

# Thief (expanded)

Requirements: None  
Prime Requisite: DEX  
Hit Dice: 1d4  
Maximum Level: None

Thieves have a range of unique skills associated with their profession that make them very handy companions in adventures. However, thieves can be a bit shady and they sometimes are not as trustworthy as other classes. A thief will usually belong to a Thieves Guild from the character's local town, where he can seek shelter and information between adventures. At the Labyrinth Lord's discretion, a thief may have to forfeit a portion of his earnings to the guild in exchange for protection. Because of their need of stealth and free movement, thieves cannot wear armor heavier than leather, and they cannot use shields. They have a need for using diverse weapons, and are able to use any kind.

**Thief Abilities:** A thief character has a variety of specialist skills, selected from the list below. Each thief knows how to use nine out of the fifteen described skills, which improve as he gains levels. Note that usually the Labyrinth Lord will make rolls for these abilities, because a thief is not always aware when he has failed!

**Pick Locks:** The thief is skilled in picking locks, but needs lock picks to do so. He may only try to pick a lock one time, and if he fails, he may try again only twice. If he fails these times, he may not try the same lock again until he reaches a higher experience level.

**Find and Remove Traps:** A thief may only try one time to find or remove a trap in an area. Note that these are separate actions requiring a separate skill check, for a thief must find a trap before he can remove it!

**Pick Pockets:** This skill is the bread and butter of non-adventuring thieves, for it is a quick source of income, but not without peril. The chance of success is modified by -5% per each 5 levels the thief is lower than the victim. There is always a 1% chance of failure despite a skill percent above 100%. A roll that equals twice or more of the skill percentage means the intended target notices the thieving attempt. The Labyrinth Lord will then roll 2d6 on the reaction table to determine the intended victim's reaction.

**Move Silently:** When successful, others will not hear the movements of the thief. However, the thief always thinks he is successful in this skill, and will not know otherwise unless others react to his presence.

**Climb Walls:** The thief is adept at scaling sheer surfaces, including walls or steep cliffs. He must make a skill roll for each 100 feet he intends to climb. If the roll fails, he falls a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet.

**Hide in Shadows:** A thief will always think he is successful in this skill, and will not know otherwise until others react to his presence. He must remain motionless when hiding.

**Hear Noise:** The thief can attempt to listen for noises, in a cave or hallway, and at a door or other locations but he must be quiet and in a quiet environment. Unlike the other thief abilities, this ability is rolled using 1d6.

**Back Stabbing:** The thief must catch an opponent unaware of his presence, using move silently and hide in shadows. He will receive an attack bonus of +4 and will multiply all damage by 2 or more, depending on his experience level.

**Script:** The thief is an expert in deciphering written information, giving him a chance to break codes and to understand the basics of documents written in a foreign language. Particularly tough codes or obscure languages may incur a penalty to the roll. If the roll does not succeed, the thief may not try to read that particular piece of writing until he reaches a higher level of experience. The thief also has a chance of being able to read and cast magic from magic-user scrolls. A failed roll means the spell does not function as expected, and can create a horrible effect at the Labyrinth Lord's discretion. (This skill is modified by INT, rather than DEX.)

**Disguise:** Thieves frequently employ disguises in their trade, in order to better deceive their targets, conceal their identities, and pass without notice. A thief may disguise himself to appear as another class, race, or sex, but he may not convincingly alter his height by more than 3" shorter or 5" taller. The base probability of successfully disguising oneself is listed in the table below. A 5% penalty is applied for disguising as another race or as the opposite sex. This probability is further modified in the following way: add the INT and WIS of a person to be deceived. For every point below 20, add 1% to the probability of success for the thief. For every point above 24, subtract 1% from the chances of success. Finally, this disguise becomes less convincing the longer people are exposed to it. There is a cumulative 2% penalty to the success roll for each day after the first that the same disguise is maintained around the same people. This penalty is doubled if the thief is imitating a different race or sex, but the maximum penalty is 8%. (This skill is modified by CHA, rather than DEX.)

**Poisons:** The thief is trained in the safe use and handling of poisons, and has no chance of accidentally poisoning himself when applying a poison. This skill also grants the ability to identify poisons. (This skill is modified by INT, rather than DEX.)

**Tightrope Walking:** The thief has an expertly trained sense of balance, and can walk along tightropes and narrow beams. Movement is at half the normal rate, and a tightrope walking check is required every 60'. Failure indicates that the thief falls and suffers normal falling damage. Windy conditions may modify the thief's chance of success by up to -20%. Usually tightrope walking attempts are made empty handed, and are penalised by -10% or -20% if one or both of the thief's hands are occupied. Using a balance pole increases the chance of success by 10%. This skill is less effective if the thief is encumbered (see table below).

**Tumbling:** Using gymnastic skills such as flips, rolls and jumps, the thief is able to evade attacks directed at him. If the thief devotes his actions in a round solely to avoiding being hit, he has the specified chance of avoiding any direct attacks, both missile and melee, but not including magical or area effects. Tumbling can also help the thief to avoid falling damage, reducing the effective distance fallen for the sake of calculating damage. This skill is less effective if the thief is encumbered (see table below).

**Jumping:** The thief is trained to jump over obstacles such as pits, and onto surfaces at a higher level. Broad jumps can be performed either from standing or with a run up of at least 20'. A run up enables double the distance to be leaped. High jumps require a 20' run up. The height achieved by a jump can be doubled by using a pole of at least 10' long, which is dropped during the jump. Pole vaulting requires a 30' run up. This skill is less effective if the thief is encumbered (see table below – maximum distance reduced by percentage given).

**THIEF SKILLS TABLE 1**

Level	Pick Locks	Find & Remove Traps	Pick Pockets	Move Silently	Climb Walls	Hide in Shadows	Hear Noise	Back Stabbing Damage	Disguise
1	17%	14%	23%	23%	87%	13%	1-2	2	70%
2	23%	17%	27%	27%	88%	17%	1-2	2	75%
3	27%	20%	30%	30%	89%	20%	1-3	2	80%
4	31%	23%	37%	37%	90%	27%	1-3	2	83%
5	35%	33%	40%	40%	91%	30%	1-3	3	86%
6	45%	43%	43%	43%	92%	37%	1-4	3	90%
7	55%	53%	53%	53%	93%	47%	1-4	3	93%
8	65%	63%	63%	63%	94%	57%	1-4	3	95%
9	75%	73%	73%	73%	95%	67%	1-4	3	95%
10	85%	83%	83%	83%	96%	77%	1-5	4	95%
11	95%	93%	93%	93%	97%	87%	1-5	4	95%
12	97%	95%	105%	95%	98%	90%	1-5	4	95%
13	99%	97%	115%	97%	99%	97%	1-5	4	95%
14	99%	99%	125%	99%	99%	99%	1-5	4	95%

**THIEF SKILLS TABLE 2**

Level	Read Languages	Use Scrolls	Identify Poison	Tightrope Walking	Broad Jump	High Jump	Tumbling (Evasion)	Tumbling (Falling Damage Reduction)
1	20%	-	15%	60%	5'	4'	10%	25% chance of 10'
2	40%	-	25%	65%	5½'	4'	15%	50% chance of 10'
3	60%	-	35%	70%	6'	4½'	20%	75% chance of 10'
4	80%	-	40%	75%	6½'	4½'	23%	10'
5	90%	-	45%	80%	7'	5'	26%	10', 25% chance of 20'
6	90%	10%	50%	85%	7½'	5½'	30%	10', 50% chance of 20'
7	90%	25%	55%	90%	8'	6'	33%	10', 75% chance of 20'
8	90%	50%	60%	95%	8½'	6½'	36%	20'
9	90%	75%	65%	100%	9'	7'	40%	20', 25% chance of 30'
10	90%	90%	75%	100%	9½'	7½'	43%	20', 50% chance of 30'
11	90%	90%	85%	100%	10'	8'	46%	20', 75% chance of 30'
12	90%	90%	90%	100%	10½'	8½'	50%	30'
13	90%	90%	95%	100%	11'	9'	55%	30', 25% chance of 40'
14	90%	90%	100%	100%	12'	9'	60%	30', 50% chance of 40'

**ENCUMBRANCE MODIFIERS TO THIEF SKILLS**

Movement Rate	Tightrope Walking, Tumbling & Jumping Penalty
120'	None
90'	-25%
60'	-50%
30'	-75%

**ABILITY MODIFIERS TO THIEF SKILLS**

Ability	Modified Skills
DEX	Pick Locks, Find & Remove Traps, Pick Pockets, Move Silently, Climb Walls, Hide in Shadows, Tightrope Walking, Tumbling, Jumping
INT	Script, Poison
CHA	Disguise

**Afterword**

To be used in conjunction with Labyrinth Lord.

This expansion to the thief class was created by Gavin of The City of Iron blog ([www.the-city-of-iron.blogspot.com](http://www.the-city-of-iron.blogspot.com)), taking inspiration from the assassin class described in the Labyrinth Lord Advanced Edition Companion, and the thief-acrobat class from AD&D Unearthed Arcana.

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