

Thief

Level	XP	Hit Dice	Attack Bonus	Saving Throw	Primary	Secondary	Tertiary
1	0	1	+0	14	2	1	1
2	1,250	2	+0	13	2	2	1
3	2,500	3	+0	12	2	2	2
4	5,000	3+1	+1	11	3	2	2
5	10,000	4	+1	10	3	3	2
6	20,000	5	+2	9	3	3	3
7	40,000	6	+2	8	4	3	3
8	80,000	6+1	+3	7	4	4	3
9	160,000	7	+4	6	4	4	4
10	320,000	8	+5	5	5	4	4

Weapons & Armor: Thieves may use any weapon but only leather armor and no shields

Prime Attribute: Dexterity. +5% XP if Dexterity is 15 or greater.

Saves: +2 bonus to avoid the effects of magical or mundane traps.

Skills: There are three Thief skills. The player chooses at first level which skill is the character's Primary Skill, Secondary Skill, and Tertiary Skill. This cannot be later changed. The skills are expressed as an X in d6 chance in most cases. The skills are:

- *Thievery:* Tasks against the environment or devices such as climbing, picking locks, detecting & disarming traps, and stealth.
- *Skulduggery:* Tasks involving people such as deception, disguise, picking pockets, and streetwise.
- *Assassinate:* As a normal skill, this may be used to identify and use poisons. Additionally, the character's skill rating acts as a bonus to attack and multiplier to damage for Back Stabbing. (NOTE: This replaces the normal Back Stab Ability)

Establish a Guild: At 9th level or higher, the character may establish a Thieves' Guild.