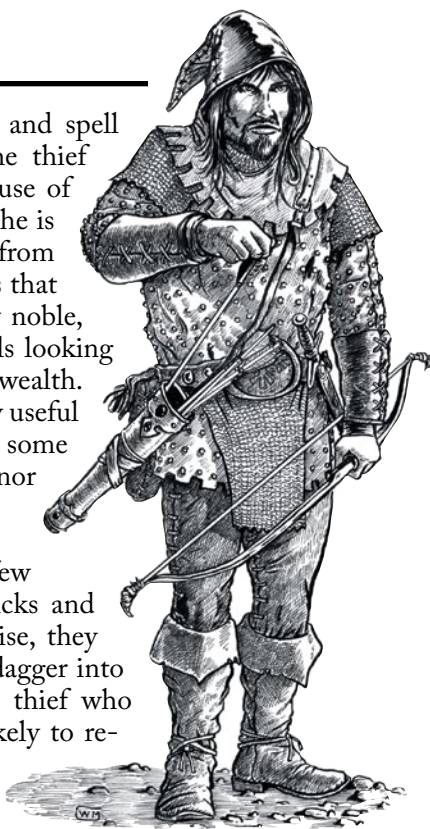


The Thief (optional)

While there are many who wield sword and spell while exploring tombs and dungeons, the thief hopes to recover lost riches through the use of guile and stealth. Though trained in arms, he is not a combatant by trade. Instead he strikes from the shadows and his keen eyes see dangers that his companions do not. Thieves are rarely noble, but are more often pragmatic professionals looking for opportunities to rapidly amass great wealth. Still, their unique skill set makes them very useful to dungeoneers and explorers and there are some among their ilk who hold to a code of “honor among thieves.”



Thieves often go equipped with but a few weapons and light armor, and rely on picks and tools for survival. When combat does arise, they fade into the darkness, ready to plunge a dagger into the backs of unsuspecting foes. The rare thief who manages to amass fortune and glory is likely to retire and start a guild of others with similar skills.

Thief Abilities

WEAPONS AND ARMOR RESTRICTIONS

Thieves are agile and skilled in combat. They may wield any weapon. However, they prefer to rely on their reflexes and only wear leather armor.

BACK STAB

Any time a thief attacks an opponent who is unaware of their presence, the thief receives a +2 to their Base Hit Bonus. If the attack is successful, the thief may roll his weapon damage twice.

SAVING THROW

Thieves receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

THIEVERY

Thieves are stealthy and light-footed. The thievery ability may be used for any number of clandestine or stealth-based actions. From picking pockets or locks, discovering and disarming traps, remaining silent and hidden while moving or even climbing walls free-handed. The Referee has the final say as to whether an action falls under the purview of thievery or not. When the thief attempts to use

this ability the Referee rolls 1d6. If the result of the roll is equal to or lower than their rating in the thievery ability, the thief is successful in their attempt. Thieves are not often aware of when their attempts to remain stealthy fail, and the thief always believes he is successful.

ESTABLISH GUILD:

A thief of ninth or higher level may choose to establish a secret hideout, often in an ur-

ban location. He will attract the attention and service of other, lower-leveled, thieves who hope to learn from a master. He is known as a Guild Master, and those who arrive are members of his Thieves Guild. In return for a cut of their earnings, the thief will provide these apprentices with protection from local law enforcement as much as he is able.

Table 7: Thief Advancement

| Level | Exp. Points | Hit Dice | To Hit | Saving Throw | Thievery |
|-------|-------------|----------|--------|--------------|----------|
| 1 | 0 | 1 | +0 | 14 | 2 |
| 2 | 1,250 | 2 | +0 | 13 | 2 |
| 3 | 2,500 | 3 | +0 | 12 | 2 |
| 4 | 5,000 | 3+1 | +1 | 11 | 3 |
| 5 | 10,000 | 4 | +1 | 10 | 3 |
| 6 | 20,000 | 5 | +2 | 9 | 3 |
| 7 | 40,000 | 6 | +2 | 8 | 4 |
| 8 | 80,000 | 6+1 | +3 | 7 | 4 |
| 9 | 160,000 | 7 | +4 | 6 | 4 |
| 10 | 320,000 | 8 | +5 | 5 | 5 |

EXPERIENCE BONUS FOR DEXTERITY

Dexterity is the Prime Attribute for Thieves, which means that a Dexterity score of 15+ grants an additional 5% experience.

