

Thief

Prime Attributes: Dexterity 15+ (+10% xp)

Armor/Shield Permitted: Leather/No

Weapons Permitted: Any, but magical weapons are limited to daggers & swords

Race: Human

Alignment: Neutral

Level	XP	HD	ST	AB	Thief Skills
1	0	1d4	15	0	12+
2	1,250	2d4	14	0	11+
3	2,500	3d4	13	+1	10+
4	5,000	4d4	12	+1	9+
5	10,000	5d4	11	+2	8+
6	20,000	6d4	10	+2	7+
7	40,000	7d4	9	+3	6+
8	60,000	8d4	8	+3	5+
9	90,000	9d4	7	+4	4+
10	120,000	10d4	6	+5	3+
11	240,000	+1 hp	5	+5	2+
12	370,000	+1 hp	5	+6	2+
13	500,000	+1 hp	5	+7	2+
14	630,000	+1 hp	5	+7	2+
15	760,000	+1 hp	5	+8	2+
16	890,000	+1 hp	5	+8	2+
17	1,020,000	+1 hp	5	+9	2+
18	1,150,000	+1 hp	5	+10	2+
19	1,280,000	+1 hp	5	+10	2+
20	1,410,000	+1 hp	5	+11	2+

Abilities

Shadowy Senses: Years spent hiding in shadows and cultivating an awareness of his surroundings have given the Thief an almost preternatural ability to work in the dark. As long as the Thief is not in magical darkness he can “see” out to 10’ with sufficient clarity to move, fight, open locks, and disarm traps (but not to read).

Thief Skills: The chance of success is based on a d20 roll as listed on the table above.

- **Climbing walls or cliffs.** The percentage chance is what the thief needs to climb a wall that others cannot climb. If the wall is more difficult than normal (very slippery, for example), the referee may lower a thief's chances of success. In general, if a normal person has a chance to climb a wall, a thief can most likely do it automatically.
- **Delicate tasks.** This percentage chance is used for disabling small mechanical traps like poisoned needles, and is also used for picking pockets. The skill is also used to detect whether a mechanism, keyhole, or other small location contains a trap that can be removed.
- **Hearing sounds.** A thief can hear well when concentrating; this mainly includes listening at doors.
- **Hiding in shadows.** Thieves can make themselves very hard to see when lurking in the shadows. Anyone can hide, of course, but thieves are virtually invisible and can move around while hiding.
- **Moving silently.** Thieves can move quietly, without being heard.
- **Opening Locks.** Thieves can pick locks; some locks might be unusually difficult, in which case the Referee might reduce the percentage chance as appropriate.

Backstab: When attacking with **surprise**, from **behind**, the Thief gains +4 to hit and inflicts double damage. At levels 5-8, damage is x3, levels 9-12 damage is x4, and levels 13+ damage is x5. In addition, backstabbing with a *dagger* allows the Thief to roll a **d10** for damage instead of a d4.

Read Normal Languages (3rd): Thieves of third level and above can figure out the gist of most written languages, and have a [5+] chance to comprehend treasure maps or written documents. This does not mean they can automatically decipher codes or solve riddles, although it would allow them to understand what a riddle says, for example.

Read Magical Writings (9th): At ninth level, a Thief has gained enough knowledge to decipher magical writings (although not the “divine” writings of Clerics), but their understanding is not perfect when the magic is complicated (that is, for spells higher than sixth level). Thieves can cast Magic-User spells from scrolls, but for the high level spells they have a [18+] chance to get a dangerously unpredictable result, usually the reverse of the intended effect.

Saving Throw Bonus: +2 against devices, including traps, magical wands or staves, and other magical devices.