



Player Duties

ASSIST THE GAME MASTER. Show up on time, bring snacks, learn the rules, keep session notes, draw maps, and be ready for your turn. At the end of a session, tell the GM your plans so they know what locations and situations to prepare.

CREATE A CHARACTER. Work with the group to make sure your PC meshes with the campaign's setting and tone. Give your PC some distinctive features to make them memorable, but don't worry about coming up with an elaborate backstory. The game is about what happens in play, not what came before it.

PLAY YOUR CHARACTER. You can describe your actions in first or third person. You can put on a voice, or not; it's up to you. Cooperate with the other players and avoid creating conflicts within the party unless the other players agree to it.

TAKE INITIATIVE. Set your own goals and make your own fun. Seek out adventure rather than waiting for it to come to you.

ASK QUESTIONS. Information is the lifeblood of the game, so never be afraid to ask the GM for more details if something is unclear. Search rooms for clues, visit libraries, interrogate NPCs, consult sages, etc.

APPLY TACTICAL INFINITY. Treat the game world as if it is real and work to turn every aspect of it to your advantage. When simulating a living world, no detail is simply "flavor".

SCHEME. Think laterally, not linearly. Avoid risky plans that require you to roll dice and instead create plans so bulletproof that success is certain. Use psychology, magic, allies, equipment, and the environment to overcome obstacles rather than relying on ability checks.

FIGHT DIRTY. Try to win fights before they begin by rigging the situation in your favor and avoid conflicts where you don't have the upper hand. Combat in *Knave* is neither balanced nor fair, so assume that your character's life is at stake any time swords are drawn.

PREPARE TO DIE. Embrace your PC's death when it happens and roll up a new character to take their place. Losing a PC can be painful, but it also makes for great stories, lets you try out new character concepts, and can thrust the party into unexpected situations. Remember that ultimately an RPG campaign tells the story of a whole world, not a single character or even a single party. As the campaign continues, it's enriched by the stories of the characters that came before.