

# The Thief

It is the unfortunate truth that not all Englishmen are upstanding paragons of virtue. While every man sins now and then, there are those who make a habit or even a trade of stealing from others. Most thieves are wicked men who are despised by their fellow man, and many are labeled as outlaws. However, there is a small subset who attempt to use their talents - dubious though they may be - for the benefit of their community

The type of thief that makes a good hero is not a greedy scoundrel who swipes everything in sight, but rather a generous soul who uses unseemly means in order to help others. While every ceorl would despise a man who stole from the poor and downtrodden, there are few who would find fault in a man who steals from a wicked king or evil draca: especially if he makes gifts of that which he takes among his friends. No matter their unseemly methods, a thief is still an Englishman and should seek to be a boon to his friends, not a pest

**A** thief is a man who is not unaccustomed to violence, but is not quite so skilled as the warrior, for he splits his attentions between combat and many other talents: he gains an attack bonus equal to half his level, rounded down, starting with a +0

**They** gain an extra Focus at first level, but this Focus may not be spent on anything combat-related, reflecting their broader scope of abilities

**Once** per scene, a thief may reroll a failed skill check relating to their skullduggery: this could be anything from an attempt to sneak past a sleeping draca to talking their way out of an accusation for a crime

**They** fight dishonorably, but effectively: if a thief strikes an unaware foe or attacks a foe from behind, the damage of their attack is maximized, and they may add half their level to the damage

## A Thief's Glories and Shames

Much like the Galdorman, a thief is a man of ill-repute who must do much if he is to earn the trust and respect of more upstanding men. While a thief may do much good with his talents, he will never be granted lands of his own, for what honest man would take a criminal into his service? This does not mean that he will not earn the respect of his peers or the poor folk of the land, however, and a righteous, honorable thief will never find himself without friends. Should he dabble overmuch in his shames, however, he should not be surprised when he finds himself branded as an outlaw

Gain glory if you successfully steal a treasure from a wicked man or monster that would be considered a Worthy Gift for your level. This deed may only be accomplished once per adventure, no matter the number of treasures stolen

Gain glory if you give away a treasure that would be considered a Worthy Gift for your level to those in need or to a minster. This deed does not count if you give to those who already

have great wealth of their own, though gifts to minsters are always acceptable. This Glory may be done only once per session

Gain glory if you overcome a grave peril with trickery and guile. This can include combat, however merely stabbing a creature to death does not count: the situation must be resolved in a manner that reflects the thief's clever and underhanded ways. All the better if it gets a chuckle out of your fellow gamesmen

Suffer shame if you steal from your friends, companions, a minster or the downtrodden. This is the way of wicked men, and the thief described here is of the heroic sort

Suffer shame if you cause an innocent man or one of your friends or companions to be blamed for your misdeeds. It is fine that the wicked may suffer for your crimes, but a heroic thief has a sense of honor, unconventional as it may be, and is a friend to those in need

Suffer shame if you stab your friends in the back - either literally or metaphorically - or turn your spear upon those whom you have sworn to aid

### Partial Thief

A partial Thief gains an attack bonus equal to half his level, if he did not have one that was better already, but does not gain a sneak attack. He also gains an extra Focus at level 1, but he may not reroll failed skill checks like a full Thief could