

# 1<sup>st</sup> Edition

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## **Chapter 1**

### **What is a Thief?**

First of all, there are many different types of thieves. The stereotypical view of a thief is that small cowardice person who is looking for treasure all the time. Typically weak, but lightning fast. Avoids combat at all costs and tries to find challenging items to steal. For some this is true, completely, but there are a lot of other thieves out there with different personalities. For some, pick pocketing and evasion is a way of survival, especially in the big city scene. Some, even are pure scoundrels at heart and steal and con their way to easy street, looking to do as little work as possible. In real society there is no thief the same as the next. Each having their own different abilities and specializing in different ones.

Although, thieves are a fairly popular class (I even like to play a thief now and then), they are an outcast of society. Always hiding from officials, or disguising themselves to not be noticed. For survival purposes a thief may join a guild following a higher level thief. These guilds are usually placed in abandoned buildings or some type of underground system inside the city, or it might even be right outside of town in some sort of building or abandoned fortress, etc.

Even though thieves only roll a d6 for hit points, they get quite a few abilities which separate them from the crowd. A few of them are geared towards getting away and not being seen. While the others allow a thief sleight of hand, or maybe even a tactical advantage. All in all, thieves

are a lot more powerful than they seem. Although they do have these abilities that make them seem all powerful; they do have some limitations. For instance, they only have certain weapons to choose from, the list below shows what weapons they may choose:

Blackjack

Blowgun

Club

Dagger

Dart

Hand Crossbow

Knife

Lasso

Machete

Sap

Short Bow

Sling

Broad Sword

Cutlass

Drusus

Gladius

Long Sword

Sapara

Short Sword

Spatha

Staff

***Optional:***

*Oriental weapons allowed:*

*Bo*

*Hanbo*

*Hankyu*

*Jitte*

*Jo*

*Kama*

*Manriki Gusari*

*Nunchaku*

*Sai*

*Shuriken*

*Siangkam*

*Tanto*

**Yoroi-Toshi**

Along with their limited weapon selection, thieves may only wear certain armors, though most thieves tend not to wear them, as they can instill penalties on their abilities. The armors they can wear are leather, studded leather, padded, and elven chain. Even though it would seem nice to have your thief wear armor for protection, a lot of thieves choose not to because they like to get the full effectiveness out of their abilities.

If played smartly, a thief can go a long way. If your thief character builds a stronghold, or takes over an abandoned building, your character can become rich beyond belief, or even more in debt.

## **A Brief History**

Thieves have been around since greed began, which was a very long time ago. Many believe that the life of a thief is dishonorable, or just not the right thing to do. In some cases thieves are hunted down and either slain or imprisoned. Not all thieves were dishonorable. Take Robin Hood for example (most think he is a ranger, I, however, believe he was a fighter/thief), he stole from the rich and gave to the poor. To me, that's a very honorable job. In one of my modules, I had a guild in a large city that was devoted to helping the homeless. They would steal from the rich denizens of the city to help out the homeless and the needy, whom they housed in their guild. Over the years though, thieves have become more elaborate, going along with the race of technology, using it to their advantage. Another thief to note would be Aladdin, although fictional, he's a prime example. We all love the story of Aladdin, but most look over the fact that he's a thief and a scoundrel at heart, but he fell in love and that turned his life around.

All in all, thieves have been an intricate part of society, and without them probably wouldn't have some of the laws we do today. Nevertheless, thieves remind us that laws and rules are made to be broken. People must sin; just they all have different ways of doing so.

## **Roleplaying a Thief**

As I've said before, there are many different types of thieves, like con-artist, hustler, burglar, grifter. All of them use different styles for getting loot. Roleplaying a thief isn't much different than any other type of class. Your character has to have a background. The DM and the player will draw this up. Here's an example:

*Randar is a dwarf who grew up in a small village in the diamond hills. When he was very young his parents were killed in an orc raid on the village while he was outside the village playing in the mine. His uncle took him and provided for him and when Randar was old enough, he started working in the mine. His life was that of a normal dwarf. He had food on the table and a roof over his head, but he and his uncle didn't get along all too well. Being a shorter than normal dwarf at 3' 7" he was picked on by the bigger kids, who would beat him up, or throw rocks at him. Although being small and a little pudgy, Randar had always been fast with his hands and had a knack for knowing when someone was around. Being somewhat of an outcast already and looked down upon, literally, he feels that he owes himself a little gratitude and at this point began to steal some of the gems*

*and jewels they would dig up and when he had the chance he would cut them and store them in a hollow tree he found in the forest. One day, however, he was caught stealing a gem and the village elders got together and all agreed to banish him. At this point Randar packed up his things (the clothes on his back and a dagger) and left. He went to the hollow tree and gathered all the gems and jewels and went on his way following the trail the merchants use.*

*Randar has a strength of 15 and a dexterity of 16 and his thieving abilities are pick pockets, hide object, move silently, escape hold, dodge missile, tunneling, back detection, and sense danger. (These abilities will be explained later).*

But as you can see, a simple history can tell you what thieving abilities you have allowing you to roleplay your character much easier.

## **Chapter 2**

### **New System**

Well, It's not really a new system, but it's a different way of creating thief characters. In the next two sections of this netbook, I have listed 21 new abilities. I know that may seem like a lot, but hear me out. First of all, each kit I have listed in the kits section only has a few choice abilities to choose from. In the new system I developed, you first pick a kit for your thief, then you get 80 character points to choose what abilities you want that are available to the kit. Or you can do

what I explained above with Randar and start with the childhood. I have also revised two of the abilities. I also came up with an idea for adjustments. Dexterity adjustments just weren't enough for me, so I decided to add intelligence, wisdom, charisma/appearance, constitution, and strength adjustments.

Multi-classed thieves only get 40 CPs to acquire thief abilities.

### New Thief Skills

Skill			Base Chance		Cost
Hide Object			10%		10
Vanish			10%		5



Tightrope Walk			20%	5	
Read Lips			10%	5	
Detect Lies			5%	10	
Detect Tries			15%	5	

Night Vision			5%	10	
Manipulate			10%	5	
Distract			5%	5	
Disguise			10%	10	

Entangle			5%		10
Escape			10%		10
Hold					
Dodge			5%		10
Missile					
Feign			5%		10
Death					
			20%		10

Memorize					
Forgery			10%	10	
Assimilate			15%	10	
Observation			10%	10	
Back			5%	10	

Detection					
Sense  Danger			10%		10
Blackjack			40%		10
d8 for HP			Nil		10
Draw  Weapon			Nil		10

Followers			Nil		5/10/15
Weapon			Nil		5/10/15
Specialization					

**Thief Skill Adjustments**

**Thieving Skill Racial Adjustments**

<b>Skill</b>						
	<b>Dwarf</b>	<b>Elf</b>	<b>Gnome</b>	<b>Half-Elf</b>	<b>Half-Orc</b>	<b>Halfling</b>

Hide Object	+5%	+5%		+5%		+5%
Vanish	-10%	+5%	-5%			+10%
Tightrope Walk	-10%	+5%	-10%			-5%
Read Lips						

Detect Lies	+5%	+10%		+5%		
Detect Tries						
Night Vision		-5%		-5%		+5%
Manipulate		+5%		+5%		
Distract						



		+5%	-5%		-5%	
Disguise	+5%	+5%	-5%	+5%		+5%
Entangle	-5%		+5%			+5%
Escape Hold	-5%	+10%				+10%
Dodge Missile	+5%	+5%	-5%	+5%		+5%

Feign Death	-5%	+5%	-5%		-5%	
Memorize			+5%		-5%	
Forgery			+5%		-5%	
Assimilate						

Observation	+5%					+5%
Back Detection	+10%	-5%				
Sense Danger						+10%
Blackjack				+5%		-10%

### Thieving Skill Armor Adjustments

Skill	No Armor	Elven Chain	Padded or Studded
Hide Object	+5%	-20%	-30%
Vanish	+5%	-10%	-20%
Tightrope Walk	+10%	-20%	-30%
Disguise		-5%	-10%

Entangle	+5%	-5%	-10%
Escape Hold	+5%	-5%	-5%
Dodge Missile	+10%	-10%	-20%

**Thieving Skill Dexterity Adjustments**

Skill	9	10	11	12	13-15	16	17	18	19	20	21	22
HO	-15%		-5%				+5%					

		-10 %						+10 %	+15 %	+20 %	+20 %	+25 %
V	-10%	-5%					+5%	+10 %	+15 %	+20 %	+25 %	+30 %
TW	-10%	-5%					+5%	+10 %	+15 %	+20 %	+20 %	+25 %
DG	-10%	-5%				+5%	+10 %	+15 %	+20 %	+20 %	+25 %	+25 %
E	-15%	-10 %	-5%				+5%	+10 %	+15 %	+20 %	+25 %	+30 %

EH	-15%	-10 %	-5%				+5%	+10 %	+15 %	+20 %	+25 %	+30 %
DM	-20%	-15 %	-10 %	-5%			+5%	+10 %	+15 %	+15 %	+20 %	+20 %

**Thieving Skill Intelligence Adjustments**

<b>Skill</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13-15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>	<b>21</b>	<b>22</b>
RLA	-10%	-5%						+5%	+10 %	+15 %	+20 %	+25 %

RLI	-10%	-5%						+5%	+10 %	+15 %	+20 %	+30 %
DE	-15%	-10 %	-5%				+5%	+10 %	+15 %	+20 %	+20 %	+25 %
DI	-10%	-5%				+5%	+10 %	+15 %	+20 %	+20 %	+25 %	+25 %
DL	-10%	-10 %	-5%					+5%	+10 %	+15 %	+20 %	+20 %



M	-10%	-5%					+5%	+10 %	+15 %	+20 %	+25 %	+30 %
F	-20%	-15 %	-10 %	-5%			+5%	+10 %	+15 %	+15 %	+20 %	+20 %
A	-10%	-10 %	-5%					+5%	+10 %	+15 %	+20 %	+20 %

**Thieving Skill Wisdom Adjustments**

<b>Skill</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13-15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>	<b>21</b>	<b>22</b>
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BD	-20 %	-15 %	-10 %	-5%			+5%	+10 %	+15 %	+15 %	+20 %	+20 %
SD	-15 %	-10 %	-5%				+5%	+10 %	+15 %	+20 %	+20 %	+25 %
DT	-10 %	-5%				+5%	+10 %	+15 %	+20 %	+20 %	+25 %	+25 %
O	-15 %	-10 %	-5%				+5%	+10 %	+15 %	+20 %	+25 %	+30 %

**Thieving Skill Charisma/Appearance Adjustments**

Skill	9	10	11	12	13-15	16	17	18	19	20	21	22
B	-10 %	-5%				+5%	+10 %	+15 %	+20 %	+20 %	+25 %	+25 %
MA	-15 %	-10 %	-5%				+5%	+10 %	+15 %	+20 %	+20 %	+25 %

**Thieving Skill Constitution Adjustments**

Skill	9	10	11	12	13-15	16	17	18	19	20	21	22
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FD	-15 %	-10 %	-5%				+5%	+10 %	+15 %	+20 %	+25 %	+30 %
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### Thieving Skill Strength Adjustments

Skill	9	10	11	12	13-15	16	17	18	19	20	21	22
BL	-10 %	-5%				+5%	+5%	+10 %	+15 %	+20 %	+25 %	+25 %

**Abbreviations:** A=Assimilate, B=Bribe, BD=Back Detection, BL=Blackjack, DE=Detect Magic, DG=Disguise, DI=Detect Illusions, DL=Detect Lies, DM=Dodge Missile, DT=Detect Tries, E=Entangle, EH=Escape Hold, F=Forgery, FD=Feign Death, HO=Hide Object, M=Memorize, MA=Manipulate, O=Observation, RLA=Read Languages, RLI=Read Lips, SD=Sense Danger, TW=Tightrope Walk, and V=Vanish.

## Thief Skill Descriptions

**Assimilate**-this allows the thief to observe a towns laws and everyday jobs, and thus allows him to become a part of the town. Depending on the size of the town, determines any bonuses or penalties, as smaller towns are harder to assimilate.

Population of Town	Modifier
5000+	+20%
1000-4999	+10%
500-999	--
100-499	-10%
less than 100	-20%

**Back Detection**-when this roll is successful, the thief is aware that someone is behind him allowing him his full AC to block the attack.

**Blackjack**-this ability requires the thief having a blackjack (a sock filled with stones and cotton (wgt. 1 lb.)). This ability is like the backstab ability only the blackjack is used on the head of the victim to knock him unconscious. If the victim is unaware of the thief, then the thief receives a +4 on his attack roll. A successful roll of the ability means the victim is knocked unconscious, if it fails then 1d2 points of damage is done. There are modifiers for headgear, the table below shows the modifiers (the modifier is attached to the ability roll):

### Blackjack Headgear Modifiers

Headgear	Modifier
Leather Cap	-5%
Chain Mail Coif	-10%
Metal Helmet	-15%

Blackjack: wgt. 1, size S, type B, speed 2, melee reach 1, damage S-M 1d2, damage L 1, knockdown d4

**d8 for HP**-allows the thief to roll d8 for hit points instead of d6.

**Detect Lies**-the thief can tell if someone is lying to them or if someone is bragging about something.

**Detect Tries**-this allows the thief to notice if another thief has attempted a skill and fails.

**Disguise**-this ability does not replace the non-weapon proficiency, but allows the thief to quickly disguise himself with simple disguises, like putting on a patch, or discarding a cloak or a hat. A successful roll means that someone who got a quick look at him earlier won't recognize him. The attempt takes one round.

**Distract**-if a thief fails an attempt at something with the onlook of a hostile victim or person; they can attempt to distract a person to get him to look away for a moment. Persons with high intelligence put modifiers on the roll. The table below shows the modifiers:

Intelligence	Modifier
13-15	-5%
16-17	-10%
18	-15%
19	-20%
20	-25%
21	-30%
22	-35%

**Dodge Missile**-as long as the thief is aware a missile is coming at him, he can attempt to dodge it. This does not work against magical missiles or breath weapons. If the attack roll of the person firing the missile failed, then the attempt to dodge is automatic. If more than one missile is coming at the thief he can attempt to dodge all of them but at a -10% roll per missile above one.

**Draw Weapon**-this allows the thief to draw one weapon without taking up the whole round. One weapon per round can be drawn.

**Entangle**-if a hostile person is next to the thief and the thief needs to get away, he can attempt to entangle that person by pulling his hood over his head, or giving him a small push. This will incapacitate the person for 1d2 rounds, enough to give the thief a head start.

**Escape Hold**-if the thief is being held by someone, they can attempt to wriggle free of the grasp. If his hands are being held, there's no penalty on the roll, but if he's being bear hugged or held by the feet, then there's a -10% penalty to the roll.

**Feign Death**-by holding his breath and lying very still, the thief can make himself appear dead. This can last as long as 2 rounds + half his constitution score. A failed attempt at this means he flinched his eyes or moved a finger.

**Followers**-by purchasing this skill, a thief can gain followers as described in the *Player's Handbook* if he establishes a stronghold and is at least 10<sup>th</sup> level. If this is purchased as a 10-point ability, the thief can attract followers whenever he establishes a stronghold, regardless of level. Furthermore, if it is purchased as a 15-point ability, upon reaching 7<sup>th</sup> level, and without the need of building a stronghold, he can attract 2d6 of the followers on *Table 31* in the *Player's Handbook* and all level range rolls are made at 1d4.

**Forgery**-this allows the thief to forge legal documents and signatures. He must have a copy of the signature to forge it.

**Hide Object**-after a successful pick pockets, the thief can attempt to hide the object, provided it is small, somewhere on his body. A failed roll means the item won't stay where it was stashed.

**Manipulate**-this gives the thief the ability to fast talk someone to distract them, usually putting their arm around the victim and coming up with some elaborate story or lie. If the attempt fails, the person doesn't believe the thief and the DM must then make a reaction roll to see how the person reacts. People with high intelligence induce modifiers to the roll; the table below shows them:

## Intelligence                      Modifier

13-15	-5%
16-17	-10%
18	-15%
19	-20%
20	-25%
21	-30%

**Memorize**-this allows the thief to memorize what's on a sheet of paper (as long as he knows the language), or what a person looks like, or a certain scene at one moment, with a detailed memorization.

**Night Vision**-this is not infravision, but a limited ability to see in the dark. If a thief concentrates on one section of darkness for one round, he can see if someone is hidden there, or if there is an object there, giving a semi-detailed description. If in total darkness he can see 20' around him, but the vision is very limited, like you can see an object ahead of you, but until he goes up to it (within 3') will not know what it is.

**Observation**-with this ability the thief must concentrate for one round on a person's face to determine what their reaction is. On a successful roll, even the slightest hint of change in the person's face will tell the thief what his reaction is. This is especially helpful with manipulate and bribe to see how the person is going to react before he/she does.

**Read Lips**-this replaces the non-weapon proficiency and allows the thief to read lips and facial expressions of people he cannot hear (as long as he can see the face, and knows the language being spoken) and be able to tell what is being spoken.

**Sense Danger**-this is rolled, without the thief's knowledge, automatically when a presence is within 100' of the thief's position. If the roll is successful, the thief gets a gut feeling that something is going to happen. He doesn't know exactly what, but he knows something is going to happen.

**Tightrope Walk**-this doesn't replace the non-weapon proficiency, but allows the thief to move at his normal rate across small passages, like the top of a stone wall about 1' in width, without the risk of falling. This roll must be rolled every 2 rounds, a failed roll, means the thief loses his balance, but doesn't fall, he must make another roll to regain his balance, and then again to move at normal rate. Thieves moving at half rate do not need to roll.

**Vanish**-this allows the thief to get 5-10' away from a hostile person. A failed attempt means they just turn around. Cannot be used during melee combat. Handy if the thief is noticed pick pocketing.

**Weapon Specialization**-a thief at 10<sup>th</sup> level may specialize in one weapon. If purchased as a 10-point ability, thief can specialize in one weapon at 5<sup>th</sup> level. Furthermore, if purchased as a 15-point ability, he can specialize in one weapon regardless of level, provided he has the points to do so.



## Kits

### Thief Kits

### Adventure Thief

**Description:** This is the type of thief that everyone wants in his or her party. He has most of the regular abilities of a thief, yet is more towards going out and seeing what's out there instead of staying in his hometown and pick pocketing everyone.

The adventure thief wants to adventure; he considers it his job. He goes from town to town looking for the big score, or he might even venture out into the unknown and try and find treasure to steal from monster's lairs and such. In the least, most other thieves believe that these thieves have death wishes. While the adventure thief believes that other thieves are petty and small.

**Social Ranks: Adventuring thieves tend to be of poorer families, but the DM may opt for a higher social rank.**

2d6 Roll	Rank
2-9	Lower Class
10-12	Lower Middle Class

**Requirements:** An adventure thief is required to have a wisdom score of 12 along with the dexterity required for a thief. The wisdom score is not a prime requisite.

**Homeland Terrain:** Any.

**Role:** An adventuring party has a chance they will stumble upon an adventuring thief. If they don't know it, the thief may try and spy on the party for a while to make sure they're not after him. If he deems they are not, he might decide to join them, seeing an opportunity to get by the monster while they're fighting with him to get to the treasure. Adventure thieves tend to be territorial about their adventuring parties they are with. If another adventure thief should step in and try to join the party with one in it already, they might duke it out. If they don't then they usually draw up some kind of contract between them noting how much of the treasure each one is entitled to when it comes to their share.

Adventure thieves tend not to make any friends with fighters, rangers, wizards, or priests, as they tend to die more easily than others do. If there is a bandit (explained later on) in the party, they might team up and adventure on their own, but that's entirely up to the bandit.

Adventure thieves can be a vital part of the party, or they could be its weakest link.

**Secondary Skills:** Gambler, jeweler, trader/barterer.

**Weapons Allowed:** All thief weapons.

**Weapon Proficiencies:** *Recommended:* Club, hand crossbow, machete, short bow, and all swords available. *Oriental:* Hankyu.

**Nonweapon Proficiencies:** *Bonus:* Local History and Gaming. *Recommended:* Fire-building, Fishing, Modern Languages, Weather Knowledge, Ancient History, Appraising, Disguise, Merchandising, Bartering.

**Economic System:** Usually gems and things he has stolen.

**Wealth Options:** Lower class gets 1d4 x 5 gp and lower middle gets 2d6 x 10 gp.

**Armor and Equipment:** If he can afford it, an adventuring thief likes to wear leather armor as it provides some protection and doesn't put any penalties on his abilities. He usually begins with the clothes on his back, unless coming from a higher class of wealth, and a few odds and ends.

**Traits:** Animal empathy, empathy, immunities, climate sense.

**Special Benefits:** +5% to read languages, detect magic, and back detection.

**Culture Sense:** The adventure thief doesn't need to roll to assimilate into a town and make himself seem like part of the town. Since they adventure a lot and go from town to town, they acquire a knack for learning the laws and general knowledge of a town. This

ability, like the thieving ability, is hampered when there is a small town and will take him longer to assimilate.

**Special Hindrances:** -10% to pick pockets and climb walls.

**Available Thieving Abilities:** Pick pockets, open locks, find/remove traps, move silently, hide in shadows, detect noise, climb walls, read languages, detect magic, detect illusion, tunneling, escape bonds, blackjack, dodge missile, back detection, sense danger, detect lies, observation, followers, backstab, defense bonus, scroll use, thieves' cant, draw weapon, weapon specialization, d8 for HP.

## **Ghetto Thief**

**Description:** The ghetto thief is the basic street thief of the major cities. They hide in the dark alleyways watching for tourists and new people, which they can spot with a keen eye. When they spot one they act as a normal person getting closer and closer to their prey and when close enough, go in for the steal. Not all are scandalous at heart, a lot of times they have to do this to survive, having no real skills for a job, and looking to the streets for answers.

**Social Ranks:** Lower class only, unless DM opts otherwise.

**Requirements:** Ghetto thieves must have a dexterity score of 12, not 9, and cannot have a strength score over 12.

**Homeland Terrain:** *Required:* A city with over 1000 people in it.

**Role:** Most ghetto thieves come from a poor childhood, either homeless, orphaned, or very poor. Their only way of survival is to prey on unsuspecting customers and pick pocket them, and to stay far away from officials and knights. To most, this is the only life they know, they've probably never had a job in their life, let alone any useful skills besides stealing. Ghetto thieves tend to be viewed as the weak link of a city, when, if you look at it, they are not. They steal from the rich, and if caught, get sent to prison. The guards get their quota and revenue is then gained by having people in the prison.

Ghetto thieves usually don't adventure all too often, unless they make a friend or is following another thief.

**Secondary Skills:** None.

**Weapons Allowed:** Blackjack, blowgun, dagger, dart, knife, sap, sling, short sword.  
**Oriental:** Hanbo, jo, manriki gusari, nunchaku, sai, shuriken, tanto, yoroi-toshi.

**Weapon Proficiencies:** *Recommended:* Any small weapon.

**Nonweapon Proficiencies:** *Recommended:* Disguise, tightrope walking, throwing, concealment, street lore, guild lore.

**Economic System:** If they happen to steal any gems or trinkets, they usually sell them for money, or trade for needed items.

**Wealth Options:** Very poor, 1d4 x 5 gp.

**Armor and Equipment:** Ghetto thieves can only wear leather armor or none, they usually prefer none. Usually starts with little or no equipment (nothing over 1 gp) except the clothes on his back.

**Traits:** Alertness, double-jointed, immunities (cold and heat only), light sleeper.

**Special Benefits:** +5% to pick pockets, hide object, disguise, and tightrope walk. +10% to hide in shadows. While running, all checks are made at 1 category better.

**Special Hindrances:** Although they can wear leather, if they do, their running benefit is negated.

**Available Thieving Abilities:** Pick pockets, hide object, move silently, hide in shadows, climb walls, escape bonds, escape hold, vanish, distract, disguise, tightrope walk, detect tries, entangle, followers, defense bonus, thieves' cant.

## **Con Artist (Grifter or Hustler)**

**Description:** A con artist is a scoundrel at best. He cons everyone, even his friends. He uses his charisma and manipulation to their fullest, even going further sometimes to act like he's fallen in love with a woman, only to steal everything she owns one unsuspecting night. Cons usually don't stay in a town too long, either getting tired of it, or they might feel too many people knows what he is, and so will move to another city.

**Social Ranks:** Cons usually come from the lower classes, but the DM may allow higher.

2d6 Roll	Rank
2-9	Lower Class
10-12	Lower Middle Class

**Requirements:** A con artist must have a charisma score of 12 as well as the required dexterity score for thieves.

**Homeland Terrain:** Any city, town, or even village. Mostly cities with over 1000 people in it.

**Role:** Con artists love adventuring parties, and can spot them a mile away. One trick many cons like to use on adventuring parties is the town guide gimmick. They'll dress up in normal, sometimes fancy, clothes to disguise themselves and to look more like a guide. Petty cons usually show them a few important things here and there, usually pointing a lot and talking fast while they pick pocket their victim. Real cons usually have an inn, or some kind of place with many rooms for company. They usually let the adventurers stay for a lower price than usual, and usually have another con working as a clerk, as to not give away the gimmick. Then at night when they are sleeping, is when they work their magic, then in the morning when the party finds their valuables gone, they run down to the front desk to see the clerk tied up, which is part of the gimmick, and when they untie him he tells them a story about a thief running in and tying him up and taking the keys to the rooms. At this point, another con comes running down the stairs ranting about having items stolen, which only enriches the story. Real cons usually work in numbers. If an adventuring party discovers they are a con, they might be able to black mail him into doing a service for them, usually telling him about the town guards and how nasty prison life is, where they've usually been once or twice.

**Secondary Skills: Armorer, Gambler, Jeweler, Leather Worker, Trader/Barterer, Weaponsmith.**

**Weapons Allowed:** Dagger, dart, knife, machete, sling, short sword. ***Oriental:*** Hanbo, jo, manriki gusari, nunchaku, sai, shuriken, tanto, yoroi-toshi.

**Weapon Proficiencies:** ***Recommended:*** Any concealable weapon.

**Nonweapon Proficiencies:** ***Bonus:*** Disguise. ***Recommended:*** Dancing, Gaming, Musical Instrument, Singing, Juggling, Ventriloquism, Begging, Concealment, Locksmithing, Acting, Tattooing, Fortune Telling.

**Economic System:** Usually items they steal are traded or sold.

**Wealth Options: Lower class get 1d4 x 5 gp, and lower middle class get 2d6 x 10 gp.**

**Armor and Equipment: Cons are not allowed armor as it rises suspicion in the victim, but usually have some finer clothes and very little equipment unless of a higher class.**

**Traits: Allure, glibness, impersonation, music/singing, music/instrument, obscure knowledge.**

**Special Benefits: +5% to escape hold, disguise, forgery, and hide object. +10% to bribe, vanish, manipulate, and observation.**

*Charismatic Touch:* Once a week a con is able to touch a victim, making him/her unable to resist the cons charm and will agree to everything the con says, within reason, like the person won't jump off a cliff if the con says to. The effect usually lasts about an hour.

## **Special Hindrances: A con may not attract followers, but does have partners in crime.**

**Available Thieving Abilities:** Pick pockets, bribe, vanish, escape hold, disguise, manipulate, forgery, entangle, observation, hide object, thieves' cant.

### **Burglar**

**Description:** These guys are specialists at breaking into places to steal objects of high value. They usually will case a place for a while to determine when no one is home, but if someone is home then they are quiet as a mouse. Burglars tend to travel from town to town as they generally have wanted signs posted with their picture or name on it, so they tend to move around a lot. Burglars are a sly



# bunch, usually not having any friends, sometimes working with partners though.

**Social Rank:** Burglars tend to be of the lower classes but some can be upper.

	2d6 Roll	Rank
	2-8	Lower Class
	9-11	Lower Middle Class
	12	Upper Middle Class

**Requirements:** Standard.

**Homeland Terrain:** Any urban.

**Role:** Burglars don't usually join adventuring parties, but come the need the party might make use of his services for a price, he can help the party gain access inside a building. Most burglars though wish not to be discovered by anyone and are usually loners.

**Secondary Skills:** Any.

**Weapons Allowed:** Any thief weapon.

**Weapon Proficiencies:** *Recommended:* Any light weapon.

**Nonweapon Proficiencies:** *Bonus:* Casing. *Recommended:* Rope use, appraising, disguise, tightrope walking, camouflage, locksmithing.

**Economy System:** They sell what they steal.

**Wealth Options:** Lower class get 1d4 x 5 gp, lower middle get 2d6 x 10 gp, and upper middle get 4d4 x 10 gp.

**Armor and Equipment:** Burglars can wear any armor allowed to thieves, and must have thieves' picks.

**Traits:** Alertness, double-jointed, keen hearing, light sleeper.

**Special Benefits:** +5% to find/remove traps, hide in shadows, detect noise, and move silently. +10% to open locks and sense danger.

**Sleep:** Three times a week a burglar can touch someone and they will sleep undeterred for 1d3 hours. If they are already sleeping, they won't wake up for 1d3 hours.

**Special Hindrances:** A burglar may not attract followers, even when building a stronghold, although he can have partners in crime.

**Available Thieving Abilities:** Open locks, find/remove traps, hide in shadows, detect noise, move silently, climb walls, bribe, disguise, tunneling, sense danger, blackjack, night vision, backstab, defense bonus, thieves' cant.

## Merchant

**Description:** There are all kinds of merchants in the world. Some buy items and then sell them at higher prices as they travel to other towns. Some even make their own items and travel to sell them. These merchants however steal their items and sell them at high prices. They usually go to big cities, steal some valuable items, then travel to smaller towns and sell the goods. These merchants sometimes even have burglars and other types of thieves working for them to provide the goods and they get a cut of the profit. They are always trying to make money and sometimes will go out of their way to find a way to make money, not always in the legal fashion though.

**Social Ranks:** Merchants are most commonly from the lower classes.

2d6 Roll	Rank
2-7	Lower Class
8-10	Lower Middle Class
11-12	Upper Middle Class

**Requirements:** Standard, although a high charisma is a commodity.

**Homeland Terrain:** Any urban.

**Role:** Although they tend not to be adventurous, some will join adventure parties who help supply goods from the treasure they get. Merchants like art objects found in treasure as they usually get the best prices. Merchants are also very good barterers, getting the best prices for their items. A lot of times they'll have a pack horse or mule to help carry goods. If they are

not adventurous, then they usually have a horse-drawn cart. When in town they usually set up shop along the main road and sometimes will have a thief working with them, while the buyer is haggling over the price, the thief comes in and pick pockets them.

**Secondary Skills:** Jeweler, limner/painter, trader/barterer.

**Weapons Allowed:** Dagger, dart, knife, sling, short sword. *Oriental:* Hanbo, jo, manriki gusari, nunchaku, sai, shuriken, tanto, yoroi-toshi.

**Weapon Proficiencies:** Any of the above.

**Nonweapon Proficiencies:** *Bonus:* Bartering and merchandising. *Recommended:* Modern languages, weather knowledge, appraising, sabotage, street lore.

**Economic System:** Duh.

**Wealth Options:** Lower class get 1d4 x 5 gp, lower middle get 2d6 x 10 gp, and upper middle get 4d4 x 10 gp.

**Armor and Equipment:** Merchants don't like to wear armor as it can scare off potential buyers. Depending on the rank, will determine how much equipment they are allowed.

**Traits:** Climate sense, glibness, internal compass, precise memory.

**Special Benefits:** +5% to detect lies and observation. +10% to manipulate.

**Special Hindrances:** -5% to vanish and entangle. In addition, a merchant may not attract followers.

**Available Thieving Abilities:** Pick pockets, hide object, detect lies, manipulate, forgery, assimilate, observation, vanish, distract, disguise, entangle, escape hold, defense bonus, thieves' cant.

## **Anti-Thief (Rat)**

**Description:** An anti-thief is someone usually of lawful good alignment, whose job, he believes is to stop other thieves from stealing, by either killing them or detaining them for the authorities. They are known to thieves as rats. Thieves are careful to watch their backs against these rats. Anti-thieves are not trained; they just happen to hate thieves. An example could be a thief who has a change of heart and realizes what he does is wrong and decides to convert other thieves. Another example could be a person who was religious from childhood and

believes he has to stop these scoundrels from harming the good will of others (possibly a cleric/thief). Thieves have been known to gang up on known rats and either beat him up, sacrifice him to a monster, or sometimes even kill him.

**Social Ranks:** Anti-thieves can be of any rank, though most are of the lower classes.

2d6 Roll	Rank
2-5	Lower Class
6-9	Lower Middle Class
10-11	Upper Middle Class
12	Upper Class

**Requirements:** Standard.

**Homeland Terrain:** Where thieves are.

**Role:** Although the description above depicts somewhat of a lonely job, anti-thieves have been known to work together, forming bands called rat packs. This could make for an interesting party. These bands, however, stake out thief guilds and raid them taking as many prisoners as possible and turning them over to the authorities. Each head brings a price, which is how most anti-thieves make his or her money. The more wanted the head, the higher the price. Nevertheless, anti-thieves usually stick to the cities, not travelling or adventuring all too often. However, if an adventuring party is going after a known thief, and the anti-thief catches word of this, he will join the party until the thief is either killed or taken prisoner. All in all, anti-thieves can be a fun, and sometimes comical, addition to a party.

**Secondary Skills:** Any.

**Weapons Allowed:** All thief weapons.

**Weapon Proficiencies:** Any, although, lassoes can be useful.

**Nonweapon Proficiencies:** *Bonus:* Trailing and guild lore. *Recommended:* Disguise, throwing, sabotage.

**Economic System:** Thieves for money.

**Wealth Options:** Lower get 1d4 x 5 gp, lower middle get 2d6 x 10 gp, upper middle get 4d4 x 10 gp, and upper get 4d6 x 10 gp.

**Armor and Equipment:** They can wear any type of armor and start with equipment according to their social rank.

**Traits:** Alertness, keen hearing, obscure knowledge.

**Special Benefits:** +5% to detect noise, night vision, and back detection. +10% to detect tries. Anti-thieves have a knack for knowing who's a thief, even if the thief is in disguise. Thieves in disguise get a -2 penalty to their proficiency check when an anti-thief encounters them. Or they get a -20% to their roll.

**Special Hindrances:** When encountering a thief, and the thief knows he is an anti-thief, the thief's reaction is either unfriendly or hostile. No roll is required.

**Available Thieving Abilities:** Move silently, hide in shadows, detect noise, read lips, detect tries, night vision, dodge missile, disguise, observation, back detection, sense danger, blackjack, backstab, defense bonus, thieves' cant, d8 for HP.

## **Fighter/Thief Kits**

## **Thug**

**Description:** Thugs are what the name portrays. They are brutal and ruthless and take no prisoners. Thugs use their thieving abilities, by either hiding in the shadows and grabbing someone who passes by, or he might use his manipulation to seclude the person from the crowd, and then club them over the head with their blackjack. At this point, they rob them blind, and when the victim wakes up, he or she has a splitting headache and wonders what hit him or her. Thugs almost always disguise themselves before they attack. They usually prey on weaker people as they go down easier. Thugs are usually impatient which is why they take such a short and easy way of getting loot, although charismatic thugs tend to use manipulation.

**Social Ranks:** Thugs come mainly from the lower class.

<b>2d6 Roll</b>	<b>Rank</b>
2-10	Lower Class

## 12. Lower Middle Class

**Requirements:** Must have a strength score of at least 12 and standard for dexterity.

**Homeland Terrain:** Mostly urban areas, but some like to prey on travelers by hiding in the trees by roads.

**Role:** Thugs sometimes will pose as pure fighters to join adventuring parties, either using them to gain access to treasure hoards, or deceiving them in the long run and end up stealing all their stuff. Or the whole party could be made up of thugs, which could lead to some very interesting plots.

**Secondary Skills:** Unless of lower middle class, he has no skills.

**Weapon Proficiencies:** *Required:* Blackjack.

**Nonweapon Proficiencies:** *Bonus:* Disguise. *Recommended:* Weather knowledge, appraising, set snares, concealment, street lore, trailing.

**Economic System:** Sells or trades things stolen.

**Wealth Options:** Lower gets 1d4 x 5 gp and lower middle gets 1d6 x 10 gp.

**Armor and Equipment:** Thugs can wear any kind of armor. Adventuring thugs tend to wear light to medium armors, while manipulative thugs wear none to light armor. Thugs begin with very basic equipment.

**Traits:** Alertness, climate sense, immunities (cold and heat only), obscure knowledge.

**Special Benefits:** +5% to disguise and +10% to blackjack.

**Special Hindrances:** May not attract followers available to fighters.

**Available Thieving Abilities:** *Required:* Blackjack. *Others:* Move silently, hide in shadows, manipulate, disguise, backstab, draw weapon, thieves' cant, followers, d8 for HP.

## Treasure Hunter

**Description:** These guys are pure adventurers. All they do is seek treasure. They are always on the move, going to towns only when they need to. Basically to get supplies and sell what treasure they don't want. They are true survivalists, and will go to great lengths to get treasure, especially if they know there's a lot of it.

**Social Ranks:** Most treasure hunters are from the lower classes.

2d6 Roll	Rank
2-9	Lower Class
10-12	Lower Middle Class

**Requirements:** Standard, but they also need a constitution of 12.

**Homeland Terrain:** Any.

**Role:** Treasure hunters are perfect for adventuring parties. Although some like to do it alone so they get all the treasure, some will join adventuring parties, usually leaving if the treasure is getting slim. Even though they can attract followers as bandits (See New Classes), some of them will tell them not to follow as it usually means dividing up the treasure.

**Secondary Skills:** Any.

**Weapon Proficiencies:** Any.

**Nonweapon Proficiencies:** *Bonus:* Survival. *Recommended:* Fire-building, fishing, weather knowledge, ancient history, appraising, endurance, hunting, locksmithing.

**Economic System:** Sells or trades what treasure he doesn't want.

**Wealth Options:** DM's option.

**Armor and Equipment:** They usually wear light to medium armors, and they start off with what equipment that pertains to his skills.

**Traits:** Climate sense, fast healer, immunities, internal compass, light sleeper.

**Special Benefits:** +5% to read languages and detect magic. Since they are survivalists, any checks made for hunger or thirst are made at one category better.

**Special Hindrances:** -5% to open locks. Cannot attract followers as fighters or thieves, but as bandits (See New Classes).

**Available Thieving Abilities:** Open locks, find/remove traps, read languages, detect magic, detect illusions, dodge missile, tunneling, d8 for HP, defense bonus.

## Pit Fighter

**Description:** Pit Fighters are mean and nasty. They look for any way to make money from fighting. They believe that's the only way to make money. They are always traveling looking for pit fights. *Note:* This kit is barred to halflings, elves, and gnomes.

**Social Ranks:** They come from the lower ranks.

2d6 Roll	Rank
2-10	Lower Class
11-12	Lower Middle Class

**Requirements:** Same as treasure hunter, standard but with a constitution score of 12 or higher.

**Homeland Terrain:** Any.

**Role:** Pit fighters go at it alone as they can't attract any followers, and most of the time wants to be alone. If a pit fighter, however, can be convinced that there are rewards for going on an adventure, he will gladly join, and fight like there's no tomorrow.

**Secondary Skills:** Gambler, hunter, jeweler.

**Weapon Proficiencies:** *Bonus:* With the exception of bows, crossbows, and lances, a pit fighter may select 3 broad groups to be proficient allowing him no penalties with any weapon inside the broad group.

**Nonweapon Proficiencies:** *Recommended:* Modern languages, appraising, blind-fighting, tightrope walking, tumbling, armorer, endurance, weaponsmithing, weapon improvisation, weapon repair.

**Economic System:** None.



**Wealth Options:** Low funds.

**Armor and Equipment:** Armor varies as some pit fights don't allow it. A pit fighter starts with one weapon, this is his favorite, and he gets a +1 to hit with that weapon and any others in the same tight group.

**Traits:** Ambidexterity, fast healer, immunities, light sleeper, lucky.

**Special Benefits:** +5% to back detection and sense danger. A pit fighter is proficient in every style of fighting except for missile and horse archery.

**Special Hindrances:** -5% to detect lies. A pit fighter cannot attract followers, period, and he cannot specialize in any weapon.

**Available Thieving Abilities:** Detect lies, night vision, distract, escape hold, back detection, sense danger, d8 for HP, backstab, defense bonus.

## New NWP's

### Nonweapon Proficiency Groups

	Proficiency	CP Cost	Initial Rating	Ability
<b>General</b>				
	Merchandising	3	7	Int/Knowledge, Wis/Intuition
	Weapon Repair		3	5 Int/Knowledge, Dex/Aim
<b>Warrior</b>				
	Weapon Improvisation		4	6 Int/Knowledge
<b>Rogue</b>				
	Casing	3	7	Int/Knowledge, Wis/Intuition
	Guild Lore	2	8	Int/Knowledge, Wis/Intuition
	Street Lore	3	6	Int/Knowledge, Wis/Intuition

Speed Reading	3	6	Int/Knowledge, Wis/Intuition
Speed Writing	4	6	Int/Knowledge, Dex/Aim
Weapon Improvisation	4	6	Int/Knowledge

## NWP Descriptions

**Casing (Rogue)**-This allows a person to figure out if there are any alarms in a building and what kind of security it has, allowing him to find the best way to infiltrate it.

**Merchandising (General)**-A person with this proficiency knows how to sort out many items for proficient use in selling them. Helps him keep track of his merchandise as well, noting easily if anything has been stolen.

**Weapon Improvisation (Rogue, Warrior)**-This allows a person to use basically anything as a weapon. Damage should be noted according to the size and type of the item.

**Weapon Repair (General)**-This proficiency allows a person to repair any weapon.

**Guild Lore (Rogue)**-This gains the person the ability to know about guilds, how they work, and to quickly find them in a city scene.

**Street Lore (Rogue)**-This is a basic general knowledge of streets in city scenes. Allows the person to know what streets are bad, and which are safe.

**Speed Reading (Rogue)**-Allows the person to read twice as fast as normal.

**Speed Writing (Rogue)**-Allows the person to write twice as fast as normal.

## Chapter 3

### New Classes

#### Assassin (Rogue)

Requirements: Dex 16, Int 12

Prime Requisite: Dex

Races Allowed: Human, Elf, Half-Elf

Combat Value Used: Rogue

#### Experience Table:

Lv	XP	HD (d4)
1	0	1
2	1600	2

3	3200	3
4	6400	4
5	16000	5
6	32000	6
7	64000	7
8	120000	8
9	224000	9
10	704000	10
11	+240000/lv	+2/lv

**Description:** Assassins are very elusive characters. They are trained killers, either by apprentice, or school. Assassins tend to be very quiet, and never reveal their true nature, always saying they're a fighter or a thief. Not even their closest friends and family know their true identity. For that to be revealed would be disastrous for the assassin, and would require him/her to retire immediately, usually still adventuring or joining archery contests.

**Roleplay:** PCs playing assassins, must remember to keep their papers to themselves. And even if the other players look at their paper they must never let their characters play as though they have. Assassins that adventure are usually ones who haven't found a job in a while, or are getting tired of the mundaneness of their job, and want a little spice. Or they are just greedy and looking for treasure. 1<sup>st</sup> level assassins usually start with some experience, up to 250, which is entirely up to the DM. This accounts for any jobs they've done. Assassins are good for separating the party. Since they know thieves' cant, they usually have contacts in the guilds, which tell them when jobs pop up. Say a party comes into town with a guild, the assassin might disappear at night and go to the guild to see of any jobs, if there is one, they will usually leave in the morning, saying something like, "I've got some unfinished business to take care of." A unique situation could be that a thief in the group could be one of the assassin's contacts, or could be his partner, as do a lot of thieves and assassins work together. The assassin sets up at his post while the thief makes a distraction by stealing something and getting the guards' attention giving the assassin more time to get away. In that case, if a job comes up, both the thief and the assassin leave in the morning.

**Alignment:** Assassins can be of any alignment except lawful. They usually tend more towards neutral. But a NG assassin usually only assassinates evil NPCs (or PCs) and a true neutral one could care less.

**Benefits and Hindrances:** Assassins are very limited in choice of armor and weapons. They can only wear armors available to thieves, although most assassins prefer not to wear any at all. They must choose one assassin's weapon:

Any bow

Heavy or light crossbow

And they are allowed to specialize in that weapon only. Also gaining an extra +1 to each range category. They also automatically add 10 to each range category. After they've selected their assassin's weapon, they can choose one melee weapon, but cannot specialize in this weapon. Also, because assassins know so much about the critical areas of the body on humanoids, they get a 1 in 6 chance to hit a critical area on a non-called shot, if they hit, which causes double damage. Assassins get 4 of the thief abilities, backstab, hide in shadows 10%, move silently 10%, and escape bonds 5%. They get 20 skill points per level of advancement to add to these abilities, with no more than 10% added to a single ability. If you don't use the skills and powers, they improve by 5% in each ability each level, unless deemed otherwise.

Assassins use the Rogue Thac0 and ST table.

**NWP Groups:** General and Rogue.

**Skills & Powers:** If you use this system, they get 40 CPs to allocate towards abilities. They can automatically specialize in their assassin's weapon. Here is a list of the abilities they can choose:

1d6 for HP (10): allows the assassin to roll d6 for hit points instead of d4.

Aim Bonus (10): adds 1 to aim allowing for a difference of 5.

Anatomy (5): gives the assassin the ability to hit a critical area on a humanoid with a 1 in 6 chance, provided they make the attack roll. This is only rolled if the assassin did not call the shot.

Back Detection (10): as per the thief ability.

Backstab (5): as per the thief ability.

Bow Bonus (5): gives a +1 to hit on each range with any bow or crossbow.

Climb Walls (10): as per the thief ability, but begins at 40%.

Defense Bonus (10): as per the thief ability.

Detect Noise (10): as per the thief ability, but begins at 10%.

Disguise (5): as per the thief ability, but begins at 15%.

Distract (10): as per the thief ability.

Escape Bonds (5): as per the thief ability, but begins at 5%.

Escape Hold (10): as per the thief ability, but begins at 5%.

Hide in Shadows (5): as per the thief ability, but begins at 10%.

Move Silently (5): as per the thief ability.

Range Bonus (5): adds 10 to each category for assassin's weapon.

Sense Danger (10): as per the thief ability, but begins at 5%.

Thieves' Cant (5): as per the thief ability.

## **Bandit (Warrior)**

Requirements: Str 12, Dex 12, Con 9

Prime Requisite: Str, Dex

Races Allowed: Dwarf, Elf, Gnome, Half-Elf, Half-Orc, Halfling, Human

Combat Value Used: Warrior

**Experience Table:**

Lv	XP	HD (d10)
1	0	1
2	2800	2
3	5600	3
4	11200	4
5	28000	5
6	56000	6
7	112000	7
8	210000	8
9	392000	9
10	+420000/lv	+3/lv

**Description:** This class is basically a kit in itself, but they have abilities that would be too powerful to put in a kit alone. Bandits are basically outcasts of society. Bandits are people who were possibly falsely accused of a crime, or are fed up with society's laws and want to live by their own rules. Some want to live by themselves, or want to forget society and adventure or explore the land.

**Roleplay:** Bandits tend to be on the run or in hiding from society. Which can create some pretty unique adventures. PCs playing bandits need to remember that their character doesn't want society's life, and thus must fend for his own accord, by himself. Bandits are great adventurers, as they tend to want a little spice in their life. But if an adventure is spending a lot of time in a city, they will tend to get bored and usually leave.

**Alignment:** Bandits can be of any alignment, but are very rarely lawful.

**Benefits and Hindrances:** Bandits get the fighter constitution bonus and exceptional strength bonus. They can specialize in their weapons. They also gain followers, beginning at 4<sup>th</sup> level, but different from fighters; see the table below for details. They also have 7 thief abilities which all begin at 5%; they are find/remove traps, move silently, hide in shadows, detect noise, dodge missile, back detection, and sense danger. They get 20 initial points to allocate towards their thieving skills, and 10 points each time they reach a new level. Although bandits are warriors they can only wear natural armors (ones made of animal or cloth) as metal armors can hamper abilities severely. The choices for armor are: cord, hide, leather, padded, and studded. Furthermore, bandits only use weapons that are 5 or less pounds, as heavier weapons can reduce movement.

Followers: When a bandit reaches 4<sup>th</sup> level, he gains 1d6 of the followers on table 1. At 7<sup>th</sup> level, he gains an additional 1d4 of the followers on table 1 and 1d4 of the followers on table 2. At 10<sup>th</sup> level, he gains one of the followers on table 3. After 4<sup>th</sup> level, if a bandit builds a stronghold, he gains an additional 2d10 of the followers on table 1. After rolling on a table for a follower, roll on the race table to determine the follower's race. Rangers are automatically humans or half-elves, DM's choice.

Table 1:

Roll (d100)	Unit
1-20	1 <sup>st</sup> level fighter, leather armor, one weapon
21-35	1 <sup>st</sup> level fighter, studded leather, shield, one weapon
36-40	2 <sup>nd</sup> level fighter, chain mail, shield, one weapon +1
41-46	1 <sup>st</sup> level fighter/ 1 <sup>st</sup> level thief, no armor, short sword
47-49	2 <sup>nd</sup> level fighter/ 2 <sup>nd</sup> level thief, no armor, ring of prot. +1, short sword
50-79	1 <sup>st</sup> level thief, no armor, dagger
80-95	2 <sup>nd</sup> level thief, no armor, bracers of defense AC 9, dagger
96-00	DM's choice

Table 2:

Roll (d100)	Unit
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1-25	1 <sup>st</sup> level cleric, chain mail, shield, one bludgeoning weapon
26-30	2 <sup>nd</sup> level cleric, chain mail, shield +1, one bludgeoning weapon
31-51	3 <sup>rd</sup> level fighter, banded mail, shield +1, one weapon +2
52-60	1 <sup>st</sup> level ranger, leather armor, bow + one weapon
61-66	1 <sup>st</sup> level fighter/ 1 <sup>st</sup> level cleric, banded mail, shield, one bludg. weapon
67-72	2 <sup>nd</sup> level ranger, studded leather, bow +1 and one weapon
73-00	DM's choice

Table 3:

Roll (d100)	Unit
1-30	4 <sup>th</sup> level fighter, plate mail, shield +1, one weapon +2
31-51	5 <sup>th</sup> level fighter, plate mail, shield +2, 1 weap. +2, gaunt. of ogre power
52-60	3 <sup>rd</sup> level ranger, hide armor, bow +1 and one weapon +1
61-71	3 <sup>rd</sup> level cleric, plate mail, shield +1, 1 B weapon +1, 1 scr. w/3 2 <sup>nd</sup> lv
72-00	DM's choice

Race Table:

Roll (d100)	Race
1-50	Human
51-85	Dwarf
86-95	Elf
96-00	Half-Elf

Bandits use the Warrior Thac0 chart and ST table.

**NWP Groups:** General, Warrior, and Rogue.

**Skills & Powers:** Bandits get 45 CPs to allocate towards abilities.

1d12 for HP (10): allows the bandit to roll d12 for hit points instead of d10.

Back Detection (5): as per the thief ability.

Defense Bonus (10): +2 bonus to AC when unarmored and unencumbered.

Detect Noise (5): as per the thief ability, but begins at 5%.

Dodge Missile (5): as per the thief ability.

Find/Remove Traps (5): as per the thief ability.

Followers (5): beginning at 4<sup>th</sup> level a bandit can attract followers on the tables above.

Hide in Shadows (5): as per the thief ability.

Increased Movement (10): with this, the bandit can move at a base of 15 instead of 12.

Move Silently (5): as per the thief ability, but begins at 5%.

Multiple Specialization (15): a bandit can specialize in as many weapons as he chooses, but the character point cost must be met for each specialization.

Poison Resistance (10): +1 bonus to all saving throws vs. poison.

Sense Danger (5): as per the thief ability, but begins at 5%.

Spell Resistance (10): +1 bonus to all saving throws vs. spells.

Weapon Specialization (5): a bandit can specialize in any single weapon he chooses.

Optional Restrictions:

Limited Magical Item Use (5+): a bandit with this restriction distrusts magic and refuses to use certain categories of magical items. For each category that is barred to him, he gains 5 CPs. The categories are: potions, oils, and scrolls; rings, rods, staves, and wands, and miscellaneous items; weapons; and armor.

## **Revised Classes**

This section covers new abilities available to the original classes in the *PHB*.

### **Fighter**

Back Detection (10): This allows a fighter to detect someone behind him like a thief. This chance is equal to two times his wisdom score plus two times his level. For example, a 7<sup>th</sup> level fighter with a wisdom score of 10 has a 34% chance  $((2 \times 7) + (2 \times 10) = 34)$ .

Sense Danger (10): Like the thief ability, but calculated like the above ability.

### **Ranger**

Detect Lies (10): as per the thief ability.

Back Detection (10): as per the thief ability.

Sense Danger (10): as per the thief ability.

### **Bard**

Detect Lies (10): as per the thief ability, but begins at 10%.

Manipulate (10): as per the thief ability.

Observation (10): as per the thief ability, but begins at 15%.

Hide Object (10): as per the thief ability, but begins at 5%.

## **Druid**

Back Detection (10): as per the thief ability.

Sense Danger (10): as per the thief ability.

## **Chapter 4**

### **New Items**

**Acid Bomb**-this bomb has a small container inside filled with acid. When thrown the container explodes on contact and sprays the acid in a 5' radius causing 1d4 hp of damage.

**Aniseed Bomb**-this bomb has a small container inside filled with aniseed. Throw this bomb behind you and it will explode (not very loudly) and the aniseed will come out in a gaseous form, where dogs will lose your scent.

**Catstink Bomb**-same effect as aniseed bomb.

**Dust Bomb**-throw this at an opponent's upper chest or face, AC 6, and he is blinded for 1d6 rounds, unless a saving throw vs. poison is made he is unaffected.

**Flash Bomb**-throw this bomb into a fire and everyone looking at it, unless a saving throw vs. petrification is made, are blinded for 1d3 rounds.

**Gas Bomb**-this bomb, developed by the gnomes, has a fairly volatile gas inside which will explode on contact. Anyone within 5' of the explosion receives 1d10 hp of damage, unless a save vs. breath weapon is made at -2 for half damage, and anyone within 5-10' receive 1d6 hp of damage unless a save vs. breath weapon is made for negation. If thrown at a person, that person receives 1d12 hp of damage and save vs. breath weapon at -4 for half damage.

**Glass Bomb**-this bomb is for distraction only.

**Holy Water Bomb**-throw this at undead.

**Knockout Bomb**-this bomb is filled with knockout gas. When it explodes it forms a 10' x 10' x 10' cube of gas. Anyone inside or entering it must save vs. poison or be knocked out for 1d6 rounds.

**Moss Bomb**-this bomb, when thrown on the ground, will explode on contact, very quietly, and spread a 10' x 10' section of moss to be quietly walked on. Or it can cover a victim for a quick getaway.

**Noisy Bomb**-this bomb will start to make a crackling noise on contact. Good for diversions.

**Pepper Bomb**-Same as a dust bomb, except the victim is incapacitated for 1d6 rounds due to choking and sneezing.

**Shrapnel Bomb**-this bomb will explode on contact and send shrapnel out in a 15' radius. Anyone hit by the shrapnel must make a save vs. breath weapon or get 1d4 hp of damage.

**Smoke Bomb**-when thrown onto the ground this bomb will create a light fog in a 5' radius. When thrown into a fire it will create a dense fog in a 10' radius.

**Tear Bomb**-acts the same as a pepper bomb only it creates a 10' x 10' x 10' cube of tear gas. Save vs. poison to negate.

**Water Bomb**-good for putting out torches for more shadows to hide in.

#### New Magical Items

**Cloak of Detection**-this cloak is usually of a grey color. This adds 10% to detect magic, detect illusion, detect tries, and night vision. +15% to detect noise, sense danger, detect lies, and observation. +20% to back detection. If the person doesn't have those abilities he gets 20% on detect magic, detect illusion, detect tries, and night vision. 25% on detect noise, sense danger, detect lies, and observation. 30% to back detection.

**Cloak of Nondetection**-this cloak looks like a cloak of detection but it gives +10% to vanish and feign death. +15% to disguise and assimilate. +20% to move silently and hide in shadows. If the person wearing it doesn't have these abilities he gets 20% on vanish and feign death, 25% on disguise and assimilate, and 30% to move silently and hide in shadows.

**Dagger of Backstabbing**-adds 1 to the multiplier for backstabbing, otherwise it's just a dagger +1.

**Assassin's Bow**-this bow adds +1 to long range attacks and to damage, +2 to medium range attacks and damage, +3 to short range attacks and damage, and +4 to point blank attacks and damage.

1d10 Roll	Type of Bow
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1-4	Short Bow
5-7	Long Bow
8-9	Composite Short Bow

#### 10. Composite Long Bow

**Robe of Pilfering**-this robe is usually a dark color and it has 5d4 pouches inside which only the wearer can see.

**Eyes of the Owl**-this pair of glasses gives +25% to night vision or automatically gives the person 50% on night vision. The range on night vision is increased to 40'.

**Ring of Speed**-When a warrior wears it on his weapon hand he can draw weapon like a thief and gets 1 extra attack per round. When a thief wears it, he gets +10% to vanish and dodge missile, and +15% to disguise. If an assassin wears it on his firing hand, he gets 1 extra arrow shot per round.

**Rings of Balance**-when found, these two rings look like they're bound together, although when touched they fall apart as two rings. If only one is worn, that side of the person's body feels heavy, movement is reduced to 2/3, and the foot on the heavy side has to be dragged. If both are worn on one side the person falls over on that side and can't get up until one of the rings is removed. If one is worn on each hand then the wearer gets +1 to the balance subability and +10% to tightrope walk or automatic 30%.

#### New Artifacts

**The Hankyu of Shibata**- This legendary bow was once owned by the greatest daimyu to ever live. He had it specially made for him so he and his ninjas could have a good chance if one of their night raids went into combat. This special bow doesn't need a quiver of arrows, only command words. When a command word is spoken, that arrow appears notched in the string.

There are 12 in all, one for each type of arrow. The 12 arrows are acid, blinding, burning, climbing, connection, darkness, fire, holding, silence, poison, wind, and arrows +2. This bow also has +4 on attack rolls, plus has a +2 bonus on AC when the person is carrying it. The only limitation is that you can only use a certain number of each arrow each day:

Acid	4	
Blinding		5
Burning		5
Climbing	6	
Connection	6	
Darkness	4	
Fire	6	
Holding		3
Poison	3	
Silence		4
Wind	5	
Arrow +2	12	

If the number of arrows is not used up in one day, they are reset for the next day, not accumulated. The drawbacks of this weapon are that it takes one point away from intelligence and wisdom and then bonds with the person until a remove curse is cast or the person dies. If the person tries to put it down and walk away, it appears the next round in their hand. If someone else tries to touch it, they are frozen as per the hold person spell until the owner gives the command word. Also, only Rogues can touch this. If someone other than a rogue tries to own this weapon (which means the previous owner has died or has removed the curse), they are automatically sent to the astral plane.

## **Descriptions**



**Acid**-these arrows transform themselves into a spray of acid when fired, doing 2d6 points of damage to the target, and soaking everything within 15 feet of the point of impact with acid (items must save vs. acid or be destroyed).

**Blinding**-when this arrow hits a target, it explodes in a flash of light that blinds everyone within 60 feet for 2d6 turns unless a saving throw vs. breath weapon is made. The archer must be outside the area of effect or close his eyes to avoid being blinded.

**Burning**-all creatures are considered to be AC 10 against this arrow, although creatures with a high dexterity receive their Armor Class bonus. With any successful attack roll, the arrow engulfs the target in a flaming shroud that does 4d6 hp damage (no save), affecting only the victim and a 1-foot radius around him for one round. Creatures that are touching the target when the arrow strikes may make a saving throw vs. spell for half damage. All equipment on the victim must save vs. magical fire at -2. An arrow of burning may be used to burn through an average-sized dungeon door in 1d4+1 rounds.

**Climbing**-this talent only functions if the missile is fired at an object. The missile securely fastens itself to any object it strikes and creates a magical 50-foot rope, issuing from the point of entry. The rope supports any weight of climbers and disappears upon command of the user. The missile cannot be moved after it hits, and it disappears with the rope.

**Connection**-when fired, this arrow creates a magically supported rope extending from whatever the arrow hit to the archer's location, up to a maximum of 300 feet. The rope appears to float in midair and can support up to 3,000 pounds at one time. The rope is indestructible and lasts for 24 hours unless the archer releases it earlier with a command. When the rope expires or is released, both it and the arrow disappear.

**Darkness**-these arrows, when they hit their target, causes darkness 15' radius, like the spell, from the point of impact.

**Fire**-this arrow immediately bursts into flame after being fired. An arrow of fire does normal damage plus 1d6 hp fire damage to any creature it hits. Creatures native to the Plane of Elemental Fire are immune to the fire damage, but cold-dwelling creatures take double damage from this arrow. Any clothing worn by the victim must make a saving throw vs. normal fire or be destroyed.

**Holding**-when this arrow hits its target, the target must make a saving throw vs. spell or freeze as if affected by a hold spell. The effect lasts for 2d4 rounds. The victim takes no other damage.

**Poison**-these are regular arrows, but are laced with poison. These arrows do normal damage, but also do 1d6 hp/rd of damage unless a save vs. poison is made.

**Silence**-this arrow hides the "twang" of bow shots, and it also silences any noise made by its target. Furthermore, any actions conducted within a 15-foot radius of the arrow are cloaked as if by the priest spell, silence 15' radius, which lasts for 2d6 rounds.

**Wind**-this arrow, when fired, will cause a gust of wind at 10 mph for 1 round in the direction of the arrow. Very useful for putting out torches and candles for more shadows.