needs to have:

- ❖ A clear objective
Find & return the sacred treasure.
Defeat the dragon causing the storms.
Help this caravan through the mountains.
- ❖ A mystery
Where's the treasure?
Why is the dragon so angry?
What's that spooky wagon about?
- ❖ A twist
The treasure is an evil relic?!
The dragon's egg has been stolen!
The wagon is full of skeletons!

These shouldn't be explicitly told to the **knights**, but should be present to help create a compelling quest.

Mini quests

Mini quests aren't as in-depth as the big **quest**. Their purpose is to give some levity, intrigue and bonus aid to the ***knights***. These should have:

- ❖ **A one-step goal**
Simple & easy, but tied into the big quest so they are done alongside each other.
- ❖ **Big quest help**
The reward should be something that directly helps the ***knights*** complete the big quest. It might be information, a special tool or a change in circumstances.

Mini quests also earn extra rewards at the end of the quest, so don't worry about **treasures** at this point.

14. Villains & Minions

The foes that **knights** may encounter are grouped into **villains** and **minions**. It is important to remember that the **storyteller never rolls**. Because of this, the **villains & minions** work differently to **knights**. See their info sheet opposite.



Scribble out the **hearts/shields** you don't need. Use a paperclip along the edge of the sheet to track.



Foes don't have **stats** like **knights**, since you don't roll. Instead, these are the **targets** of rolls **knights** make against this foe. **Armour** if **knights** attack, fight if **knights** defend, **lookout** if **knights** are sneaking & **social** for chatting. You can also best-fit these to other things the **knights** will do.

Targets cannot be above 12, or lower than 1.

I can

Foes may have **powers** (& weaknesses), the same as **knights**. Foes never need to roll for their power, but they should be slower or have more weakness to let the **knights** react and respond.

Name _____

Description



Armour

Fight

Lookout

Social

Social

I can

I can

I can

Important Items and Info



Minions

Minions are the nameless bandits, monsters & evils that **knights** might encounter. They have 3 **hearts**, 1 **shield**, 36 total across their 4 **targets** and 1 simple **power**. They do not have unique names.



Villains

Villains are the unique, powerful characters behind schemes and plots. They aren't all **the** villain behind adventures. They have 7 **hearts**, 3 **shields**, 18 total across their 4 **targets** and 2 **powers**.

You can (and should) mix up foes' values to create more unique experiences. Here are some options for doing that. The value in the circle shows how many more **target** points that foe has to use (remember higher **targets** are easier to beat).

+5 Gain a **power**.

+3 Gain a **heart**.

+4 Gain a **shield** (a foe can't have 0 **shields**).

-7 Gain a weakness, an extra way to defeat or stop it.

-3 Gain an **important item**.

These options can be inverted, to sacrifice things for better **targets** (or to then spend on a different option). These options can be taken multiple times each.