

Thief Class

Description

The thief is a class that uses trickery, misdirection, speed, and stealth to attain their ends. They forego the heavy armored protection of the fighter in combat for to retain their speed and agility. They can change rapidly from a face-to-face competitor to a backstabbing sneak. With experience, they dabble in magic as a sort of dodge against doing things the 'hard way', but retain a moral and physical flexibility of action compared to the mages who dedicate themselves to magic. They are willing to call on supernatural powers, though they have no special connection, particularly if they have an association with a cleric that will give them a specific advantage when receiving aid from the power that empowers the allied cleric.

Literary examples of the thief class include Cugel the Clever, Bilbo Baggins, and the Gray Mouser,

Requirements

Race:

Any race may play a thief. Some races receive bonuses to thief abilities when used for their base purpose (racial adjustments do not apply to permuted uses of the thief's abilities.)

Characteristics:

Characters must have an dexterity of at least 9 to be a thief.

Starting Conditions

A starting thief will have the following possessions:

- A worn shirt and trousers, or other basic clothing appropriate to the environment where they were trained.
- A worn cap, cowl, hat, or hood.
- A pair of worn (but very quiet) shoes.
- One set of appropriate undergarments, including socks.
- A small leather neck pouch, of about 1 dry pint capacity.
- A small leather belt pouch and belt, of about 1 dry pint capacity.
- 3D6x10 gold pieces.
- 3 worn but servicable items from the following list:

Jimmie stick	lockpicks	thin razor (blade only, in a piece of wood for storage)
1 oz jar of rosin	1 oz jar of grease	1/4oz. of acid in vial with a dropper
4 oz fool's gold	4 oz polished hematite	marked card deck
5 fake coins	fake ID (local papers)	fake land deeds
stage dagger	fake bandages/bindings	eye patch
face mask	sap	shell game cups and ball

or, in science fiction, the Stainless Steel Rat. Each exhibits cleverness and mental flexibility (as well as some physical and moral flexibility) to achieve their goals. The thief acts quickly, decisively, with self-assurance, and often as an adjunct to the rest of their party rather than amid them. Languages and other forms of personal communication come as naturally to them as coming up with a con or scam using those skills.

Each of the thief's special class abilities can be applied in several ways to accomplish the thief's goals. Players of thieves may likewise suggest new ways in which these skills can be applied to their situation.

Players playing thieves should incorporate these views into their character's outlook on life, since these views are every bit as integral to the character of the thief as their ability to sneak, backstab, or steal.

Thief Combat

Thief Combat Attack Matrix

To Hit on D20	Armor Class of Target							
Level of Thief	9	8	7	6	5	4	3	2
1-5	10	11	12	13	14	15	16	17
6-10	8	9	10	11	12	13	14	15
11-15	5	6	7	8	9	10	11	12
16+	3	4	5	6	7	8	9	10

A roll of a “natural 20” (the number 20 appears on the die when rolled, as opposed to a 20 as a result of modifiers to the die roll) results in a “critical hit.” A critical hit causes any damage done to be double that rolled for the hit. If the roll requires a 19 or higher to hit, no critical hit occurs (i.e., if a roll of 19 or 20, or a roll of 20 is required to hit.) There is no automatic hit on a roll of 20, the roll must exceed the to-hit value. Through magic and other bonuses, if necessary.

A roll of a “natural 1” (the number 1 or 01 appears on the die when rolled, as opposed to a 1 rolled as a result of modifiers to the die roll) results in a “fumble.” A fumble results in the character losing the ability to act in the following combat round. If the roll to hit requires a 2 or less, no fumble occurs (i.e. if a hit would occur on a 2, or on a 1.) If the to hit roll would be a 1 (that is, it would be an automatic hit), the target gets a saving throw vs. Death Ray/Poison to see if they can halve the damage from the blow.

Weapons:

Thieves may use any weapons aside from those specifically forbidden to their class.

Armor:

Thieves may not wear any armor other than leather, and they may not use a shield. If they wear some other form of armor, or use a shield, they will receive no experience while doing so.

Backstab: A thief attacking from behind their opponent, with the opponent unaware of their presence, gets a +4 to their to-hit roll, and when rolling damage add the same amount (to double their damage), and add that amount of damage again for every 4 levels the thief has gained.

Saving Throws

When struck by the following types of attacks, roll 1D20 to determine whether the full effect of the attack is taken by the character, or whether the effect is nullified or reduced as noted. Rolling the indicated number or higher results on no or reduced effects.

Level	Death Ray/ Poison	Wands	Stoning/ Paralysis	Dragon Breath	Staves, Rods, & Spells
1-5	13	14	13	16	15
6-10	11	12	11	14	12
11-15	8	9	8	11	8
16+	5	6	5	8	3

On Save:

No Effect for Ray, 1/2 Damage for Poison	1/2 Damage	No Effect	1/2 Damage	No Effect for Spells, 1/2 Damage for Staffs, Rods
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Resurrection:

When an attempt is made to resurrect a character, the given value or lower must be rolled on percentile dice for the resurrection to be successful. A character can only be resurrected a number of times equal to their constitution using normal resurrection spells.

Constitution:	3-6	7-10	11-12	13-14	15	16	17	18	19+
	30%	50%	75%	85%	90%	95%	98%	99%	100%

Thief Advancement

The prime requisite of a thief is dexterity. Thieves receive the following bonuses for prime requisite scores above 12: 13-14: 5% Bonus, 15+: 10% Bonus. This means that for all experience gained, an additional amount of experience equal to 5 or 10% of the experience gained is added to that amount (there is no bonus on experience bonuses, naturally.)

<u>Level</u>	<u>Standard Title</u>	<u>Experience Points Required</u>	<u>Hit Points</u>
1	Apprentice	0	8 Hit Points
2	Footpad	1,200	+1D6 hit points per level
3	Robber	2,400	
4	Burglar	4,800	
5	Cutpurse	9,600	
6	Sharper	20,000	
7	Pilferer	40,000	
8	Master Pilferer	60,000	
9	Thief	90,000	
10	Master Thief	125,000	
Each Add'l Level		(double)	+1 hit point per level

Thief Abilities

Open Locks

Thieves of all levels have an ability to open locked objects without damaging the lock or the object it is locking. This ability also applies to springing stuck catches, working stuck mechanisms, or otherwise unsticking stuck mechanisms without damage. The percentage chance the thief has at each level is on the table. Halflings receive +10% chance to succeed and dwarves +5%. Elves receive no racial advantage. Other races get bonuses at the DM's discretion.

This ability can also be used to modify a lock to resist picking. The thief must make their roll according to their level, and if successful, those attempting to pick the lock will have that thief's percentage to open locks added to their roll. For example, a 1st level thief successfully rolls to add resistance to a lock against picking. When a 3rd level thief subsequently tries to pick the lock, they now have a $25\% - 15\% = 10\%$ chance of successfully picking the lock. Racial bonuses do not apply to this use of the Open Locks ability.

Find & Remove Traps

Thieves can find and remove traps hidden in or around objects (one roll performs both actions.) Halflings receive a 5% bonus to this ability by race, and Dwarves receive a 15% bonus by race. Elves receive no bonus. Other races receive bonuses at the DM's discretion.

This ability can also be used to conceal or set traps. With the appropriate time and materials, as determined by the DM, the thief can make a roll against their Find & Remove Trap ability. If successful, the trap is set. Racial abilities do apply to this use of this ability.

Pick Pockets & Move Silently

This ability allows the thief to stealthily take something off their victim's person or from their pockets without being caught or noticed. The DM may adjust the chance of success based on what the thief is trying to accomplish. It also gives the thief's ability to move without making a noticeable sound. Again, a difficult environment may cause the DM to modify the chance of success. Elves and halflings receive a 5% racial bonus to pick pockets and 10% bonus to moving silently. Dwarves receive a 5% bonus to moving silently.

This ability is also applied passively to the thief's own person. If another thief attempts to pick their pocket, their chances are reduced by the target thief's own pick pocket ability, including racial bonuses.

Hide in Shadows

This ability allows the thief to conceal themselves against being seen by hiding in shadows or otherwise camouflaging themselves in the environment. The environment must provide circumstances where this ability could be used, trying to hide in a bare white well-lit room won't work. But concealment in any reasonable circumstance is possible, on a successful roll. The thief must remain unmoving while any onlookers are looking to remain concealed.

If the DM chooses, a single roll may be made for success for a series of hides within a single area. For example, if the thief is trying to move across a cluttered room without being seen or heard, they can make both move silently and hide rolls, and if successful, can be assumed to have shifted from place to place silently while any onlookers are not looking, then hiding at each intermediate location.

Elves receive a 15% bonus to this ability, dwarves 5%, and halflings 10%.

This ability may also be used in reverse, to attempt to see someone or something that is otherwise successfully being hidden. Racial bonuses do not apply to this use.

Climb Walls

Thieves have a strong ability to climb walls and elsewhere that other classes cannot without the assistance of ropes, harnesses, and other climbing gear. This can be used to scale in any direction across a sheer surface, so long as there is some ability to obtain finger and toeholds upon it--no scaling slick Teflon walls! This ability can also be used to climb in other difficult situations, such as around an obstacle on a rope, where climbing would normally not be possible.

Hear Sounds & Speak Languages

Thieves have an ability to listen intently to hear faint sounds, either in the environment or through doors and other partial obstacles to sound. Halflings have a 5% racial bonus to this ability.

This ability's chart is also used when attempting to communicate verbally or through signs with someone who does not share a language with the thief. A successful roll means that the thief is able to get the gist of, or provide the gist of, the points that are being communicated through voice and gesture. Racial bonuses apply.

It can also be used to fake speaking a language that the thief does not know, but has heard conversation in. The thief must have prepared themselves by listening to exchanges in the language before attempting to use this ability. A successful roll means that the thief has managed to mimic speaking the language in an exchange. Racial bonuses apply to this use of the ability.

Read Language

At third level, thieves can begin to read non-magical text written in languages they do not know. A successful roll means that they understand the specifics and details of the item they are trying to read. If the roll is less than double the successful number, they can correctly identify the generalities of the text--what it's generally about. For example, if a level 3 thief gets a roll of 35, they can't make out the specifics of a text about sacrifices to prevent a volcano from erupting, but they'll know it says something about when a volcano is supposed to erupt.

This ability can also be used to ingratiate oneself with lawyers, tax collectors, politicians, and crooked law enforcement officers. On a successful roll, the thief gains the ability to make a pitch or gain a hearing from the target, who will then determine whether they might consider the thief useful to their own purposes and be willing to cut a deal with the thief.

Read Magic

At 10th level, a Thief can begin to read magic scrolls to cast the spells on them. A successful Read Magic roll on a scroll behaves as a Read Magic spell for a mage--thereafter the thief will be able to read and cast from that scroll. If they fail the roll, the scroll will be unreadable to them until they have gained another level, at which point they may try again. For spells of 7th level and above, there is a chance that when cast the spell's effect will be the reverse of what was intended. For example, Mass Charm may result in the thief and his party being charmed rather than his intended victims. This is determined when the spell is cast.

Note that thieves are strictly users of magic which has already been prepared in the form of a scroll. They are unable to create scrolls, transcribe spells, or memorize them.

Keeps and Retainers

At or above 10th level, the thief may establish a stronghold in the same way as a fighter of ninth level, or establish a thieves' guild within a city with official (though not necessarily public) backing.