

THIEF

LEVEL	TITLE	XP	HD	TO HIT	SAVE/SKILL
1	Apprentice	0	1d6	+0	14
2	Footpad	1,200	2d6	+0	13
3	Robber	2,400	3d6	+1	12
4	Burglar	4,800	4d6	+1	11
5	Cutpurse	9,600	5d6	+1	10
6	Sharper	20,000	6d6	+2	9
7	Pilferer	40,000	7d6	+2	8
8	Thief	80,000	8d6	+3	7
9	Master Thief	160,000	9d6	+4	6
10	Supreme Master Thief	280,000	10d6	+5	5



SAVING THROW BONUS
You get +2 to save against traps, magical or mundane.

THRILLING SKILLS

You got skills. You can do sneaky, thifty type stuff by passing a 1d20 skill roll vs. your ST number. This includes searching for doors, finding traps, avoiding traps, and listening for noises as well as anything else the Judge accepts as a thifty thing to do. Add the appropriate ability modifier to the d20 roll.

You can specialize in 2 skills per level, gaining +1 on the d20 roll. You can **stack** a specialty, gaining +1 or some other benefit noted in the description. You can stack a skill up to 3 times.

POLSON

Knowing how to handle it and where to find it.

CLIMBING

Climb anything. Stack to climb upside down.

LOCKPICKING

Knowing how, knowing locks.

ACROBATICS

Jumping around, wall to wall, roof to roof, amazing stunts!

STEALTH

Sneaking & hiding. Proper and simple.

LANGUAGES & SCRIPTS

Advantage on learning. +1d4 languages. No stacking.

LEGENDS & LORE

Know strange things.

BACKSTABBING

If you are unnoticed, you get +4 on an attack roll and deal double damage.

ARMOR

Your basic armor bonus can be a penalty to certain skill rolls, per Judge discretion.

THIEF SKILL SPECIALTIES

WEAPONS

+1 to hit/dmg with a type of wpn.

BACKSTAB

Additional x1 dmg.

THUG

+1 dmg in melee; stun or knockout duration x2.

THROWING: +1 to hit with any thrown object.

DECEPTION

Lying, cheating, persuading.

HAGGLE & APPRAISE

Assess value, detect fraud, get a better deal.

PROTOCOL

Knowing etiquette, rituals, and traditions.

TRAPS

Finding & disarming. Stack once to set traps.

SCROLLS

Ability to use magic scrolls on a skill roll. Stack for ability to copy scrolls, per Wizard's rules.

PERFORMANCE

Play a tune, sing a song, recite poetry. Compel listeners. Stack for ability to learn magical bard songs.

