

# Thief Options

## A Basic Fantasy RPG Supplement

Basic Fantasy Website: [basicfantasy.org](http://basicfantasy.org)

**Release 1**  
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### INTRODUCTION

This supplement provides additional options for Thief-class characters for use with the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

### Effects of Armor

This variant allows Thieves to use any kind of armor or shield, but applies adjustments to their Thief abilities based on what sort of armor is employed. Leather armor is the “default” type of armor, and applies no bonus or penalty to a Thief wearing such armor. Otherwise:

- wearing no armor imparts a 10% bonus
- wearing chain imparts a 20% penalty
- wearing plate imparts a 40% penalty
- wearing a shield imparts 10% penalty (cumulative with other penalties above).

### Ability Bonus or Penalty Adjustments

Each Thief ability is governed by an ability score (as given below). Add to each Thief ability the relevant ability score modifier times five (i.e. +1 gives +5%, +2 gives +10%, and so on).

The dominant ability scores for Thief abilities are as follows:

Thief Abilities	Ability Score
Open Locks, Pick Pockets, Move Silently	Dexterity
Remove Traps, Hide	Intelligence
Listen	Wisdom
Climb	Strength

### Sneak Attack Adjustment

To increase the effectiveness of high-level Thief characters, the GM may wish to grant triple Sneak Attack damage to Thieves of 9th and higher level.

### Racial Adjustments

Characters of differing races may have differing proficiency at the various Thief abilities. To represent this, the following table may be used. Note that this table includes both Core Rules races as well as races from the Olde Dungeoneer's Almanack.

Race	Pick Pockets	Open Locks	Remove Traps	Move Silently	Hide	Listen	Climb
Dwarf		+5	+5			+5	-10
Elf		-5	-5	+5	+5	+5	
Halfling	+5			+5	+5	+5	-15
Gnome	+5	+5			+5	+5	-5
Half-Elf				+5	+5	+5	
Half-Orc			+5			+5	+5
Half-Ogre	-5	-5	-5	-5	-5	+5	+15

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