

THIEVES REFERENCE SHEET

by Gary Gygax, from the original idea by D. Daniel Wagner

Thieves are the fourth main class of character; their prime requisite is **dexterity**. Men, Dwarves, Elves or Hobbits may become thieves, and they are always **neutral**. Thieves are generally not meant to fight, although they may employ magic swords and daggers (but none of the other magical weaponry), and the only armor they can wear is leather. For the alternative combat system treat Thieves as Clerics.

<u>Thieves</u>		<u>Hit Dice</u>	<u>Open Locks/ Remove Traps</u>	<u>Hear Noise</u>	<u>Move Silently/ Hide in Shadows</u>
Apprentice	0	1	15% / 10%	1-2	20% / 10%
Footpad	1200	1+1	20% / 15%	1-2	25% / 15%
Robber	2400	2	25% / 20%	1-3	30% / 20%
Burglar	4800	2+1	35% / 30%	1-3	35% / 25%
Cutpurse	9600	3	40% / 35%	1-3	45% / 35%
Sharper	20000	3+1	45% / 40%	1-3	55% / 45%
Pilferer	40000	4	55% / 50%	1-4	60% / 50%
Master P'r.	60000	4+1	65% / 60%	1-4	65% / 55%
Thief	85000	5	75% / 70%	1-4	75% / 65%
Master Thief	115000	5+1	85% / 80%	1-4	85% / 75%
M.T., 2nd	230000	6	95% / 90%	1-5	95% / 85%
M.T., 3rd	345000	6+1	100% / 95%	1-5	100% / 90%
M.T., 4th	460000	7	100% / 100%	1-5	100% / 95%
M.T., 5th	575000	7+1	100% / 100%	1-6	100% / 100%

Open locks by picking or even foiling magical closures. Failure indicates the lock must be forced open - a very time consuming process.

Remove small trap devices such as poisoned needles or gas vials in chests. Such traps can be noted by examining an item, and then removal can be attempted. Failure activates the trap with regard to the thief & any others within its range.

Listen for noises behind a closed door.

Move with stealth: the likelihood of moving with absolute silence.

Steal items by stealth and/or sleight-of-hand: removing an item from its owner or their immediate vicinity has the same chance as moving with stealth.

Strike silently from behind: this does 2 dice of damage for every 4 levels attained, minimum 2 dice, and hit probabilities are increased by 20% (+4).

Hide in shadows: the chance to remain undetected when hiding or moving through shadows. Requires shadows and a lack of observation prior to hiding.

Climb almost sheer surfaces rapidly, up or down.

Third level thieves can read languages, so treasure maps can be understood without recourse to a spell. **Ninth level thieves** can understand magical writings, so if they discover a scroll they are able to employ any spells thereon, excluding clerical spells.