

THIEF — 250 points

You're a "procurement expert," whatever unflattering terms others may use. You take things that *need* taking. Of course, the best stuff is inevitably in trapped chests behind locked doors guarded by monsters in mazes. This frames your business relationship with the party: they merely have to take care of the monsters. You'll handle finding treasures *and* unlocking doors *and* bypassing traps – for a reasonable consideration, naturally. Oh, and those rumors that you moonlight as an assassin or a spy? Nonsense!

Attributes: ST 11 [10]; DX 15 [100]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 13 [0]; Per 14 [5]; FP 11 [0]; Basic Speed 6.00 [-10]; Basic Move 7 [5].

Advantages: Flexibility [5]; High Manual Dexterity 1 [5]; *and* Perfect Balance [15]. • A further 30 points chosen from among DX +1 [20], IQ +1 [20], Per +1 to +6 [5/level], Basic Speed +1 [20], Basic Move +1 or +2 [5 or 10], Ambidexterity [5], Catfall [10], Combat Reflexes [15], Danger Sense [15], Enhanced Dodge 1 or 2 [15 or 30], Gizmos 1-3 [5/level], High Manual Dexterity 2-4 [5/level], Honest Face [1], Luck [15] or Extraordinary Luck [30], Night Vision 1-9 [1/level], Peripheral Vision [15], Serendipity [15/level], Signature Gear [Varies], Striking ST 1 or 2 (Only on surprise attack, -60%) [2 or 4], Wealth (Comfortable or Wealthy) [10 or 20], or improve Flexibility [5] to Double-Jointed [15] for 10 points.

Disadvantages: One of Greed (12) [-15], Kleptomania (12) [-15], or Trickster (12) [-15]. • One of Callous [-5], Code of Honor (Pirate's) [-5], or Curious (12) [-5]. • A further -20 points chosen from either of the two previous lists or Bad Temper [-10*], Bloodlust [-10*], Compulsive Carousing [-5*], Compulsive Gambling [-5*], Compulsive Lying [-15*], Compulsive Spending [-5*], Cowardice [-10*], Laziness [-10], Lecherousness [-15*], Loner [-5*], One Eye [-15], Overconfidence [-5*], Post-Combat Shakes [-5*], Sense of Duty (Adventuring companions) [-5], Skinny [-5], or Social Stigma (Criminal Record) [-5].

Primary Skills: Forced Entry (E) DX [1]-15; Climbing (A) DX+3 [1]-18†‡; Filch (A) DX [2]-15; Stealth (A) DX+3 [12]-18; Escape (H) DX+1 [1]-16†; Pickpocket (H) DX [2]-15§; *and* Lockpicking and Traps, both (A) IQ+1 [4]-14.

Secondary Skills: Acrobatics (H) DX-1 [1]-14‡; Sleight of Hand (H) DX-1 [1]-14§; Gesture (E) IQ [1]-13; Holdout, Shadowing, Smuggling, and Streetwise, all (A) IQ [2]-13; *and* Search and Urban Survival, both (A) Per [2]-14. • One of Rapier, Saber, Shortsword, or Smallsword, all (A) DX-1 [1]-14. • One of Shield (Buckler) (E) DX [1]-15; Cloak or Main-Gauche, both (A) DX-1 [1]-14; or raise main sword skill to DX [2]-15. • One of Crossbow or Thrown Weapon (Knife), both (E) DX [1]-15; Bow or Throwing, both (A) DX-1 [1]-14; or Sling (H) DX-2 [1]-13.

Background Skills: Brawling (E) DX [1]-15; Gambling (A) IQ-1 [1]-12; *and* Carousing (E) HT [1]-11. • Another 7 points spent on any previous skill, or on Fast-Draw (any) or Garrote, both (E) DX [1]-15; First Aid, Panhandling, or Seamanship (E) IQ [1]-13; Cartography, Connoisseur (any), Disguise, Fast-Talk, or Merchant, all (A) IQ-1 [1]-12; Counterfeiting, Forgery, or Poisons, all (H) IQ-2 [1]-11; Hiking (A) HT-1 [1]-10; Scrounging (E) Per [1]-14; or Lip Reading or Observation, both (A) Per-1 [1]-13.

* Multiplied for self-control number; see p. B120.

† Includes +3 for Flexibility.

‡ Includes +1 for Perfect Balance.

§ Includes +1 for High Manual Dexterity.

Customization Notes

Thieves aren't combatants built around toughness and combat skills, nor do they have access to powers, spells, and special skills. They're broad-based experts at *mundane* skills. Thus, they're best-suited to players who prefer a supporting role in pre-combat scouting and post-combat looting. A party won't live long without one thief, and may consist *entirely* of thieves.

The *burglar* specializes in getting in and stealing things. He might choose Catfall, Double-Jointed, and more High Manual Dexterity. He often suffers from Kleptomania and is Curious, and frequently has traits like Overconfidence and Skinny. His background skill points go into improved Climbing, Forced Entry, and/or Lockpicking, leaving a point or two for something like Observation (for casing targets).

The *mastermind* is a plotter. He has more IQ – plus Wealth to bankroll his schemes. He's classically a Trickster with a perverse Code of Honor about splitting up loot, and often Compulsive Lying. His background points go toward "urban" skills: higher Streetwise and Urban Survival, and things like Counterfeiting, Forgery, and Merchant.

The *assassin* uses his skills not to steal but to kill for hire. Combat Reflexes, Gizmos (for concealed weapons), and Striking ST (for backstabs) all help. Bloodlust, Callous, Greed, and Loner are common. Background skill points go toward raising combat skills and buying Fast-Draw, Garrote, and Poisons.

Many thieves put the 5 points from quirks into *more* skills. You can't be "too good" at sneaking or finding traps!