

THIEF

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL PTS	CLASS ABILITIES
1	25 : 24	8	3	Single Firearms	1S/1D		Cutpurse Utilise Light Armour Utilise Medium Weapons Utilise Shields
2	28 : 26	9	6	Missile Or Thrown	2S/1D	2	
3	30 : 28	10	9		2S/1D	2	Evaluate Treasure
4	33 : 30	11	12	Missile Or Thrown	3S/2D		Dark-Sense Luck
5	35 : 32	12	15		3S/2D	2	
6	38 : 34	13	18	Ambidex	3S/3D		Sensing- Darkness
7	40 : 36	14	21		3S/3D	1	
8	43 : 38	15	24		4S/5D	3	Physical Deceive Perception
9	45 : 40	16	27	Double Handed	4S/5D	1	
10	48 : 42	17	30		5S/6D	4	
11	51 : 45	19	35		6S/6D	4	
12	56 : 48	21	40		7S/7D	3	

A HUMAN THIEF GAINS 25:3 / 2 LIFE POINTS

AN ELVEN THIEF GAINS 24:2 LIFE POINTS

Class Restrictions/Limitations

Thieves are Not Outlawed, but the act of theft is outlawed

Class Abilities

Cutpurse - this allows the Thief to take small items, coins etc from an unsuspecting target, this skill may be used at will.

Utilise Light Armour - this allows the Thief to wear up to a maximum of 4 AC

Utilise Medium Weapon - This allows the Thief to be able to use any Medium Weapon.

Utilise Shields - this allows the Thief to use a shield.

Evaluate Treasure - allows a Thief to have a rough idea of the value of an item. This ability will not reveal any mystical properties an item may have.

Dark-Sense - This ability allows the Thief to have marked exits or paths useful in escaping any situation. Should a darkness then be cast, the player may keep their eyes open and move directly to an escape point which they have marked out. It does not allow the player to respond to attacks or their path being blocked. They will follow their sense of direction and instincts to their marked exit but may not dodge or avoid attacks as they are technically blind like everyone else.

Luck - this gives the Thief a "lucky edge" whether its playing card, dice or other gambling games, or if the Thief moves from one place to another the guard just happened to turn away from the Thief's direction "lucky huh" all these "lucky" occurrences are totally at the refs discretion. This "skill" is all ways in use / at will.

Sensing Darkness - This tuning of abilities allows a Thief to remain with their eyes open in darkness, and with this advanced ability they can also dodge blows etc. Technically they are blind but their senses are so well attuned as to theoretically keep them out of danger. They may not attack in any way, nor interfere with anyone else i.e. leading someone else away, or their concentration is disrupted.

Physical Deceive Perception -this skill allows the Thief to foil Detect Lie, Detect Race (if suitably disguised) Detect Outlaw, Discern Wounds (from an enemy priest) etc. Remember all theses are at the refs Discretion as are any perceives or detects which may be foiled by this skill.

Thief Ability Tables

Table One	
Backstab	Disguise
Detect Magic	Dodge
Dexterity	Missile Mastery 1
Discern Nature of Undead	Reflex 1
Discern Smell	Thrown Mastery 1

Table Two	
Alliance Initiation	Discern Disease
Apprentice Alchemy	Discern Nature of Wounds
Apprentice Black Arts	Hone Edge
Conceal Lie	Make Concealed Weapon
Conceal Small item	Missile Mastery 2
Cut to Bleed	Perceive Lie
Deceive Perception	Reflex 2
Detect Spirits	Thrown Mastery 2
Disarm Parry	Track
Discern Alchemy	Utilise Medium Armour
Discern Black Arts	

Table Three	
Alchemist	Snare
Black Arts	Stamina 1
Enhance Natural Healing	Thrown Mastery 3
Marksmanship	Torture
Missile Mastery 3	Weapons Mastery 1
Reflex 3	Weapons Mastery 2

Table Four	
Body Weaponry 1	Master Black Arts
Crushing Blow	Shin Parry
Discern Possession	Strength 1
Forearm Parry	Surefootedness
Full Reflexive Defence	Surehandedness
Master Alchemist	

Skill Descriptions

Table One

Backstab – this skill allows the Thief to do 6lps extra damage to an un-armoured opponent, or to do their normal damage through any Physical Worn Armour, this attack must be made from behind and unnoticed.

Detect Magic - By use of this ability a Thief can feel the presence of magic on a person, item or spell effect. This will work on one person, item or effect at a time to a maximum range of 30' from the Thief.

Dexterity – this gives the Thief 1 point of dexterity armour.

Discern Nature of Undead – this allows the Thief to discern the various Undead (ref's discretion).

Discern Smell – Allows the Thief to recognise known smells and out of place smells! The Thief may learn various smells by practice – any smells learnt should be recorded by a referee on a Smell Card! NB Elven thieves can not gain this skill.

Disguise – this skill allows the Thief to change their appearance (and smell if have discern smell), this can include base race changes of approximately the same size and stature as the Thief, hair colour etc.

Dodge – this allows the Thief to dodge one melee blow per day, this will include mystic weapons (*refs discretion for the more powerful mystical weapons*)

Missile Mastery 1 – this allows the Thief to inflict an additional 6 lps damage with a favoured missile weapon – bow, blow pipe cross bow etc.

Reflex 1 – this gives the Thief 1 point of dexterity armour.

Thrown Mastery 1 – this grants the Thief plus 6 lps damage with thrown weapons.

Table Two

Alliance Initiation – by use of this skill the Thief and a high priest of any aligned cult, perform a simple ceremony where the Thief donates 1 permanent power to the priest, but in return can receive blessings from priests of that religion, even though it may not be the Thiefs primary religion, this skill can be taken a max of 4 times – as long as the religions are not juxtaposed.

Apprentice Alchemy – This allows the Thief to make potions - Refer to Makes rules handbook. *Requires Discern Alchemy.*

Apprentice Black Arts – This allows the Thief to make poisons acids etc - Refer to Makes rules handbook. *Requires Discern Black Arts.*

Conceal Lie – this skill allows the Thief to physically confound physical or spiritual detect or perceive lie.

Conceal Small Object – this allows the Thief to hide upon themselves small objects no more than small dagger sized, so the item could not be found by any but the most thorough of body searches. One item per level can be concealed at any time.

Cut To Bleed – this skill allows the Thief to inflict a cut upon a person in such way as for it to keep bleeding at the rate of 1 lp per min, the added effects of this is it make concentrating on casting very hard, spell casters can not cast psionics can not be cast, the bleeding requires mystical / herbal healing to stop. The Thief may use this ability 1 per 4 levels per day.

Deceive Perception – a Thief having already gained Physical Deceive perception may now make use of this higher discipline. The effect is a mental discipline that has a Spiritual and Psionic effect. Any attempt to directly scan or sense the Thief that is directed at the source visibly can be foiled. A Detect Life in a dark room where the Thief is stood would not reveal the Thief, a *Farsense* on the Thief while they are invisible will not pick them up, a *Farsee* at a party at some distance will not actually notice the Thief, the sight of the undead will not pick up a Thief should they so much as lean against a tree. This is the idea and some uses of the skill. Remember it does not work if someone knows you are there or can physically see you.

Detect Spirit - By use of this ability a Thief can feel the presence of spirit on a person, item or spell effect. This will work on one person, item or effect at a time to a maximum range of 30' from the Thief.

Disarm Parry – this allows the Thief to disarm an opponents weapon by striking with their own weapon, this skill is usable 1 per 4 levels per day

Discern Alchemy – this allows the Thief to discern the various potions in the world - Refer to Makes rules handbook.

Discern Black Arts – this allows the Thief to discern the various poisons, acids etc in the world. - Refer to Makes rules handbook.

Discern Disease – This allows the Thief to discern the presence and nature of any disease which is currently afflicting the target, including diseases with no current physical symptoms or where the target is merely a carrier.

Discern Nature of Wounds – This allows the Thief to discern the exact injuries suffered by their subject. This is done by a combination of training of physical examination and mystical ability.

Hone Edge – this allows the Thief to sharpen a blade to do extra damage on the first blow - this is 6lps extra damage and is above stress resistance – limited by systems max. The Thief may hone 1 blade per level per weekend.

Make Concealed Weapon – this allows the Thief to make weapons we can be broken down in to small part or inconspicuous looking items, weapon no greater than the size of a long sword may be made – exception to this is a long bow.

Missile Mastery 2 - this allows the Thief to inflict an additional 6 lps damage with a favoured missile weapon Missile mastery 1 is required.

Perceive Lie – this skill allows the Thief by reading body language and general posture while they talk to someone to tell if they are being lied too, The conceal lie of skill of the likes of Anti- paladins , spies etc will foil this skill.

Reflex 2 – this gives the Thief 2 point of dexterity armour must buy reflex 1 first (gives total of 3 dex).

Thrown Mastery 2 - this grants the Thief a further plus 6 lps damage with thrown weapons-must have thrown weapon mastery 1.

Track - Allows the Thief to track known prints/markings. Thiefs may learn these through study and any known tracks should be recorded by a referee on a track card! Track may also allow a Thief to follow the trail of someone who has passed through - depending upon conditions (ref's discretion).

Utilise Medium Armour - This allows the Thief to be able to use armour of up to a maximum of 8 AC.

Table Three

Alchemist - this further enhances the Thiefs potion making skills - Refer to Makes rules handbook. *Requires Apprentice Alchemist.*

Black Arts - this further enhances the Thief's poison / acid etc making skills - Refer to Makes rules handbook. *Requires Apprentice Black Arts.*

Enhanced Natural Healing - this skill doubles the amount of natural healing the Thief has.

Marksmanship - this skill allows the Thief to fire 1 shot per day at one and a half times their normal maximum range. Not usable at the same time as the Dead Eye ability.

Missile Mastery 3 - this allows the Thief to inflict an additional 6 lps damage with a favoured missile weapon Missile mastery 2 is required.

Reflex 3 - this gives the Thief 3 more dex Ac must have reflex 1 and 2 (total of 6 dex).

Snare - The Thief may set a trap in an appropriate location, where it will remain until set off. The trap inflicts a number of lps damage equal to double the Thiefs level at the time of setting the trap.

Stamina 1 - this skill permanently raises the Thief's total body by 3 lps.

Thrown Mastery 3 this grants the Thief a further plus 6 lps damage with thrown weapons-must have thrown weapon mastery 2.

Torture - this skill allows the Thief to extract information from an unwilling subject by mean of torture. They are able to extract either three one word answers to three closed questions, or it can be used to get one detailed answer to an open ended question. The question must be answered and the answers given must be the truth. The subject will die at the end of torture ordeal. NB the answers must be known by the subject.

Weapon Mastery 1 - this skill gives the Thief plus 6 lps damage with a type of weapon ie Daggers, Long swords etc.

Weapon Mastery 2 - this skill gives the Thief plus 6 lps damage with a type of weapon ie Daggers, Long swords etc for a total of plus 12 lps with the chosen weapon type. Requires the Thief to have weapon mastery one in the same weapon type.

Table Four

Body Weaponry 1 - this allows the Thief to inflict damage with hands and feet - +6 LPs damage - **NB** anyone choosing this skill will be checked for safety in unarmed fighting.

Crushing Blow - this allows the Thief with a suitably blunt / heavy bladed (axe) weapon, or body weaponry to strike a location and reduce it to zero LPS this is usable 1 per 4 levels per day.

Discern Possession - This allows the Thief to discern if the target is currently being possessed by another being or spirit. Dependant on the power of the possession it may be possible to recognise the type of possession in effect.

Forearm Parry- this allows the Thief to turn a physical blow aside and take 1 lp bruising damage, the area of parrying is knuckles to elbow and an attempt must be made to parry the blow, this does not work on any mystical blows. This will include absolute effects such as crushing blow/ location out, poleaxe, decapitation/location off and cut to bleed.

Full Reflexive Defence - this skill allows the user for 1 encounter per 6 levels to achieve a state of supreme reflexive capability. This state gives the user one FRD Dodge per point of Natural dexterity they have, (Gods charms, Elven cloaks, Blesses or standard potions do not add to NATURAL dexterity.) FRD Dodges may be used whenever a normal Dodge could be used. (Note that if the user has something that would enhanced their normal Dodges that does not apply to FRD Dodges and vice-versa.) This ability lasts for 5 minutes / 1 encounter, and any unused FRD Dodges at the end of this period are lost.

Master Alchemist - this further enhances the Thief's potion making skills - Refer to Makes rules handbook. *Requires Alchemist.*

Master Black Arts - this further enhances the Thief's poison / acid etc making skills - Refer to Makes rules handbook. *Requires Black Arts.*

Shin Parry - this allows the Thief to turn a physical blow aside and take 1 lp damage, the area of parrying is knee cap to toe and an attempt must be made to parry the blow, this does not work on any mystical blows, the Thief can parry a trip from a weapon skill , but not from hands etc grabbing the Thiefs legs. This will include absolute effects such as crushing blow/ location out, poleaxe, decapitation/location off and cut to bleed.

Strength 1 - this skill grants the Thief plus 3 strength.

Sure Footed - this allows the Thief to now be immune to the effects of trip, strike down, knock down from gun or bow (referees discretion). Unlike other classes, Thieves do not require the skill Resist Knockdown as a prerequisite to Surefootedness.

Sure Handed - this allows the Thief, to be immune to disarm parry, fumble spells or practically anything else including a slippery object being dropped by the Thief. (referees discretion). Unlike other classes, Thieves do not require the skill Resist Disarm as a prerequisite to Surehandedness.