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ISSUE TWELVE
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BURGLARY, LARCENY, ROBBERY, EMBEZZLEMENT, KEELHAULING... ALL IN A DAY'S WORK.

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Adventurer Conqueror King
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AXIOMS™ ISSUE TWELVE

THE ART OF THIEVERY
REVISITING THE RULES FOR THIEVES AND RELATED CLASSES
By Alexander Macris

> "I've got kids that enjoy stealing. I've got kids that don't think about stealing one way or the other, and I've got kids that just tolerate stealing because they know they've got nothing else to do. But nobody--and I mean nobody has ever been hungry for it like this boy. If he had a bloody gash across his throat and a physiker was trying to sew it up, Lamora would steal the needle and thread and die laughing. He...steals too much."
>
> - The Thiefmaker in The Lies of Lock Lamora (S. Lynch)

From the Gray Mouser to Cugel the Clever to Locke Lamora, one of the most common archetypes in heroic fantasy is the thief. Thieves in heroic fantasy are bold risk-takers who infiltrate impenetrable fortresses, steal the crown jewels, and kidnap the princess on the way out. Thieves in *ACKS* and other d20 retro-clones tend to be much less bold, because they are harshly penalized for failure, and fail quite often. For instance, a thief in *ACKS* a thief may only try to pick a particular lock, or find and remove a particular trap, once. If he fails, he may not try the same lock or trap again until he reaches a higher experience level.

Thieves do have a very fun endgame offered through hideouts and hijinks, but these rules have never enjoyed the additional detail that has been afforded to magical research, domain management, and mass combat by our recent works.

This article aims to address these issues. It compiles, revises, and expands a variety of rules that have been presented in *ACKS*, *Heroic Fantasy Handbook*, *Domains at War: Campaigns*, and *Axioms Special Issue: Campaign Play*. Except where otherwise evident from the context, "thief" is inclusive of all thief-like characters such as elven nightblades, halfling burglars, etc.

DEX MODIFIER AND THIEVERY
Adroit and nimble thieves are more likely to succeed than their less-gifted brethren. When a character makes a proficiency throw to open locks, pick pockets, find traps, remove traps, hide in shadows, move silently, or climb walls, apply his DEX modifier to the roll. The bonuses do *not* apply to hijinks.

ENCUMBRANCE AND THIEVERY
Thieves, and other classes which use thief skills, benefit from being light on their feet. If the character's encumbrance is 5 stones or less, he gains a +2 bonus on proficiency throws to climb walls, hide in shadows, and move silently. If the character's encumbrance is 2 stones or less, the bonus is increased to +4. The bonuses do *not* apply to hijinks.

REVISED THIEF SKILLS
Open Locks: Picking a lock requires one turn and a successful proficiency throw. Characters can pick locks in one round instead of one turn at a -10 penalty. (Characters with Lockpicking proficiency can pick locks in one round at a -4 penalty.) The thief may try again if the throw fails. However, if the thief ever fails the throw by 10 or more, or with a natural 1, he immediately breaks his thieves' tools. Broken thieves' tools are useless.

Find Traps: Finding a trap requires one turn (per 10 square feet searched) and a successful proficiency throw. Characters can find traps in one round instead of one turn at a -10 penalty. (Characters with Trap Finding proficiency can find traps in one round at a -4 penalty.) The thief may try again if the throw fails. If the thief ever fails the throw by 4 or less, he suspects a trap exists (if there actually is one), but does not know its exact nature. If the thief ever fails the throw by 10 or more, or with a natural 1, he has fumbled the search. If a trap exists, he sets it off. If no trap exists, he believes one does, but he thinks he does not know its exact nature.

Remove Traps: A thief may only remove a trap he has found, not one he just suspects to exist. Disarming a trap requires one turn and a successful proficiency throw. Characters can disarm traps in one round instead of one turn at a -10 penalty. The thief may try again if he fails to disarm a trap. However, if a thief fails a disarming throw by 10 or more, or with a roll of a natural 1, he sets off the trap.

Pick Pockets: A thief in a crowd can take advantage of the bump and grind to pick pockets at much less risk. He gains a +4 bonus to the proficiency throw, and the intended target only notices the thieving attempt if it fails by 10 or more or with a roll of a natural 1. The contents of a victim's pockets can be randomly determined using the *Axioms* article "What's In Its Pockets."

HIDEOUTS AND SYNDICATES

Some classes can build secret strongholds called **hideouts**. Being secret, hideouts do not secure domains and do not attract peasant families. However, when an adventurer of 9th level or higher establishes a hideout, he automatically becomes the **boss** of a **syndicate** of 2d6 1st level followers of his own class. All followers must be paid standard rates for ruffians. In addition, the syndicate boss may hire ruffians to increase the size of his syndicate (similar to how a fighter hires mercenaries to increase the size of his garrison). An adventurer of 8th level or less who establishes a hideout does not automatically become a syndicate boss until 9th level, but can become one before then by hiring ruffians. See the **Hirelings, Henchmen, Mercenaries, and Specialists** rules in Chapter 3 for details on ruffians.

Hideout Size and Cost		
Market Class	Max. Syndicate Membership	Minimum Hideout Value (gp)
Class VI	25	5,000
Class V	50	10,000
Class IV	100	20,000
Class III	375	75,000
Class II	750	150,000
Class I	3,000	600,000

Hideouts must be built within 6 miles of an urban settlement, which becomes the syndicate's base of operations. The market class of the urban settlement determines the maximum size of the syndicate. Large ports and cosmopolitan cities can sustain much larger criminal gangs. However, in order to reach its maximum size, a syndicate's boss must construct a sufficiently large hideout. The Hideout Size and Cost table shows the maximum syndicate membership by settlement class, as well as the required hideout cost to reach that size of membership.

EXAMPLE: Viktir establishes a hideout in the town of Cyfaraun, a class IV market. Initially, he spends 10,000gp on his hideout. Based on the value of his hideout, the maximum membership of his syndicate is 50. Later, he spends another 10,000gp on his hideout, increasing its value to 20,000gp. The maximum membership of his syndicate rises to 100. The year following, he expands his hideout to a 75,000gp mansion. However, the maximum membership of his syndicate does not increase, because a Class IV market can only sustain a 100-member syndicate.

ORDERING, PLANNING, AND PERFORMING HIJINKS

Once an adventurer has constructed a hideout, he can begin to perform **hijinks** within his hideout's base of operations. Some hijinks require planning before they are performed, and some hijinks require laying low after they are performed in order to avoid being caught. Planning, performing, and laying low after a hijink generally require about a month in total. All hijinks are resolved with proficiency throws (or in some cases attack throws). Whenever the proficiency throw succeeds, the hijink succeeds. Whenever the proficiency throw fails by 14 or more, or is an unmodified 1, the perpetrator has been caught.

The boss of a syndicate can assign hijinks to members of his syndicate and criminal guild. Assigning hijinks to any and all syndicate members located at the boss's base of operations counts a singular major activity. Assigning hijinks to members of a syndicate controlled by an underboss counts as a singular major activity. Assigning hijinks to a small number of syndicate members (1/6th the syndicate's membership or less) counts as a singular minor activity. By custom, a boss only assigns each member one hijink per month and leaves the deadline for its completion that month up to the perpetrator. A boss may assign additional hijinks or provide a deadline, but doing so triggers a loyalty roll by the syndicate member; due to the time required to plan, perform, and lay low, the perpetration of multiple or rushed hijinks places the member at great risk. The boss who controls the syndicate usually gets the benefit of any successful hijinks he orders.

This note summarizes some rules introduced in the *AXI-OMS Special Edition Campaign Play* issue. Activities are divided into **major** (taking about 6 hours) and **minor** (taking about an hour). Each game day, an adventurer may perform one major activity and two minor activities, or up to eight minor activities. Some hijinks are **singular activities** that take place within a single game day, and can be repeated as often as desired within the limits of available activity. Others are **ongoing activities** that require more than one game day to complete.

The Hijinks by Type table, below, shows the available hijinks, the proficiency throw required to accomplish the hijink, and the outcome of a successful throw. These are discussed in more detail in the next section. The **perpetrator** is the character undertaking any given hijink.

PLANNING HIJINKS

Arson, assassinating, escaping, infiltrating, kidnapping, sabotaging, smuggling, subverting, and stealing hijinks require planning to avoid penalties to the hijink throw. Any character can plan a hijink if he has the appropriate thief skill necessary to perform the hijink. Planning a hijink is an ongoing minor activity that requires 2d8+3 days to complete. Perpetrators (classed characters with the relevant thief skill) of 5th level or higher can plan a hijink in 2d6+3 days, and those of 9th level or higher can plan a hijink in 2d4+3 days. During this time, the perpetrator is recruiting conspirators, establishing an alibi, profiling the target, casing the venue, etc. Due to the number of "unknown unknowns" involved in a hijink, a perpetrator will never know how much time is required to plan a hijink until they have completed the planning. If a perpetrator performs the hijink before completing planning, he suffers a penalty of -1 to his proficiency throw per day of

Hijink	Requirement	Successful Outcome
Arson*	Move Silently	Burn down 4d6x10 shp of buildings per level of perpetrator
Assassinating*	Hide in Shadows	Victim dies; bounty of 1,000gp per level of victim to boss
Carousing	Hear Noise	Learn one rumor worth 3d12x5gp per level of perpetrator to boss
Escaping*	Open Locks	Escape from prison
Infiltrating*	Hide in Shadows	Infiltrate enemy army or stronghold to perform future hijinks
Kidnapping*	Hide in Shadows	Victim abducted; ransom of 1,000gp per level of victim to boss
Racketeering	Attack AC 6	Extract 100gp in coin and goods per level of perpetrator; payout of 60% of value to boss
Sabotaging*	Move Silently	Destroy 1,000gp of supplies in a stronghold per level of perpetrator
Slandering	Hear Noise	Victim loses control of one minor senator per level of perpetrator
Smuggling*	Move Silently	Smuggle 10 loads per level of perpetrator, payout of 12% of value of goods to boss
Soliciting	Hear Noise	Earn 3d12x5gp per level of perpetrator for boss
Spying	Hide in Shadows	Learn one secret worth 2d12x100gp per level of perpetrator to boss
Stealing*	Pick Pockets	Steal 2 loads per level of perpetrator, payout of 60% of value of goods to boss
Subverting	Open Locks	Create breach in a stronghold
Treasure Hunting	Find Traps	Find treasure map to hoard worth 1d6x1,000gp per level of perpetrator to boss

*Hijinks marked * require 2d8+3 days of planning and 1 day to perform. Other hijinks require 3d6+10 days to perform.*

planning left uncomplete. The penalty is revealed when the die roll is made. A hijink can be planned on behalf of another perpetrator. Hijinks other than those listed above neither require nor benefit from planning.

EXAMPLE: Viktir, a 9th level thief, wants to assassinate the depraved palatine of Arganos to avenge the many thieves the palatine has tortured to death. An assassination hijink requires planning to avoid penalties, so Viktir performs the plan hijink activity. The Judge rolls 2d4+3 days and secretly determines it will take Viktir 8 days to complete the planning. However, after 5 days, Viktir's comrades tell him that they need to depart for an adventure. Knowing his planning is incomplete, thought not sure by how much, Viktir nevertheless decides to perform the hijink. When he makes the hijink's proficiency throw, he discovers he has incurred a (5-8) -3 penalty.

PERFORMING HIJINKS

Any character with the appropriate thief skill can perform a hijink. Hijinks that must be planned (arson, assassinating, escaping, infiltrating, kidnapping, sabotaging, smuggling, and stealing hijinks) are singular major activities which require 1 day. Other hijinks (carousing, racketeering, slandering, soliciting, spying, and treasure hunting) are ongoing major activities requiring 3d6+10 days to complete. Perpetrators of 5th level or above can perform an ongoing hijink in 3d4+8 days, and those of 9th level or above can do so in 2d6+5 days. When the activity is complete, the perpetrator makes his hijink throw. A perpetrator will never know how much time is required to perform an ongoing hijink until they have completed the hijink. If a perpetrator rushes the hijink, he suffers a penalty of -1 to his proficiency throw per day of activity left uncomplete. The penalty is revealed when the die roll is made.

EXAMPLE: Reingo the Ruthless, a 1st level thief, decides to carouse in the town of Cyfaraun. As a 1st level thief, performing the carousing hijink will be an ongoing major activity for him for 3d6+10 days. The Judge rolls the dice and determines it will require 21 days to complete the hijink. After 21 days, Reingo makes his Hear Noise proficiency throw. Had he gotten impatient and decided to throw after 17 days, Reingo would have suffered a penalty of (17-21) -4.

LAYING LOW

After performing an arson, assassinating, escaping, infiltrating, sabotaging, smuggling, subversion, or stealing hijink, a perpetrator must lay low, avoiding drawing any attention to himself or his misdeeds. Laying low is an ongoing minor activity requiring 2d8+3 days to complete. A character may not plan or perform any additional hijinks in the same base of operations during this time. (He may plan or perform hijinks in other bases of operations.) A character will never know how long it will take for "the heat to die down" until they have completed laying low. If a perpetrator does not lay low, then he is much more likely to be caught on his next hijink in that base of operations: If the proficiency throw fails by 11 or more or is an unmodified 1-3, the perpetrator will be caught. Hijinks other than those listed above do not require laying low.

HIJINKS BY CREWS

Two or more perpetrators can form a **crew** to perform a hijink together. The members of the crew do not have to be of the same class or level, but all must be capable of performing the hijink in question. The highest-level perpetrator in the crew is the **honcho**. (If two or more are the same level, the perpetrator with the highest CHA is the honcho.) The number of crew members can be equal to the honcho's number of henchmen slots. Any extra crew members thereafter impose a -1 penalty each on the proficiency throw.

All members of the crew must plan (if necessary) and perform the heist together. The time required to plan the heist (if any) and perform it is rolled once for the whole crew, using the level of the honcho. A high-level honcho can thus help low-level perpetrators plan and perform hijinks more swiftly. Crews do not remain together while laying low and roll separately.

When performing the hijink, all members of the crew each make a separate proficiency throw. If at least one of the crew succeeds on the throw, the hijink is considered a success and its outcome occurs. For hijinks with variable outcomes based on perpetrator level, add up the class levels of all of the perpetrators who succeeded and use that as the perpetrator level. However, if any member of the crew is caught, that perpetrator and all other perpetrators who didn't succeed on the throw are caught. It is possible for a hijink to both be successful and to result in some perpetrators being caught. The GP and XP earned from the hijink is split pro rata by level among all the perpetrators who don't get caught.

EXAMPLE: Viktir (9th level thief), Gordon (6th level freebooter), Bingo (1st level thief), and Reingo (1st level thief) form a crew to perform a stealing hijink. As the highest level crew member, Viktir is the honcho. Viktir's CHA is 13 so his crew could safely have up to 5 members; at 4 members there's no penalty. A stealing hijink requires planning. If Bingo or Reingo were attempting the hijink alone it would take them 2d8+3 days, but because the honcho Viktir is 9th level, it only takes 2d4+3 days to plan the hijink. The Judge secretly throws the dice and rolls an 8. After 8 days of planning, the crew performs the hijink. Performing a stealing hijink requires 1 day. Each member of the crew makes a proficiency throw to Pick Pockets. Viktir needs 6+ and rolls a 16, a success. Gordon needs 12+ and rolls a 13, a success. Bingo needs 17+ and rolls an 11, a failure. Reingo needs 17+ and rolls a 3, a failure by 14 points. Since Reingo failed by 14 points, he's been caught and since Bingo also failed, he's unfortunately caught too. Since Viktir and Gordon both succeeded, they stole 2 loads of merchandise per level. They add their levels together to determine the effective perpetrator level, meaning they stole [(9 + 6) x 2] 30 loads of merchandise! The pair split the loot pro rata by level, with Viktir getting 9/15t and Gordon getting 6/15.

HASTY HIJINKS

The following hijinks can be performed hastily: carousing, racketeering, soliciting. A hasty hijink is a major activity that requires 1d6+3 days (1d4+3 at 5th level and 1d3+2 at 9th level). There is no penalty to the hijink's proficiency throw. However, if the throw succeeds the outcome is much less valuable (see the List of Hijinks section for details). Conversely, if a hasty hijink's proficiency throw fails by 14 or more or is an unmodified 1, the perpetrator isn't necessarily caught. Throw the die again; the perpetrator is caught only if the second throw fails. Hasty hijinks cannot be performed by crews as they're not complex enough to benefit from a coordinated scheme.

LIST OF HIJINKS

Some proficiencies grant a special bonus (separate from their usual effects) when performing hijinks. For NPC ruffians without specific proficiencies, assume no such bonus at 0th to 4th level, a +1 bonus from 5th to 8th level and +2 bonus from 9th level on.

ARSON

A perpetrator that has infiltrated an enemy stronghold (see Spying, below) can attempt to reduce the stronghold by arson. For arson to succeed, the perpetrator must make a successful Move Silently throw. Only assassins, freebooters, elven nightblades, and thieves can be assigned arson hijinks. The proficiency throw is reduced by the opposing army's leader's strategic ability. However, for each of the following proficiencies the perpetrator knows, he gains a special +1 bonus on his throw to commit arson: Engineering, Siege Engineering, Survival. Skulking proficiency grants the usual +2 bonus to Move Silently.

If the proficiency throw succeeds, the perpetrator destroys 4d6 x 10 shp per class level. The perpetrator can set a larger fire by taking a -1 penalty on the proficiency throw per 4d6 x 10 additional shp. Divide damage from arson by 10 if the besieged stronghold is stone.

If the proficiency throw fails, the arson attempt failed. If the proficiency throw fails by 14 or more or is an unmodified 1, the perpetrator has been caught. If caught, determine the charges with a 1d6 roll: vandalism (1-3), mayhem (4-5), or arson (6).

ASSASSINATING

Assassination is the murder of unsuspecting NPC targets for pay. (Assassinating a PC or suspicious NPC victim is an adventure, not a hijink.) Only assassins and elven nightblades can be assigned assassination hijinks. An adventurer may assign an assassination against a particular target for personal reasons if desired. Otherwise, an assassination hijink is murder-for-hire on a victim within 1d2 levels of the perpetrator's level.

For an assassination to succeed, the perpetrator must first make a successful Hide in Shadows throw. There is a -1 penalty on the proficiency throw per each level the perpetrator is lower than the victim. In addition, for each of the following proficiencies the perpetrator knows, he gains a special +1 bonus on his throw to assassinate: Acrobatics, Disguise, Sniping. Skulking proficiency grants the usual +2 bonus to Hide in Shadows.

If the proficiency throw succeeds, the victim is slain. The boss collects a bounty equal to 1,000gp per level of the victim from whomever hired the guild. A victim assassinated for the boss's personal reasons does not generate a bounty for the boss. 0th level victims count as ½ level for purposes of bounties (500gp).

If the proficiency throw fails, the assassination attempt failed. If the proficiency throw fails by 14 or more or is an unmodified 1, the perpetrator has been caught. If caught, determine the charges with a 1d6 roll: assault (1-3), mayhem (4-5), or murder (6).

Assassination for Military Purposes: A perpetrator that has infiltrated an army (see Spying, below) can target an identified enemy officer for an assassination hijink. For an assassination to succeed, the perpetrator must make a successful Hide in Shadows throw. There is a -1 penalty on the proficiency throw per each level the perpetrator is lower than the victim. The proficiency throw is further modified by the target officer's morale modifier (as highly charismatic, popular officers tend to be better protected and harder to harm). If a perpetrator is caught attempting to assassinate an enemy officer, the charge is murder.

Assassination for Political Purposes: A perpetrator based in a senatorial realm can be assigned to assassinate a senator. Both leading and minor senators can be assassinated. If a leading senator is assassinated, half of the minor senators he controls become independent and the other half are allocated pro rata to members of his political faction (if none, then all of the votes he controls become independent). A new leading senator will emerge in 1d6 months. If a minor senator is assassinated, it reduces the influence of the leading senator who controlled him. Minor senators are always the minimum level for the senate. If a perpetrator is caught, the charge is sedition if the victim was a minor senator and high treason if a leading senator.

CAROUSING

Carousing includes all manner of consortium with barkeeps, gossips, harlots, jongleurs, tavern wenches, and other unsavory characters in unseemly inns and taverns. For carousing to succeed, the perpetrator must make a successful Hear Noise throw. For each of the following proficiencies the perpetrator knows, he gains a special +1 bonus on his throw to carouse: Bribery, Diplomacy, Lip Reading, Performance, Seduction.

If the proficiency throw succeeds, the perpetrator learns one valuable rumor appropriate to the perpetrator's location. The boss earns 3d12x5gp per level of the perpetrator exploiting the rumor through blackmail, insider trading, etc. (Alternatively, the Judge may provide a specific rumor valuable within the ongoing campaign in lieu of money.)

If the proficiency throw fails, the perpetrator learns nothing. If the proficiency throw fails by 14 or more or is an unmodified 1, the perpetrator has been caught. If caught, determine the charges with a 1d6 roll: drunkenness (1-3), gambling (4-5), or vandalism (6).

Carousing for Political Purposes: Perpetrators based in senatorial realms can be told to seek out political rumors. If successful, the perpetrator learns one of the following pieces of information (roll 1d4):

1. The current influence of a random leading senator.

2. The policy objectives of a random leading senator.

3. The general itinerary of a random leading senator's upcoming month. This information provides a +2 bonus to Assassination hijinks that month.

4. Compromising information worth 3d12x5gp per level with which a leading senator could be blackmailed. Blackmail can be resolved with Intimidation or Bribery proficiency (the "bribe" is not revealing the information).

Carousing for Military Purposes: A perpetrator infiltrated into an enemy army (see Spying, below) can acquire information through carousing hijinks. If the throw is successful, one piece of common information is acquired (as if interrogating a prisoner). Valuable information can be acquired by taking a -2 penalty on the proficiency throw; very valuable information by taking a -5 penalty. If a perpetrator is caught carousing, the charge is sedition.

Hasty Carousing: If the proficiency throw succeeds, the perpetrator learns a rumor of questionable value. The rumor has only a 25% chance to be true. If true, the rumor has the usual value. If false, the rumor is worthless.

ESCAPING

A perpetrator who is languishing in prison awaiting trial (q.v.) can attempt to escape. For escaping to succeed, the perpetrator must make a successful Open Locks throw. For each of the following proficiencies the perpetrator knows, he gains a special +1 bonus on his throw to escape: Climbing, Contortionism, Trap Finding. Lockpicking proficiency grants the usual +2 bonus to Open Locks

However, as more dangerous characters are kept under closer watch, the proficiency throw is penalized by severity of the crime: breach of peace, drunkenness, outrage of decency 0; eavesdropping, gambling, or trespassing -1; assault, bribery, contraband extortion, theft, or vandalism -2; battery, burglary, kidnapping, rioting, or smuggling -3; manslaughter, mayhem, racketeering, rape, robbery, or sedition -4; arson, desertion, murder, or piracy -5; heresy, high treason, or regicide -6.

If the proficiency throw succeeds, the perpetrator escapes confinement and reaches the safety of the hideout (or other location of his choice). If the proficiency throw fails, the perpetrator remains confined. If the proficiency throw fails by 14 or more or is an unmodified 1, the perpetrator has been caught trying to escape. Each time a perpetrator is caught trying to escape, he suffers a cumulative -2 penalty on his trial roll (q.v.).

INFILTRATING

Before any other hijinks can be performed against an army, a perpetrator must be infiltrated into the opposing army as a spy. To undertake an infiltration hijink, the perpetrator must be a member of a race present in the opposing army's troops, or be disguised with a successful Disguise proficiency throw in addition to the hijink throw. The perpetrator must also speak at least one the languages spoken by the opposing army's troops.

For infiltrating to succeed, the perpetrator must make a successful Hide in Shadows throw. For each of the following proficiencies the perpetrator knows, he gains a special +1 bonus on his throw to infiltrate the army: Bribery, Disguise, Manual of Arms. Skulking proficiency grants the usual +2 bonus to Hide in Shadows.

If the proficiency throw succeeds, the perpetrator grants his army's commander a +1 bonus on reconnaissance rolls made against the opposing army while he remains infiltrated. The infiltrated perpetrator also has the opportunity to conduct assassinating, carousing, sabotaging, subverting, spying, or stealing hijinks (q.v.) thereafter. A perpetrator can remain infiltrated into the opposing army until caught performing another hijink or exposed by a vagary of war.

If the proficiency throw fails, the perpetrator failed to infiltrate the enemy army. If the proficiency throw fails by 14 or more or is an unmodified 1, the perpetrator has been caught attempting to infiltrate. If a perpetrator is caught attempting to infiltrate an enemy army, the charge is sedition.

KIDNAPPING

Kidnapping is the abduction of an unsuspecting victim to gain a hostage or extract a ransom. (Kidnapping a PC or suspicious NPC victim is an adventure, not a hijink.) An adventurer may assign a kidnapping against a particular target for personal reasons if desired. Otherwise, a kidnapping hijink is in order to ransom a valuable victim within 1d2 levels of the perpetrator's level.

For kidnapping to succeed, the perpetrator must make a successful Hide in Shadows throw. There is a -1 penalty on the proficiency throw per each level the perpetrator is lower than the victim. However, for each of the following proficiencies the perpetrator knows, he gains a special +1 bonus on his throw to kidnap: Combat Trickery (incapacitate), Intimidation, Tracking. Skulking proficiency grants the usual +2 bonus to Hide in Shadows.

If the proficiency throw succeeds, the victim is kidnapped. The boss can thereafter interrogate, imprison, or otherwise exploit the victim. If the victim is ransomed, the boss earns 1,000gp per level of the victim. A victim kidnapped for the boss's personal reasons cannot be ransomed except at Judge's discretion. 0th level victims count as ½ level for purposes of bounties (500gp).

If the proficiency throw fails, the kidnapping attempt failed. If the proficiency throw fails by 14 or more or is an unmodified 1, the perpetrator has been caught. If caught, determine the charges with a 1d6 roll: assault (1-3), kidnapping (4-5), or racketeering (6).

RACKETEERING

Racketeering includes various criminal activities relying on force or threat of force, such as collecting on loans or extorting protection money. For racketeering to succeed, the perpetrator must make a successful attack throw against AC 6. STR or DEX modifiers may be applied, but not bonuses for magic weapons or fighting styles. However, for each of the following proficiencies the perpetrator knows, the perpetrator gains a special +1 bonus on his throw: Combat Trickery, Dungeon Bashing, Intimidation.

If the proficiency throw succeeds, the perpetrator extorts 150gp per class level for the boss. If the proficiency throw fails, the perpetrator was not able to extort anything. If the proficiency throw fails by 14 or more or is an unmodified 1, the perpetrator

has been caught. If caught, determine charges with a 1d6 roll: trespassing (1-3), assault (4-5) or racketeering (6).

Hasty Racketeering: If the throw succeeds, the perpetrator extorts 30gp per class level for the boss.

SABOTAGING

A perpetrator who has infiltrated an enemy army (see Infiltration, above) can attempt to destroy the supplies of the opposing army. For sabotage to succeed, the perpetrator must make a successful Move Silently throw. The proficiency throw is modified by the opposing army's leader's strategic ability (as skilled generals tend to be better at guarding their supply train). In addition, for each of the following proficiencies the perpetrator knows, he gains a special +1 bonus on his throw to sabotage the supplies: Animal Training, Manual of Arms, Siege Engineering. Skulking proficiency grants the usual +2 bonus to Move Silently.

If the proficiency throw succeeds, the perpetrator destroys 1,000gp of supplies per class level (representing a mix of grains, beer, preserved meat, salt, etc.) The perpetrator can destroy extra supplies by taking a -1 penalty on the proficiency throw per 1,000gp.

If the proficiency throw fails, the perpetrator failed to destroy any supplies. If the proficiency throw fails by 14 or more or is an unmodified 1, the perpetrator has been caught attempting sabotage. If a perpetrator is caught attempting to sabotage an army's supplies, the charge is arson.

SLANDERING

A Perpetrator based in senatorial realms can spread lies and rumors about a leading senator, reducing his influence. For slandering to succeed, the perpetrator must make a successful Hear Noise throw. There is a -1 penalty on the proficiency throw per each level the perpetrator is lower than the victim. However, for each of the following proficiencies the perpetrator knows, he gains a special +1 bonus on his throw to slander the senator: Diplomacy, Performance (per rank), Seduction.

If the proficiency throw succeeds, the targeted senator loses control of one minor senator per level of the perpetrator. If the proficiency throw fails, the perpetrator's slander failed to have any impact with his slander. If the proficiency throw fails by 14 or more or is an unmodified 1, the perpetrator has been caught. If caught, determine the charges with a 1d6 roll: outrage (1-3), sedition (4-5), or treason (6).

Slandering for Military Purposes: A perpetrator infiltrated into an enemy army can spread lies and rumors through the army's ranks. If the throw is successful, any reconnaissance rolls made by the opposing army are at a -2 penalty for the next month. If a perpetrator is caught slandering, the charge is sedition.

SMUGGLING

Smuggling is the illicit movement of goods in order to avoid tolls, customs duties, labor fees, and monopolies. For smuggling to succeed, the perpetrator must make a successful Move Silently throw. For each of the following proficiencies the perpetrator knows, he gains a special +1 bonus on his throw to smuggle: Alertness, Bargaining, Bribery. Skulking proficiency grants the usual +2 bonus to Move Silently.

If the proficiency throw succeeds, the perpetrator smuggles ten loads of merchandise per class level. The type of merchandise smuggled is determined by a random roll on the Common Merchandise Table (see Mercantile Ventures). The perpetrator can smuggle extra loads of merchandise by taking a -1 penalty on the proficiency throw per 10 extra loads. When smuggling succeeds, the boss collects a fee equal to 12% of the market value of the merchandise smuggled.

If the proficiency throw fails, the perpetrator was not able to move the merchandise. If the proficiency throw fails by 14 or more or is an unmodified 1, the perpetrator has been caught and the merchandise confiscated. If caught, determine charges with a 1d6 roll: contraband (1-3), smuggling (4-5), racketeering (6).

Smuggling during Sieges: A defending army leader with access to perpetrators can order his perpetrators to attempt smuggling hijinks to re-supply his stronghold. The proficiency throw is penalized by the besieging leader's strategic ability. If a circumvallation completely encircles the stronghold, the proficiency throw suffers an additional -4 penalty. If the proficiency throw succeeds, the perpetrator smuggles 1,000gp of supplies in per class level (representing a mix of grains, beer, preserved meat, salt, onions, etc.). The perpetrator can smuggle extra supplies by taking a -1 penalty on the proficiency throw per 1,000gp. If a perpetrator is caught smuggling for military purposes, the charge is sedition.

SOLICITING

Soliciting is the unlawful invitation to engage in sexual relations for a fee. For soliciting to succeed, the perpetrator must make a successful Hear Noise throw. For each of the following proficiencies the perpetrator knows, he gains a special +1 bonus on his throw to solicit: Bargaining, Performance (dance), Seduction. In addition, the perpetrator may add his CHA modifier to the throw. No, Contortionism and Endurance do not provide bonuses.

If the proficiency throw succeeds, the perpetrator earns 3d6x5gp per class level for the boss. If the proficiency throw fails, the perpetrator was not able to earn anything. If the proficiency throw fails by 14 or more or is an unmodified 1, the perpetrator has been caught. If caught, determine charges with a 1d6 roll: outrage of decency (1-3), solicitation (4-5) or consortium (6).

Hasty Soliciting: If the proficiency throw succeeds, the perpetrator earns 3d6gp per class level for the boss.

STEALING

Stealing includes all manner of burglary, robbery, and theft. For stealing to succeed, the perpetrator must make a successful Pick Pocket throw. For each of the following proficiencies the perpetrator knows, he gains a special +1 bonus on his throw to steal: Cat Burglary, Dungeon Bashing, Lockpicking, Skulking, Trap Finding.

If the proficiency throw succeeds, the perpetrator steals two loads of merchandise per class level. The type of merchandise stolen is determined by a random roll on the Common Merchandise Table (see Mercantile Ventures, below). The perpetrator can attempt to steal a particular type of merchandise by taking a -4 penalty on the proficiency throw. The perpetrator can steal extra loads of merchandise by taking a -1 penalty on the proficiency throw per extra load. When stealing succeeds, the boss receives 60% of the market value of the stolen merchandise.

If the proficiency throw fails, the perpetrator was not able to steal anything. If the proficiency throw fails by 14 or more or is an unmodified 1, the perpetrator has been caught. If caught, determine charges with a 1d6 roll: theft (1-3), burglary (4-5) or robbery (6).

Stealing for Military Purposes: A perpetrator who has infiltrated an enemy army can attempt to steal the flag of one of the units in the opposing army. The proficiency throw is modified by the target unit's morale score (representing the unit's discipline at the watch). If the throw is successful, the unit in question has lost its flag. This is so demoralizing that the unit must immediately make a loyalty roll at a -1 penalty. (Attempting to steal the emblem of the entire army imposes a penalty of -10 on the proficiency throw, but if successful each unit in the army must make a loyalty roll at a -1 penalty.) If a perpetrator is caught stealing for military purposes, the charge is sedition.

SPYING

Spying is the clandestine retrieval of secrets from powerful and influential figures. For spying to succeed, the perpetrator must make a successful Hide in Shadows throw. For each of the following proficiencies the perpetrator knows, he gains a special +1 bonus on his throw to spy: Disguise, Eavesdropping/Hear Noise, Lip Reading. Skulking proficiency grants the usual +2 bonus to Hide in Shadows.

If the proficiency throw succeeds, the perpetrator learns advance intelligence, secret facts, or other highly valuable information from the perpetrator's area of operation. The boss earns 2d12x100gp per level of the perpetrator exploiting the valuable secret. (If desired, the Judge can provide specific secrets valuable within the ongoing campaign in lieu of money).

If the proficiency throw fails, the perpetrator learns nothing. If the proficiency throw fails by 14 or more or is an unmodified 1, the perpetrator has been caught. If caught, determine charges with a 1d6 roll: eavesdropping (1-3), sedition (4-5), or treason (6).

Spying for Military Purposes: A perpetrator infiltrated into an enemy army can acquire information through spying hijinks. If the throw is successful, one piece of very valuable information is obtained. If a perpetrator is caught spying in an enemy army, the charge is high treason.

Spying for Political Purposes: Perpetrators can be assigned to spy on a specific leading senator. If successful, the perpetrator will learn 2d12x100gp per level worth of compromising information with which to blackmail the senator. In addition, the spy will learn one piece of information about the senator (roll 1d4):

1. The current influence of the leading senator and 1d3 members of his political faction.

2. The policy objectives of the leading senator and 1d3 members of his political faction.

3. The senator's current attitude towards the ruler (roll 2d6 and tell the player the number. This number will be the die roll on the senator's next voting roll).

4. The general itinerary of a random leading senator's upcoming month. This information provides a +2 bonus to Assassination hijinks that month.

If a perpetrator is caught spying on a leading senator, the charge is high treason.

SUBVERSION

A perpetrator who has infiltrated a stronghold can attempt to subvert the stronghold's defenses. For subversion to succeed, the perpetrator must make a successful Hide in Shadows throw. The proficiency throw is modified by the opposing army leader's strategic ability. If the throw is successful, the perpetrator creates a breach in the stronghold. The perpetrator can create additional breaches by taking a -1 penalty on the proficiency throw per breach. Breaches created with subversion must be exploited with an assault immediately or they are lost, as they are nothing more than unlocked doors, opened gates, etc.

TREASURE-HUNTING

Treasure-hunting covers all manner of skulking and scavenging for treasure maps and rumors of hidden wealth. For treasure-hunting to succeed, the perpetrator must make a successful Find Traps throw. If the throw is successful, the perpetrator finds a treasure map to a random hoard worth 1d6 x 1,000gp per level of the perpetrator. The Judge determines the exact location of the hoard; hoards will generally be 6 miles away from the boss's hideout for each 1,000gp value.

If the proficiency throw fails, the perpetrator finds nothing. If the proficiency throw fails by 14 or more or is an unmodified 1, the perpetrator has been caught. If caught, determine charges with a 1d6 roll: trespassing (1-3), theft (4-5), or burglary (6).

GETTING CAUGHT

Whenever the proficiency throw fails by 14 or more or is an unmodified 1, the perpetrator has been caught. Any perpetrator caught is subject to legal penalties for his deeds. The Judge may determine appropriate punishments, or have the player roll on the Crime and Punishment table.

Crime and Punishment	
Adjusted Die Roll	Result
2-	Punitive Conviction
3-5	Conviction
6-8	Conviction on Lesser Charge
9-11	Acquittal
12+	Acquittal with Damages

To roll on the Crime and Punishment table, roll 2d6. Adjust the die roll by the perpetrator's Charisma modifier and any appropriate proficiency modifiers (from Diplomacy, Mystic Aura, or Seduction). Other circumstances that will apply are listed below.

Attorney: Add the perpetrator's rank in Profession (attorney), if any. Otherwise, an attorney can be hired by the syndicate. A rank 1 attorney costs 25gp, a rank 2 attorney costs 50gp, and a rank 3 attorney costs 100gp.

Bribery: If the syndicate has a member with the Bribery proficiency, it can attempt to corrupt the courts. A +1 bonus costs 50gp, a +2 bonus costs 350gp and a +3 bonus costs 1,500gp.
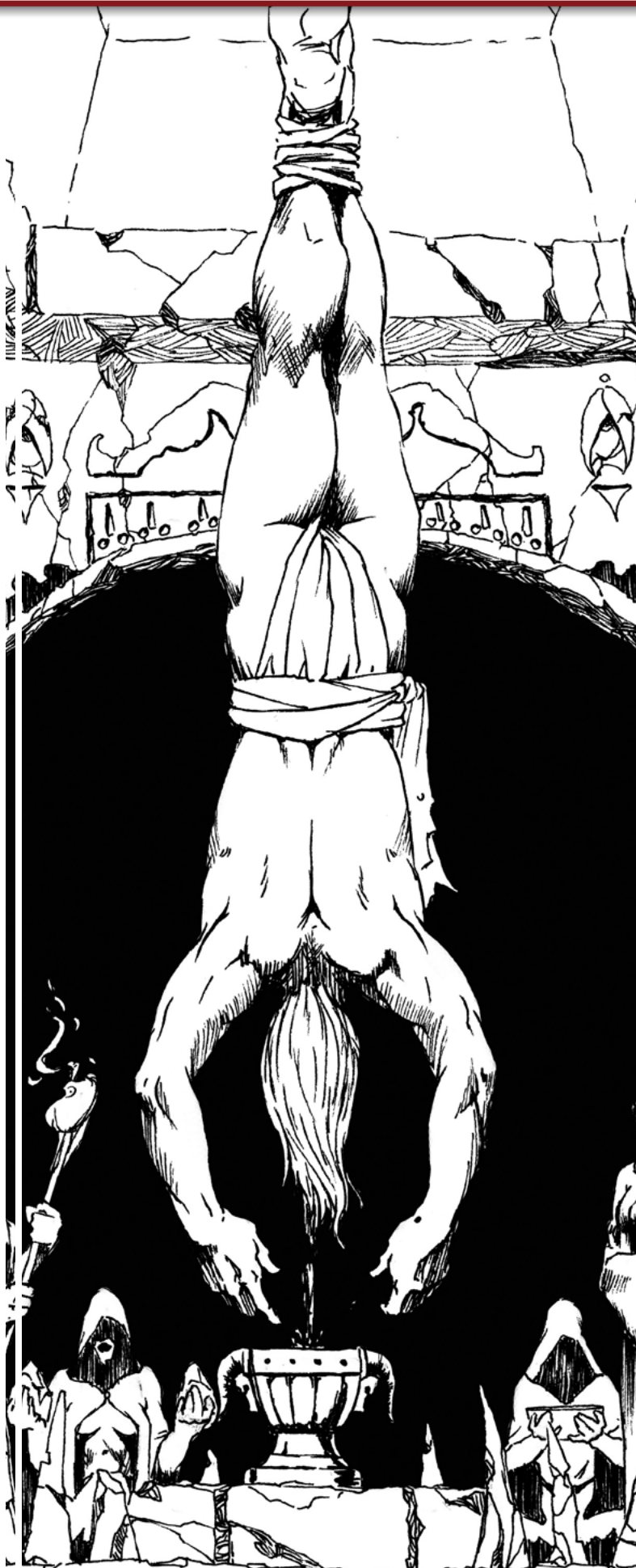
Evidence: Roll 1d4 to represent evidence favorable to the perpetrator (alibis, good character, etc.). Roll 1d8 to determine the penalty from unfavorable evidence (witnesses to the crime, caught with stolen goods, etc.)

Interpleader: If the syndicate has ties with a domain ruler, the ruler could plead on the perpetrator's behalf. Add the Charisma modifier of the domain ruler, plus an additional +2 if the interpleader has Diplomacy, Intimidation, or Mystic Aura. Note that if the domain ruler controls the domain where the crime happened, he may free the perpetrator without resorting to trial at all.

Prior Crimes: -1 if perpetrator is branded; -2 if perpetrator has been maimed (loss of tongue or hands); -3 if perpetrator has been proscribed.

Severity of Crime: The worse the crime, the worse the penalty. Breach of peace, drunkenness, outrage of decency 0; eavesdropping, gambling, or trespassing -1; assault, bribery, contraband extortion, theft, or vandalism -2; battery, burglary, kidnapping, rioting, or smuggling -3; manslaughter, mayhem, racketeering, rape, robbery, or sedition -4; arson, desertion, murder, or piracy -5; heresy, high treason, or regicide -6.

The result of the table indicates the fate of the perpetrator. A **punitive conviction** means that the perpetrator has been made an example of. He will be punished out of proportion to his charges. A **conviction** means that the perpetrator has been found guilty of the charges and will be punished appropriately. **Conviction on lesser charge** means that the perpetrator has been found guilty, but

Retribution by Crime Table			
Crime	Punitive Punishment	Standard Punishment	Lesser Punishment
Drunkenness, Outrage	Fined 5gp	Fined 2gp	Fined 1gp
Eavesdropping, Solicitation	Ear cut off (-1 to reaction rolls, -1 to hear noise, -1 to surprise rolls) and fined 25gp	Fined 10gp	Fined 5gp
Trespassing, Gambling, Consortium	Placed in stocks 2d6 days (save v. Death or lose 1d6 teeth, -2 to reaction rolls) and fined 50gp	Fined 25gp	Fined 10gp
Bribery	Tongue cut off (cannot speak, cast spells, or use magic items or proficiencies involving speech; -4 to rolls) and fined 150g	Placed in stocks 2d6 days (save v. Death or lose 1d6 teeth, -2 to reaction rolls) and fined 50gp	Fined 25gp
Theft, Contraband	Hand amputated (cannot dual wield or use two-handed weapons) and fined 450gp	Whipped (save v. Death or permanent scarring, -2 to reaction rolls) and fined 300gp value	Placed in stocks 2d6 days and fined 150gp
Assault, Vandalism	Tortured (save v. Death or suffer permanent wound from row 11-15 of Mortal Wounds table) and fined 600gp	Whipped (save v. Death or permanent scarring, -2 to reaction rolls) and fined 450gp	Whipped (save v. Death or permanent scarring, -2 to reaction rolls) and fined 300gp
Burglary, Smuggling	Both hands amputated (cannot climb, use weapons or items, open locks, remove traps, or any other similar actions) and fined 900gp	Branded (-2 to all reaction rolls) and fined 600gp	Whipped (as above) and fined 450gp
Kidnapping, Manslaughter, Mayhem	Tortured and proscribed (lose all property and rights, permanently exiled)	Tortured (save v. Death or suffer permanent wound from row 11-15 of Mortal Wounds table) and 750gp	Whipped (as above) and fined 600gp
Robbery, Racketeering	Execution (beheaded or hung) and fined 1,200gp	Hand amputated (cannot dual wield or use two-handed weapons) and fined 900gp	Branded (-2 to all reaction rolls) and fined 750gp
Arson, Desertion, Murder, Sedition	Agonizing execution (burned, crucified, drawn and quartered, or devoured by wild beasts)	Execution (beheaded or hung)	Proscribed (lose all property and rights, permanently exiled)
Heresy, High Treason, Regicide	Fate worse than death (cross-bred into monstrous creature, transformed into undead, etc.)	Agonizing execution (burned, crucified, drawn and quartered, devoured by wild beasts)	Execution (beheaded or hung)

will not be punished as severely. **Acquittal** means the perpetrator has been found innocent. **Acquittal with damages** means that the perpetrator has been found so innocent that the court awards monetary damages for the offense to his reputation. Damages are always equal to what the fine would have been for the charges.

The Retribution by Crime table can be used to find an appropriate punishment for various charges. Punishments can include various forms of fines, humiliation, torture, mutilation, enslavement, exile, and execution. A perpetrator who cannot pay a fine is indentured to work off the fine. Perpetrators work off fines at a rate of 3gp per month. A perpetrator who can pay three times the amount of a fine can avoid other associated punishments.

The syndicate boss is expected to pay for the attorneys, bribes, fines, and healing of members who get caught while assigned hijinks. If the boss regularly abandons his members to their fate, the Judge may roll on the Henchmen Loyalty table to see if the remaining syndicate members attack or betray their boss.

EXAMPLE: Reingo the Ruthless, a 1st level thief, is caught stealing a bundle of rare furs (500gp) and charged with theft (-2). Reingo is quite uncharismatic (-2) and the evidence looks bad (the 1d4 roll scores +1, while the 1d8 roll scores -5, for a -4 penalty). Since Reingo has been a loyal follower, his boss Viktir hires the best available attorney (+3) for 100gp and spends 350gp on bribes (+2). Reingo's will roll on the Crime and Punishment table with a -3 on the die roll. He rolls an 8, reduced by 3, for a score of 5, resulting in a Conviction. Reingo will be whipped and fined 500gp.

Risks of Military Hijinks: Performing hijinks against enemy armies is highly risky. If a perpetrator is caught performing a hijink, not only are very severe charges always levied against him, neither attorneys nor interpleaders are available. If the perpetrator is convicted, he will suffer the usual punishments. He will also be interrogated as a **prisoner**. If the perpetrator is 0th – 4th level, he has the information of a common prisoner; if 5th – 9th level, a valuable prisoner; if 10th level or more, a very valuable prisoner. (If the perpetrator is a PC, the Judge might allow the PC to negotiate a trade of information for a reduced sentence…)

Risks of Crews: If two or more perpetrators from a crew are caught, they face grave risk from defection. Make a reaction roll for each perpetrator towards his crew members. If all of the perpetrators are friendly to each other, they each gain a +2 bonus on the Crime and Punishment table. If one of the perpetrators is indifferent or worse, while all the other perpetrators are friendly, the indifferent perpetrator rats them out. He gains a +4 bonus and his crew members suffer a -4 penalty. If two or more perpetrators are indifferent or worse, everyone rats out, and all crew members suffer a -4 penalty. Syndicate bosses have closely studied this "prisoner's dilemma" but in the absence of magical communication methods or crews with longstanding trust between them, there seems no way to reliably avoid defection.

AWAITING TRIAL

Trials don't happen immediately. Any character caught committing a hijink must perform this "activity" while languishing in the settlement's prison.

Crime	Time Languishing
Drunkenness, Outrage	1d2 days
Eavesdropping, Trespassing, Gambling	1d4 days
Bribery, Theft, Contraband	1d6 days
Assault, Vandalism	1d8 days
Burglary, Smuggling	1d4 weeks
Kidnapping, Manslaughter, Mayhem	1d4 months
Robbery, Racketeering	1d6 months
Arson, Desertion, Murder, Sedition	1d12 months
Heresy, High Treason, Regicide	2d12 months

Awaiting trial is an ongoing major activity that includes cowering in darkness, suffering the lash, eating prison gruel, and other torments. The time spent languishing depends on the crime charged against the character, as shown on the accompanying table. Characters caught committing a hijink do not roll on the Crime and Punishment table until after they have finished awaiting trial. Perpetrators may automatically finish awaiting trial by pleading guilty and accepting the lesser punishment for their crimes.

CREATING A CRIMINAL GUILD

A **criminal guild** is a group of multiple syndicates under the control of one boss. Criminal guilds are commonly named for the class of their boss, e.g. a thieves' guild or assassin's guild. There are four general ways an adventurer may create a criminal guild:

NEW BASE OF OPERATIONS

An adventurer whose syndicate has reached its maximum size in its current base of operations may decide to establish a new syndicate in a new base of operations by building a hideout there and relocating some of his membership. The new syndicate in the new base of operations becomes part of the adventurer's criminal guild.

> EXAMPLE: Viktir's syndicate, based in Cyfaraun (a Class IV settlement), has reached its maximum size of 100 members. In order to keep his criminal enterprise growing, Viktir builds a new hideout in Arganos (a Class III settlement) and moves 20 of his members there.

HENCHMAN ADVANCEMENT

If one of the adventurer's assassin, thief, or nightblade henchmen reaches 9th level, the adventurer may fund a hideout for the henchman. The henchman will attract followers into a syndicate as per the rules above, and the henchman's syndicate becomes part of the adventurer's criminal guild.

HENCHMAN ACQUISITION

An adventurer may recruit an NPC who already controls a syndicate to be a henchman. The new henchman's syndicate becomes part of the adventurer's criminal guild.

CHANGE IN MANAGEMENT

An adventurer may exile, imprison, or kill an NPC who already controls a syndicate. He may then claim the syndicate and its members as his own. The Judge should roll on the Change in Management table for each of the NPC's former henchmen and followers to see if they are successfully recruited by the adventurer. For very large syndicates, the Judge may roll in batches of 5, 10, 25, or even 100 where appropriate.

The adventurer's CHA modifier is applied as a die roll modifier, along with any bonuses for Diplomacy, Intimidation, or other proficiencies. If the adventurer is higher level than the previous leader, add a +1 bonus per level difference; apply a -1 penalty per level difference if the converse is true. Apply the previous leader's CHA bonus (if any) as a penalty to the recruitment roll. The Judge may apply an additional modifier between -2 to +2 reflecting the adventurer's reputation, gifts, and other attributes.

Change in Management	
Adjusted Die Roll (2d6)	Result
2-	Immediate Attack
3-5	Betray
6-8	Hesitate
9-11	Accept
12+	Accept with élan

Immediate attack means that the follower seeks immediate revenge against the adventurer and will attack him at the first available opportunity. **Betray** means that the follower will pretend to be loyal to adventurer, but will betray him if an opportunity to do so presents itself. **Hesitate** means that the follower feels conflicting loyalties. He will betray the adventurer if a plurality of his fellows do so, but remain loyal if not. **Accept** means that the follower becomes loyal to the character. **Accept with élan** means the offer is accepted with very good spirit, and the follower's morale rolls receive a bonus of +1.

> EXAMPLE: Viktir, a 14th level thief with CHA 13, assassinates Rollio, a 12th level thief with CHA 16 and four followers. Viktir claims Rollio's four followers for himself, so the Judge secretly rolls to see how Rollio's followers respond to the change in management. Each die roll will be at +2 (because Viktir is two levels higher than Rollio) +1 (from Viktir's CHA) -2 (from Rollio's CHA), for a total of +1. The Judge rolls incredibly badly - an adjusted 3, 5, 8, and 9. Only one follower is loyal to Viktir. One is hesitant, and two plan to betray Viktir. Since the two betrayers are a plurality, the hesitant follower will join their attempt.

MANAGING A CRIMINAL GUILD

An adventurer can only directly manage one syndicate at a time. Other syndicates in the criminal guild must be assigned to a henchman to manage, either the henchman who established the syndicate or one appointed by the adventurer. A henchman who manages a syndicate is called an **underboss**.

An adventurer may assign hijinks to his own syndicate members, and to the members of any syndicates controlled by his underbosses. However, underbosses expect to be given wide latitude in running their part of the syndicate. If the adventurer assigns hijinks to more than 20% of the followers that any underboss controls, this causes the underboss to roll on the Henchman Loyalty table, with a -1 penalty per each additional 10% of the followers that the adventurer is ordering around. A henchman who resigns or becomes hostile takes his syndicate with him.

Underbosses may themselves have underbosses beneath them. In this way very large criminal guilds spread across multiple bases of operation can be formed. For purposes of assigning hijinks, each underboss can be assumed to have direct control over 20% of the followers one rank below him on the chain.

EXPERIENCE FROM HIJINKS

A syndicate boss may earn XP from his monthly hijink income. Monthly hijink income is the total gp value earned from hijinks by the boss, less the cost of wages, attorneys, bribes, fines, and magical healing for his members. (Income can be rolled and calculated manually, or the Monthly Hijink Income table in the **Managing Criminal Guilds** section can be used for faster calculation.) If monthly hijink income exceeds the character's gp threshold, he earns XP equal to the difference.

Syndicate members earn XP equal to 50% of the gp value of hijinks they perpetrate successfully. On average, 1st level followers will earn 50XP per month from hijinks. Assuming that their leader manages to bail them out of trouble every time they get caught, followers will reach 2nd level in about 25 months (two years). Most ruffians do not, in practice, live that long.

A 0th level syndicate member may earn XP from perpetrating hijinks. However, in most cases, the only hijink available to 0th level characters is carousing (Hear Noises 18+). When the 0th level character earns 100xp from carousing, he may become a 1st level assassin, bard, burglar, freebooter, nightblade, or thief. Which class will depend on his race (e.g. only elves may be nightblades and only hobbits may be burglars) but more importantly on the sort of company the character is keeping. On average, it takes 0th level characters 6 months of consorting with unsavory sorts in dimly-lit taverns to advance.

Remember that XP earned from hijinks performed by a crew is split pro rata by level among all the perpetrators who don't get caught.

MONTHLY HIJINK INCOME

SYNDICATE MEMBER LEVEL	MONTHLY INCOME (GP)
0	1
1	5
2	30
3	200
4	425
5	650
6	835
7	1,500
8	2,000

When managing a large criminal guild, it can be time-consuming to roll for every member of the guild. The Monthly Hijink Income table can be used to summarize the outcomes of a large number of hijinks by characters of 1st to 8th level. (Hijinks by 9th level or above character should always be rolled.) The Monthly Hijink Income table factors in the costs of wages as well as attorneys, bribes, fines, and healing for syndicate members who get caught.

RE-THINKING THIEVES, PART I

A MATHEMATICAL ASSESSMENT OF WHETHER THIEF SKILLS ARE BALANCED

By Alexander Macris

The thief class is arguably the most criticized and least-played class in old-school fantasy gaming. Many players feel that the thief should not even be a class at all, as the customary activities of a thief – breaking into places and taking the stuff there – are essentially what all adventurers do all the time in old-school gaming. Other players feel that thieves have a place, but that the particular mechanics by which they operate are too capricious to be fun. Most of us have seen this scene unfold in our campaigns:

> **Judge:** The Emporium is crowded with hundreds of people. Peddlers hawk cheap wares from push-carts and stands. Hefty merchants in expensive robes haggle over the price of silks and spices. One merchant, quite extravagantly dressed in Somirean silks of green and purple, his purse bulging with coin, is making a scene by shouting at his assistant.
>
> **Player:** I approach the angry merchant nonchalantly. When I get close enough, I attempt to swipe the purse and run off.
>
> Judge: Make a Pick Pockets proficiency throw. As a 1st level thief your target value is 17+.
>
> Player rolls 1d20 and scores a 6.
>
> **Judge:** Your fumbling attempt at snatching the purse fails. Worse, you've caught the attention of the merchant. He points out you and screams "Arrest this lout!"
>
> **Player:** If I'm supposed to be a thief, why is it so damn hard to actually STEAL anything? Next campaign I'm rolling up a Thrassian Gladiator. **** this **** excuse of **** class.

As both Judge and player, it can be a frustrating exercise. This article re-opens the debate on the thief by taking advantage of certain *ACKS* systems for analytical purposes. First, the *ACKS* rules allow us to build or modify classes. When a class is built, it will typically have one or more custom power slots it can expend to acquire, e.g., proficiencies or thief skills. Custom power slots can, however, also be spent to gain spell-like abilities, with a frequency of use determined by the level of the spell and the casting time required. Second, the *ACKS* rules also allow us to build custom spells. The system is broad enough that it can replicate (or at least approximate) any particular class ability with a spell custom-built that does the same thing, or at least very similar things.

Below, I have replicated or approximated all of the thief skills as 1st level spell-like abilities. That, in turn, enables us to compare the utility of the spell-like ability relative to the utility of the traditional thief skill, and issue a verdict for each thief skill as to whether it is more useful, equally useful, or less useful than the equivalent spell-like ability.

PICK POCKETS

Prestidigitation is a type of minor telekinesis, and it allows a caster to pick pockets; from this we can plausibly conclude that the ability to pick pockets is a telekinesis-like spell of the movement school. A typical engagement range is about 5', and various special maneuvers such as Disarm can toss a weapon 5', so an effect that allows an object to be moved 5' seems plausible for the result of pocket-picking. We can thus build the thief ability of pick pockets as a 1st level spell:

> **Pick Pockets:** *Caster can move target any direction 5' per round (10)*, target 1 willing creature or object (x1), only objects can be targeted (x0.8), unwilling targets permitted (x1.5), target must weigh 2 stone/caster level or less (x0.8), range touch (x1), duration instantaneous (x0.1), saving throw no saving throw permitted (x4), divine (x1.25), total 4.8

The thief ability to pick pockets requires one round to use and has, at 1st level, an 80% chance of failure. The equivalent custom power would be a 1st-level spell-like ability with a casting time of one round available once per hour. The spell-like ability would require no proficiency throw and could "pick" heavy objects of up to 2 stone per level.

Verdict: The thief's ability to pick pockets is somewhat less useful than an equivalent spell-like ability taken as a custom power. The thief ability can be used at will, but rarely succeeds at low level; the

equivalent spell-like ability succeeds automatically but can be used just once per hour. Given how infrequently picking pockets occurs in game, virtually any thief PC would be willing to limit himself to one pocket picked per hour in exchange for guaranteed success.

OPEN LOCKS

Knock is not defined in the *Player's Companion* spell power guidelines so we have to reverse-engineer it. *Knock* has two components: the ability to instantaneously and permanently unlock and open a mechanical device, and the ability to temporarily suspend a *wizard lock*. The spell is 2nd level and therefore built with 20 points at maximum. Now, the ability to temporarily suspend a *wizard lock* might be approximated as follows:

> **Suspend Wizard Lock:** Invulnerability to the specific 2nd-level spell *wizard lock* (10), target 1 object (x1), range 60' (x1.2), duration 1 turn (x1), beneficial effect (x1), divine (x1), total 12

If that effect costs 12 points, then we are left with 8 points for the portion of the spell relating to mechanical devices, which is what we care about. It's unclear exactly what this effect is (blast, movement, or transmogrification all seem possible); for our purposes, a Movement spell will do. We could approximate the effect as follows:

> **Unlock and Open Mechanical Devices:** unlock mechanical device (6), open mechanical device (6), target 1 willing creature or object (x1), unwilling targets permitted (x1.5), only objects can be targeted (x0.8), range 60' (x1.33), duration instantaneous (x.1), no saving throw (x4), total 7.67

With these effects worked out, we can built the thief ability to open locks as a 1st level spell:

> **Open Locks:** Unlock mechanical device (6), target 1 willing creature or object (x1), unwilling targets permitted (x1.5), only objects can be targeted (x0.8), *spell requires thieves' tools (x0.9)*, range touch (x1), duration instantaneous (x0.1), no saving throw permitted (x4), total 2.6

Custom Power Comparison: The thief ability to open locks requires one turn to use and has, at 1st level, an 85% chance of failure. The equivalent custom power would be a 1st-level spell-like ability with a casting time of one turn available at will.

Verdict: The thief's ability to open locks is substantially less useful than an equivalent spell-like ability taken as a custom power. Both the thief ability and the spell-like ability can be used at will, but the thief ability rarely succeeds at low level while the equivalent spell-like ability succeeds automatically.

FIND TRAPS

A thief's ability to find traps can be modeled using the "detect trap in range" effect, limiting it to a small area that can be touched, with a requirement for thieves' tools, and a duration of 1 round per level (on the assumption that's enough time to touch everything in a small area). This results in a spell costing less than one point to build – a mere cantrip!

> **Find Traps:** Detect trap in range (20), 1 small area/object/creature in range (x0.7), range 0' (x0.05), *spell requires thieves' tools (x0.9)*, duration 1 round per level (x0.25), no saving throw (x1), divine (x2), total 0.31

Custom Power Comparison: The thief ability to find traps requires one turn to use and has, at 1st level, an 85% chance of failure. The equivalent custom power would be a 1st-level spell-like ability with a casting time of one turn available at will.

Verdict: The thief's ability to find traps is vastly inferior to the equivalent spell-like ability taken as a custom power. Both the thief ability and the spell-like ability can be used at will, but the thief ability rarely succeeds at low level while the equivalent spell-like ability succeeds automatically. Since failing to detect a trap is hugely dangerous, this makes the spell-like ability much, much more useful.

REMOVE TRAPS

There is no self-evident spell type or spell effect to use to model a thief's ability to remove traps. The closest analogy to removing a trap is probably dispelling a spell like *glyph of warding*. *Dispel magic* is a protection spell with an instantaneous "ward vs. magic" effect. Let's create a comparable equivalent:

> **Remove Trap:** Ward vs. traps (20), target 1 object (x1), range 0' (x1), duration instantaneous (x0.5), beneficial effect (x1), divine (x1), total 10

Custom Power Comparison: The thief ability to remove traps requires one turn to use and has, at 1st level, an 85% chance of failure. The equivalent custom power would be a 1st-level spell-like ability with a casting time of one turn available at will.

Verdict: The thief's ability to remove traps is vastly inferior to the equivalent spell-like ability taken as a custom power. Both the thief ability and the spell-like ability can be used at will, but the thief ability rarely succeeds at low level while the equivalent spell-like ability succeeds automatically. Since failing to remove a trap can sometimes set off the trap, this makes the spell-like ability much, much more useful.

MOVE SILENTLY

The thief's ability to move silently could be modeled as either an illusion spell (making the thief inaudible) or a transmogrification spell (giving the thief the ability to move noiselessly). As it happens, both spells are 1st level.

> **Move Silently (illusion version):** Target becomes completely inaudible (22), target 1 creature (x1), range self (x0.33), duration concentration (x1), expires if target creature speaks (x0.9), expires if target creature casts spell (x0.75), expires if target creature attacks (x0.75), no saving throw (x1), divine (x1.5), total 5.5

Move Silently (transmogrification version): Current form gains ability to move noiselessly (20), target 1 living corporeal creature (x1), range self (x0.5), duration 1 turn (x.75), *spell ends if target speaks, casts spell, or attacks (x0.5)*, beneficial effect (x1), divine (x1.25), total 5.16

Custom Power Comparison: The thief's ability to move silently requires one round to use and has, at 1st level, a 75% chance of failure. The equivalent custom power would be a 1st-level spell-like ability with a casting time of one round available once per hour. The spell-like ability would require no proficiency throw if built as an illusion spell or would require a 6+ throw if built as a transmogrification spell.

Verdict: The thief's ability to move silently is somewhat less useful than an equivalent spell-like ability taken as a custom power. The thief ability can be used at will, but rarely succeeds at low level; the equivalent spell-like ability succeeds automatically or at least much more frequently but can be used just once per hour. Most thief PCs would likely be willing to accept this trade-off, given the typical pace of dungeon crawling.

HIDE IN SHADOWS

As with the thief's ability to move silently, the ability to hide in shadows could be modeled as either an illusion spell (making the thief invisible when in shadows) or a transmogrification spell (giving the thief the ability to blend into his surroundings). Again, both spells are 1st level.

Hide in Shadows (illusion version): Target becomes completely invisible (24), target 1 creature (x1), range self (x0.33), duration concentration (x1), expires if target creature speaks (x0.9), expires if target creature casts spell (x0.75), expires if target creature attacks (x0.75), expires if target creatures moves (x0.5), *only works if target in shadows when effect begins (x0.75)*, no saving throw (x1), divine (x1.5), total 2.06

Hide in Shadows (transmogrification version): Current form gains ability to blend into surroundings (20), target 1 living corporeal creature (x1), range self (x0.5), duration 1 turn (x.75), *spell ends if target speaks, casts spell, attacks, or moves (x0.25)*, beneficial effect (x1), divine (x1.25), total 2.34

Custom Power Comparison: The thief ability to hide in shadows requires one round to use and has, at 1st level, a 90% chance of failure. The equivalent custom power would be a 1st-level spell-like ability with a casting time of one round available once per hour. The spell-like ability would require no proficiency throw if built as an illusion spell or would require a 6+ throw if built as a transmogrification spell.

Verdict: The thief's ability to hide in shadows is, again, somewhat less useful than an equivalent spell-like ability taken as a custom power. The thief ability can be used at will, but rarely succeeds at low level; the equivalent spell-like ability succeeds automatically or

at least much more frequently but can be used just once per hour. Again, most thief PCs would likely be willing to accept this trade-off, given the typical pace of dungeon crawling and the dangers faced by a thief whose hiding spot is found out.

CLIMB WALLS

Climb Walls can also be modeled in two ways, either as a movement spell or as a transmogrification spell. In either case, it's a simple 1st level spell:

> **Climb Walls (movement version):** Target can climb sheer surfaces at 20' per round (15), target 1 willing creature (x1), range self (x0.75), duration 6 rounds (x0.6), saving throw beneficial effect (x1), divine (x1.25), total 8.43

> **Climb Walls (transmogrification version):** current form gains ability to climb like a spider (20), target 1 living corporeal creature (x1), range self (x0.5), duration 1 turn (x0.75), beneficial effect (x1), divine (x1.25), total 7.5

Custom Power Comparison: The thief ability to climb walls requires one round to use and has, at 1st level, only a 25% chance of failure. The equivalent custom power would be a 1st-level spell-like ability with a casting time of one round available once per hour. The spell-like ability would require no proficiency throw and would provide comparable movement rates for distances of up to 100'.

Verdict: The thief's ability to climb walls is approximately equal to the equivalent spell-like ability taken as a custom power. The thief ability can be used at will and succeeds most of the time even at low level. In addition, the thief can keep climbing as long as desired. In contrast, the equivalent spell-like ability succeeds automatically but it can be used just once per hour and only to distances of 100'. Both sets of abilities would be useful in different circumstances.

HEAR NOISE

There's no obvious spell effect to use to model the thief's ability to hear noises. However, we know that creating the effect of inaudibility is approximately the same cost as creating the spell effect of invisibility. It seems plausible, therefore, to assume that a spell effect for detecting inaudible sounds in range cost the same as a detection effect for detecting invisible things in range.

What's the range? Well, from research into human perception, ambient noise, and sound cover for another project, I happen to have this worked out. In that project, I calculated that a perceptive person in a quiet room has about a 25% chance of being able to make out a hushed conversation through a wooden door at a range of 5'. If the conversation is in the open, the range extends to 10'. A perceptive person in a tavern has about a 25% chance of being able to hear the sound of fighting outside at a range of 20'. Any of these seems like plausible cases for hear noise (which succeeds a bit more than 25% of the time at 1st level). To be conservative, we'll assume 30' range.

Therefore, we can build hear noise as a 1st level spell:

> **Hear Noise:** Detect inaudible sounds in range (10), target all areas/creatures/objects in range (x1), range 30' (x0.8), duration concentration (x1), no saving throw (x1), total 8

Custom Power Comparison: The thief ability to hear noises requires one round to use and has, at 1st level, a 65% chance of failure. The equivalent custom power would be a 1st-level spell-like ability with a casting time of one round available once per hour. The spell-like ability would require no proficiency throw and would allow the listener to eavesdrop for as long as he continues to concentrate.

Verdict: The thief's ability to hear noises is approximately equal to the equivalent spell-like ability taken as a custom power. The thief ability can be used at will, with a modest chance of success at low level; the equivalent spell-like ability succeeds automatically but can be used just once per hour. Most thief PCs tend to stop and listen frequently as they approach doors and intersections, so it's not clear that this trade-off would be worthwhile.

CONCLUSIONS

From the analysis above, we can see that the critics of thieves have been right all along. Thieves are significantly underpowered relative to what they'd be if they were built with custom spell-like abilities. Every rational thief would happily trade in his thief abilities to open locks, find traps, and remove traps for the equivalent spell-like abilities, which are superior in every way; and the vast majority would also trade in the ability to pick pockets, move silently, and hide in shadows as well. Only the ability to climb walls and hear noises is even arguably as useful as their equivalent spells. And those two are available as proficiencies to most classes!

It seems impossible to avoid concluding that thieves in the *ACKS Core Rules* need to be radically improved. Some ideas have already been presented in, e.g., the *Heroic Fantasy Handbook*. Next issue, we'll use the analysis above to offer some additional suggestions.

RE-THINKING THIEVES, PART II
SOME ROGUISH IDEAS TO TINKER WITH THIEVES
By Alexander Macris

In Re-Thinking Thieves, we concluded that thieves are significantly underpowered relative to what they'd be if they were built with custom spell-like abilities. Every rational thief would happily trade in his thief abilities to open locks, find traps, and remove traps for the equivalent spell-like abilities, which are superior in every way; and the vast majority would also trade in the ability to pick pockets, move silently, and hide in shadows as well. Only the ability to climb walls and hear noises is even arguably as useful as their equivalent spells. And those two are available as proficiencies to most classes!

It was impossible to avoid concluding that thieves in the *ACKS Core Rules* need to be radically improved. Some ideas have already been presented in, e.g., the *Heroic Fantasy Handbook*. Now we want to offer some additional suggestions.

SWITCHING TO SPELL-LIKE ABILITIES

Spells and skills (by which I mean thief skills, class powers, proficiencies, etc.) sit in an uneasy but relatively balanced relationship. Spells can do most things that skills can do, and can usually do them faster, better, and with more certainty. The limiting factor is that spells are a depletable resource. Conversely, skills can be slow and chancy, but can be used as often as desired. Spell-like abilities can break this balance by combining the best of both skills and spells. All of the spell-like abilities in Re-Thinking Thieves could be used either at-will or so frequently as to be effectively at-will in ordinary play.

Therefore the obvious "solution" to the weakness of thieves would be simply to replace some or all of their abilities with spell-like equivalents. There are two downsides to this solution. First, it eliminates backwards compatibility with B/X, BECMI, AD&D, and other similar D20 fantasy games. Second, it reduces verisimilitude – thieves are not *in the world* using magic, and it strains credulity to explain why they'd be limited to hiding once per hour (say).

The elven nightblade class, however, might benefit from having its two thief skills replaced with spell-like abilities. It fits into the class's rationale and backwards compatibility is of no concern since it's unique to *ACKS*.

IMPROVING THE ODDS

Part of the reason that the thief skills stack up badly against spell-like equivalents is that the odds of success are so poor for low level thieves. Improving the odds of success is therefore another obvious solution to the issue, and it's the thrust of the revised rules for thieves found in *Heroic Fantasy Handbook*.

However, no matter how much we improve the odds, the odds of success for the spell-like abilities still sit at 100%. For open locks, find traps, and remove traps, the proficiency throw would have to be 0+ at 1st level for them to be competitive.

Improving the odds is therefore likely part of a solution but it can't be the whole of the solution without *de facto* transforming the thief skills into spell-like equivalents.

SYNERGIZING THE SKILLS

One of the most notable elements of the thief character class is how much the class gives up in order to perform its appointed functions. It has very low HD (d4); it does not gain a fighter damage bonus; and its choice of armor is highly limited. These flaws make the thief build (Fighting 1, Thief 3) substantially less popular than the hybrid fighter-thief built with HD 1, Fighting 2, Thief 1.

The class's specialization might be justified if there was synergy among thief skills, but there is not. There is no particular reason why the character that opens locks needs to be the character that climbs walls; nor why the character that detects traps needs to be the one that disarms them; nor why the character that eavesdrops needs to be the character that picks pockets.

This lack of synergy might not matter if a thief had to function independently. But *ACKS* is played with groups, often quite large groups of 8-12 PCs and henchmen. Almost any adventuring party would be better off with, e.g., a dwarven machinist and an assassin, than with 2 thieves.

Adding synergies between the thief skills could go a long way towards improving the thief. Synergies would offer a pay-off for the huge array of abilities afforded by Fighting 1 Thief 3 build, and it would be something that spell-like abilities couldn't match. It's also an interesting new play space to explore. Let's begin!

SYNERGIES

When a class is built with a particular combination of two or more thief skills, the class gains an additional class power called a **synergy**. Only thief skills provide synergies, and different combinations afford different synergies.

Careful Footing (find traps + move silently): The thief combines balance and coordination with an intimate familiarity of traps and perils. When moving silently, he triggers undetected traps only half as often as other adventurers (on a 1 in 1d6 instead of 1-2) and automatically notices traps he passes within 10' on a proficiency throw of 18+.

Nimble Fingers (open locks + pick pockets): The thief possesses an exceptionally deft touch, light and precise. In crowded conditions (such as city streets), he can pick pockets automatically. The proficiency throw merely determines if he is detected while doing so. In stress-free conditions (such as in his hideout), he can open locks automatically. The proficiency throw merely determines how long it takes – 1 turn on success and 6 hours on failure.

Rigging (climb walls + remove traps): Combining expertise in climbing with mechanical know-how, the character can rig mountaineering gear to enable other adventurers to ascend cliffs and walls as a thief of their class level. If the thief has this synergy and Mountaineering proficiency, then the thief also automatically succeeds on climbs using mountaineering gear.

Shadowy Senses (hear noise + hide in shadows): Years spent hiding in shadows and cultivating an awareness of his surroundings have given the thief an almost preternatural ability to work in the dark. As long as the thief is not in magical darkness he can "see" out to 30' with sufficient clarity to move, fight, open locks, and disarm traps (but not to read). If the thief has this synergy and Blind Fighting proficiency, then he can "see" out to 60' and suffers no penalty when fighting in darkness or against invisible opponents.

APPLYING THE SYNERGIES

Whether synergies is the right approach to balancing thieves is impossible to say without ample playtesting. It certainly affords them a measure of additional abilities that are quite useful, especially in party play – with Careful Footing and Shadowy Senses making the thief an ideal "point man", while Rigging makes him exceptionally helpful in getting past obstacles. A thief with these synergies and enjoying the new rules in *Heroic Fantasy Handbook* will certainly be much more useful than a traditional OSR thief.

What about other classes? The table below shows which thief-like class receives these synergies. The synergies seem, overall, to make sense given the class design. Only the thief gets all the synergies, with other classes getting more synergies to the extent they are more "thief like".

The assassin would certainly benefit from the synergies, but their lack does not render them unplayable (assassins are a perennial favorite in many campaigns). The elven nightblade has spells and (if the advice above is used) spell-like abilities.

Arguably, the synergy of Hide in Shadows with Hear Noise makes Hide in Shadows more valuable than the burglar's Difficult to Spot; and it might be reasonable to permit a player of a halfling burglar to swap out Difficult to Spot for Hide in Shadows in order to get the synergy.

The biggest losers are arguably the various builds of the Freebooter class, which loses three synergies compared to the thief. On the other hand, freebooters have a ton of other class powers and fight damage bonuses.

Class	Synergies
Core	
Thief	Careful Footing, Nimble Fingers, Rigging, Shadowy Senses
Assassin	None
Elven Nightblade	None
Players Companion	
Dwarven Delver	Careful Footing, Shadowy Senses
Dwarven Machinist	None
Heroic Fantasy Handbook	
Freebooter (Expeditionary)	Careful Footing
Freebooter (Ruffian)	Nimble Fingers
Freebooter (Scoundrel)	Nimble Fingers
Freebooter (Wayfarer)	Shadowy Senses
Halfling Burglar	Careful Footing, Nimble Fingers, Rigging
Barbarian Conquerors of Kanahu	
Blessed Undertaker	None
Bugman Dredger	None
Geckoman Stalker	Careful Footing
Lizardman Hunter	Shadowy Senses
Necromancer	None
Nephil	None

LIVE BY THE FIST

THE PUGILIST IS A STREETFIGHTER THAT PACKS A PUNCH

By Omer Joel

PUGILIST

Prime Requisite:	DEX
Requirements:	None
Hit Dice:	1d6
Maximum Level:	14

From the ranks of the common folk, a hero sometimes arises who is neither a soldier, nor a sorcerer, but a man of his fists. Whether trained in a martial arts school, experienced in the blood sports common in rowdy taverns, or master of the bar-room brawl, the pugilist learned to live by the fist. He never donned heavy mail or trained with a sword. Instead, he learned the art and practice of wrestling and bare-hand fighting. The haughty tyrant or blade-wielding bully underestimate him. He then rewards their hubris with a well-aimed fist to their sneering faces.

Pugilists are able combatants; like thieves, they progress in attack throws by two points every *four* levels of experience. At first level, the pugilist hits an unarmored foe (AC 0) on an attack throw of 10+. Pugilists are common people; thus, they never received proper martial training and cannot use shields or wear armor heavier than leather. They may only use clubs, daggers, slings, or whips – but typically eschew such weaponry in favor of their bare fists and kicks; they may only fight with one or two weapons and may not use two-handed weapons.

At the start of his career, the pugilist has already learned much in the school of hard knocks; he gains the **combat trickery (wrestling)** proficiency for free.

Pugilists know how to deliver deadly punches, and thus have **fists of iron**; they enjoy a two-fisted attack routine. Their fists cause 1d3 damage each on level 1; this damage increases to 1d4/1d4 on level 2, 1d6/1d6 on level 4, 1d8/1d8 on level 6, and 1d10/1d10 on level 8. Pugilists of level 5 or better may damage creatures harmed only by "magical" attacks as if their fists were magical weapons.

A hallmark of pugilism is **legwork**. The pugilist knows how to evade blows which would knock out a typical combatant. As long as he wears leather armor or is unarmored, the pugilist enjoys a bonus to his armor class, as shown in the Pugilist Level Progression table below. This ranges from +1 AC on level 1 to +6 AC on level 13.

On level 6, the pugilist learns how to weaponize his rage and may enter a **fighting fury** at will. While furious, the pugilist gains a +2 bonus to damage rolls and becomes immune to fear. However, he may not retreat from combat at this state. The fury lasts until the end of combat.

Pugilists may use any magic item useable by thieves, except for weapons and armor available to thieves in which pugilists are untrained.

Upon reaching the 9th level (Master of the Fist), the pugilist's reputation attracts many common people and lesser warriors who wish to train in the way of the fist and protect the common man. When a pugilist builds a **boxing hall** and seeks to become an iron-fisted ruler, 1d4+1dx10 0th level mercenaries and 1d6 pugilists of 1st-3rd level come to join his service and train at his hall. If hired, the pugilist must pay them the ordinary rates for mercenaries.

Pugilist Proficiency List: Alertness, Ambushing, Berserkergang, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery (force back, knock down, overrun), Command, Endurance, Intimidation, Labor, Mountaineering, Riding, Running, Skirmishing, Survival, Weapon Finesse, Weapon Focus.

Pugilist Level Progression

Experience	Title	Level	Hit Dice	Unarmed Damage	AC Bonus
0	Brawler	1	1d6	1d3/1d3	+1
1,400	Wrestler	2	2d6	1d4/1d4	+1
2,800	Scrapper	3	3d6	1d4/1d4	+1
5,600	Boxer	4	4d6	1d6/1d6	+1
11,200	Fist	5	5d6	1d6/1d6	+2
22,400	Slugger	6	6d6	1d8/1d8	+2
44,800	Brawler	7	7d6	1d8/1d8	+3
90,000	Pugilist	8	8d6	1d10/1d10	+4
190,000	Master of the Fist	9	9d6	1d10/1d10	+4
290,000	Master of the Fist, 10th level	10	9d6+2*	1d10/1d10	+4
390,000	Master of the Fist, 11th level	11	9d6+4*	1d10/1d10	+4
490,000	Master of the Fist, 12th level	12	9d6+8*	1d10/1d10	+5
590,000	Master of the Fist, 13th level	13	9d6+10*	1d10/1d10	+6
690,000	Grandmaster of the Fist	14	9d6+12*	1d10/1d10	+6

* Hit point modifiers from constitution are ignored

Pugilist Attack and Saving Throws

Level	Petrif. & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1-2	13+	13+	16+	14+	15+	10+
3-4	12+	12+	15+	13+	14+	9+
5-6	11+	11+	14+	12+	13+	8+
7-8	10+	10+	13+	11+	12+	7+
9-10	9+	9+	12+	10+	11+	6+
11-12	8+	8+	11+	9+	10+	5+
13-14	7+	7+	10+	8+	9+	4+

THE PURSE IS MIGHTIER THAN THE CURSE
WITH THE NEWLY REVISED VENTURER, THE WIZARDS WORK FOR YOU
By Alexander Macris

VENTURER

> He unpacked his merchandise, showed it to Orm and the housemen, and bade Orm take therefrom such things as he would. Orm accepted the offer, and pronounced Einar to be a goodly gallant traveller, and a great favourite of fortune. – The Saga of Erik the Red (Unknown)

Prime Requisite:	CHA
Requirements:	None
Hit Dice:	1d4
Maximum Level:	14

Commerce is the great wheel upon which the world turns. From the fleshy fingers of slave traders to jewel-clad guild masters, the coin and commodities of the empire are controlled by merchants. But if the stereotypical merchant is a pot-bellied financier profiting from the work of others, the venturer is his opposite: An adventurous world traveler, he personally leads caravans into unknown lands, seeking out exotic goods and new markets. Every venturer is, by definition, an adventurer, and interested in any expedition that promises riches and reward.

Venturers are trained combatants, although not as skilled as fighters. At first level, venturers hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every *four* levels of experience (i.e. the same as thieves). They may fight with arbalests, composite bows, crossbows, daggers, longbows, shortbows, short swords. They can fight with a shield but cannot dual-wield or fight two-handed. Venturers prefer to stay mobile and cannot wear armor heavier than chainmail.

The business of venturers is business, and their devotion to trade and profit yields them many special abilities. Foremost among these is the **mercantile network** of contacts, fences, and peddlers that venturers build through their travels. Whenever venturers buy and sell equipment, hire retainers, and engage in mercantile ventures in a market they have previously visited, they may treat the market as if it were one market class larger than its actual size

(Class I markets remain Class I markets) or they may take a +1 bonus to market impact, whichever is more useful.

Cain, a 5th level venturer, is in Cyfaraun (a Class IV market). He wishes to purchase a heavy warhorse (700gp). According to the Equipment Availability by Market Class table, there is only a 25% chance for 1 heavy warhorse to be available in a Class IV market. However, Cain has visited Cyfaraun before, so he may treat it as a Class III market. There is a 100% chance for 1 heavy warhorse available in a Class III market, so Cain is able to purchase the heavy warhorse. His party members shake their heads in amazement that he's found such a fine steed in an outpost town. "I know people," he explains.

Venturers are **expert bargainers** who get the best deals available for goods, services, and information. Any items the venturer purchases cost 10% less than the listed price and any items he sells go for 10% more than the listed price (as per the Bargaining proficiency). If trading with another venturer, or a character with the Bargaining proficiency, the opposed bargainers should make reaction rolls. Whichever character scores the higher result gets the discount. A venturer may select Bargaining proficiency to improve his skills. Each time the proficiency is selected, the character receives a +2 bonus on his reaction roll when negotiating with other bargainers.

As world travelers, venturers become conversant in a wide variety of tongues of their trading partners. Venturers gain four **bonus languages**. The venturer may select some or all of these languages immediately from among those in common use in the campaign's starting region or select them later from among those he encounters in play.

While most merchants consider risk a financial term, venturers lead their own caravans or fleets, and do so with considerable skill. As **expert travelers**, venturers begin play with Riding or Seafaring proficiency (their choice). Any time the venturer's party is in terrain familiar to the venturer, they get a +4 bonus on proficiency throws to **avoid getting lost**.

In order to open new markets and establish trade with unknown tribes, venturers study **diplomacy**. They receive a +2 bonus on all

VENTURER LEVEL PROGRESSION				
EXPERIENCE	LEVEL	TITLE	HIT DICE	CLASS POWERS
0	1	Tinker	1d4	Mercantile network, expert bargainer, expert traveler, avoid getting lost, diplomacy, bribery, bonus languages
1,250	2	Trader	2d4	Steady trade route
2,500	3	Arbitrager	3d4	
5,000	4	Commissary	4d4	Rumormongering
10,000	5	Mercantilist	5d4	
20,000	6	Enterpriser	6d4	Steady trade route
40,000	7	Venturer	7d4	
80,000	8	Merchant Venturer	8d4	Access to capital
180,000	9	Merchant Prince	9d4	Guildhouse
280,000	10	Merchant Prince, 10th level	9d4+2*	Steady trade route
380,000	11	Merchant Prince, 11th level	9d4+4*	
480,000	12	Merchant Prince, 12th level	9d4+6*	Monopoly Power
580,000	13	Merchant Prince, 13th level	9d4+8*	
680,000	14	Mogul	9d4+10*	

*Hit point modifiers from constitution are ignored

reaction rolls when they attempt to parley with intelligent creatures (as per the Diplomacy proficiency). Of course, not every market obeys the rule of law, so venturers also become exceptionally skilled at the art of **bribery**. Offering a bribe permits an additional reaction roll during encounters, with the throw modified by the size of the bribe. As a general rule, a bribe equal to one day's pay for the target provides a +1 bonus, a week's pay provides a +2 bonus, and a month's pay provides a +3 bonus. Only one bribe can be attempted per target in any given situation.

Despite the venturer's agreeable disposition and generous fiscal offerings, sometimes business might get ugly. It is for this reason that every venturer learns the **art of treachery**. Anytime a venturer uses his diplomacy or bribery to successfully parley with an NPC or NPCs, scoring a Friendly result, he and his party gain a +3 bonus to surprise the NPCs if they immediately initiate combat thereafter. In order for his party to benefit from this ability, the venturer must either have some way of secretly signaling them to attack or must have planned the treachery to occur in advance. The art of treachery cannot be used if the NPC opposition also has a venturer handling negotiation, due to professional courtesy and mutual paranoia.

At 2nd level (Trader), the venturer can establish a **steady trade route** for transactions in any two types of merchandise between any two of the markets that he has visited. The trade route's markets, and the specific type of merchandise that is bought and sold at each market, is chosen by the venturer when he establishes the trade route. Thereafter, anytime the venturer personally enters one of the trade route's markets, he will automatically have one merchant interested in buying the other market's merchandise and selling this market's merchandise within 1d6 days. This merchant will buy and sell at the maximum volume permitted for the market class (modified by +1 as above) and does not count against the number of merchants interested in doing business from the Markets and Merchants table. The transactions occur at the prevailing market price in the markets, so it behooves the venturer to select two markets with different Demand Modifiers so he can arbitrage prices. The venturer gains an additional steady trade route at 6th and 10th level. He can take the same trade route again if he wants to increase his number of transactions in that route.

EXAMPLE: Cain and his party members are parleying with representatives of the Argollëan Brotherhood in the sewers of the Undercity below Cyfaraun. Ownership of the elven artifacts found in the Nethercity is a point of contention but after a few minutes of discussion and a few bribes, Cain achieves Friendly reactions with the Brotherhood. With a deal seemingly at hand, Cain uses the art of treachery. He and his party gain a +3 bonus to surprise the Brotherhood thieves by immediately initiating combat. However, if Liber Faunus were present, this bonus would not apply, because the leader of the Brotherhood is a venturer and hence also has the art of treachery, too.

EXAMPLE: Cain has established a steady trade route between Azen Radokh and Cyfaraun. In Azen Radokh (Class IV), he buys up to 8 loads of semiprecious stones (Demand Modifier -2) and sells up to 8 loads of fine porcelain (Demand Modifier 0). In Cyfaraun (Class III), he buys up to 12 loads of fine porcelain (Demand Modifier -2) and sells up to 12 loads of semiprecious stones (Demand Modifier +3). Assuming 8 loads at each transaction and average prices, he can buy the semiprecious stones for 800gp and sell them 1300gp per load, earning 500gp per load x 8 loads = 4000gp profit; and then can buy the porcelain for 800gp and sell it for 1000gp per load, earning 200gp per load x 8 loads = 1600gp profit; for a total of 5,600gp of assured round-trip profit.

By the time a venturer reaches 4th level (Commissary), he has learned that business empires rise and fall on information. Through his **rumormongering**, he can automatically learn 1d4 interesting rumors from old contacts and commercial associates any time he re-visits an urban settlement he has previously done business in. Rumormongering requires one day of major activity (6 hours) in an urban settlement. A venturer can rumormonger in any given urban settlement only once per month.

Market Class	Max Capital / Month
I	100,000gp*
II	25,000gp
III	10,000gp
IV	5,000gp
V	2,000gp
VI	1,000gp

Per 20,000 families

At 8th level (Merchant Venturer), the venturer's reputation for money-making earns him **access to capital**. He can borrow money from the merchant guild at an interest rate of 3% per month without collateral or at an interest rate of 1% per month with collateral. There is no limit to how much he can borrow in total, but each market only has a limited pool of capital for use each month, shown on the adjoining table. If the venturer fails to pay interest each month, he becomes disreputable in that market. While disreputable, he cannot use his mercantile network or friendly merchant connections. If the venturer allows interest payments to build up such that he owes more in gp than his total XP, then his former business partners will begin to send rival adventurers after him, with wages by level that total the monthly interest payment.

A henchman will *not* use this ability on behalf of his employer, but a player character can do so on behalf of his fellow party members.

EXAMPLE: Cain has advanced to 8th level, and gains access to capital. While visiting Aura (a huge Class I market with 100,000 families), he borrows 500,000gp without collateral, which he uses to help his fellow adventurers begin building strongholds. However, each month he owes 3% on the outstanding balance in interest, e.g. 15,000gp. If he fails to meet his interest payments, he will become disreputable in Aura, losing use of many of his class powers. In addition, because he owes more than his XP total, if he fails to pay the merchant guild will send bounty hunters after him. With a debt payment of 15,000gp, he might face a 12th and 8th level bounty hunter team (12,000gp and 3,000gp wage respectively), a party of 5 8th-level bounty hunters (3,000gp wage each), etc.

When a venturer attains 9th level (Merchant Prince), he can establish a **guildhouse**, and 2d6 venturer apprentices of 1st level will offer to work for him. If hired, they must be paid standard rates for ruffians. Many venturers use these followers to start a syndicate, expanding their wealth through legitimate and illegitimate channels. Except as noted, a venturer's guildhouse follows the rules for hideouts detailed in the **Hideouts & Hijinks** section of Chapter 7 of *ACKS*.

At 12th level (Merchant Prince), a venturer who has established a guildhouse in a settlement can seize **monopoly power** in the settlement. Thereafter, he earns 1gp per month in monopoly revenue per urban family in the urban settlement. He does not need to be the domain's ruler to earn this revenue; if he is the domain's ruler, the monopoly revenue is in addition to his domain revenue. Only one venturer in each urban settlement can earn monopoly revenue from each urban family. If there is more than one venturer with this class power operating in the settlement, then either the character must eliminate his rival(s) or he must come to a deal to distribute the monopoly revenue between the various venturers.

EXAMPLE: Cain has now become a 12th level merchant prince with a merchant guildhouse in Aura. Aura has 100,000 families, so Cain could earn as much as 100,000gp per month in monopoly revenue if he were the sole venturer in the city. However, the ancient and opulent capital has three other high-level venturers living there, including Armento Drakomir, Tullius Valens, and Varian Lazar. Cain partners with Armento Drakomir to eliminate Tullius Valens and Varian Lazar and the two then split the families between them, each earning 50,000gp in monopoly revenue per month.

Venturer Proficiency List: Alertness, Ambushing, Arcane Dabbling, Bargaining, Climbing, Combat Reflexes, Combat Trickery (disarm, incapacitate), Command, Gambling, Intimidation, Language, Leadership, Lip Reading, Magical Engineering, Mapping, Mountaineering, Navigation, Passing Without Trace, Precise Shooting, Profession, Riding, Running, Seafaring, Signaling, Skirmishing, Swashbuckling, Weapon Finesse

Template:	Merchant Traveler
Proficiencies:	Alertness, Navigation
Starting Equipment:	Crossbow, case with 20 bolts, short sword, 2 throwing daggers, sturdy leather armor, tanned brown cloak, thick tunic and pants, leather belt, low boots, backpack, 2 large treasure sacks, 50' rope, tinderbox, lantern, small hammer, 12 iron spikes, 2 flasks of military oil, wineskin, 2 weeks' iron rations, 3gp

Venturer Attack and Saving Throws						
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1-2	13+	13+	16+	14+	15+	10+
3-4	12+	12+	15+	13+	14+	9+
5-6	11+	11+	14+	12+	13+	8+
7-8	10+	10+	13+	11+	12+	7+
9-10	9+	9+	12+	10+	11+	6+
11-12	8+	8+	11+	9+	10+	5+
13-14	7+	7+	10+	8+	9+	4+

Merchant Traveler Template: This pre-generated template represents a merchant traveler focused on long-distance trade. The Template is ready for adventure. However, if your venturer's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of *ACKS*).

CLASS DESIGN NOTES

Venturer is built with Fighting 1b and Thievery 3, yielding a 1,250 XP cost with thief attack and saving throws. Thievery 3 grants 10 class powers. Fighting 1b offers broad weapons and narrow armor, but the class trades broad weapons down to narrow weapons in exchange for a bonus class power while a single fighting style is traded off to secure an additional class power. Of the 12 class powers, 9 class powers are used at 1st level. Of these, one is used for armor training (to get him access to chainmail), while the others are spent on mercantile network, expert bargainer, bonus languages, expert traveler, avoid getting lost, diplomacy, bribery, and treachery. One class power is traded for powers at 2nd and 12th; another for powers at 4th and 10th; and a third for powers at 6th and 8th.

This is a straightforward build that has a final XP cost of 1,250 but a few design intentions are worth noting.

» The venturer's **mercantile network**, **rumormongering**, **steady trade routes**, and **bonus languages** are all structured to take advantage of actual play. For instance, the venturer's mercantile network and rumormongering only work on markets he's *previously* visited, and the same goes for his steady trade routes. His bonus languages can be selected from those available in the campaign's starting region or saved for later use when he explores strange new realms. In either case, the venturer organically becomes more effective the more he actually ventures.

» The **steady trade routes** class power is intended to address what I have found to be the #1 discouragement that players face in tackling mercantile ventures: Not knowing what to buy, not knowing what to sell, and not being sure they can reliably transact in the market.

» The venturer's **access to capital** ability is designed to do two things. First, it offers a "cash incentive" (as it were) to play a venturer as a player character and not just a henchman. Second, it sets him up to be an invaluable member of a conqueror-tier party. Characters approaching 9th level often find themselves with a lot of new things to spend money on, and if they've had a bad run in the adventurer-tier, they can be very cash poor despite having a lot of XP. Access to capital makes it possible for a bunch of dissolute murder hobos to borrow funds to become kings. It also, of course, puts the party in debt and can lead to Jabba the Hutt, I mean Jonus the Krysean, sending bounty hunters.

» Sometimes players don't see any point in diplomacy because, bluntly, they *want* to just kill the NPCs. The **art of treachery** ability offers some utility for a venturer who finds himself among a more sanguine set of adventurers, as by letting him try talking first, they gain a chance to surprise their foes.

HENCH WANTED

FINDING AND HIRING THE RIGHT HENCHMAN FOR THE JOB AT HAND

By Matt Jarmak

Hiring henchmen and other ~~disposable~~ valuable party members is an important part of **ACKS**. But what if you want to seek out a specific henchman, instead of just seeing what the market has to offer? Some classes of henchmen will be more common than others, and this tells us that we can use tables to determine this. Hench Wanted offers a set of tables and systems that Judges can use to determine whether or not players who seek out specific details in their henchmen can find them.

As always, the likelihood of finding henchmen varies with market class. When seeking a specific henchmen, you must still follow all rules for hiring henchmen as normal, except as described here.

To find a henchman of a specific class, first consult the Classes by Rarity table. Each class is given a rarity, ranging from Common to Legendary, that indicates how easy it is to find them looking for work. As may be obvious, the more rare a class is, the more difficult it is to find one. The rarities listed here are suggestions based on an average (human) settlement, and may vary based on location. The Judge should feel free to adjust the rarity of any particular class as desired to better fit the specific location or their campaign in general. For example, normally, a dwarven vaultguard is Very Rare. In a city that borders an active dwarven vault, they may only be Rare. In the vault itself, they may be Common. Such adjustments are left up to the Judge and the needs of their own campaign.

Class Rarity	
Rarity	**Classes**
Common	Fighter, Thief
Uncommon	Assassin, Cleric, Explorer, Mage, *Venturer*
Rare	*Barbarian*, Bard, Bladedancer, *Priestess*, *Shaman*, *Warlock*, *Witch*
Very Rare	*Anti-Paladin*, Dwarven Craftpriest, *Dwarven Delver*, Dwarven Vaultguard, Elven Nightblade, *Elven Ranger*, Elven Spellsword, *Gnomish Trickster*, *Mystic*, *Paladin*
Legendary	*Dwarven Fury*, *Dwarven Machinist*, *Elven Courtier*, *Elven Enchanter*, *Nobiran Wonderworker*, *Thrassian Gladiator*, *Zaharan Ruinguard*
Classes in *italics* are from Player's Companion.	

Once the rarity of the desired class is known, consult the Henchman Class Availability by Market Class table to find out if a member of the desired class is looking for work in this market.

Henchman Class Availability by Market Class						
Rarity	**Class I**	**Class II**	**Class III**	**Class IV**	**Class V**	**Class VI**
Common	20	2	1	1 (50%)	1 (30%)	1 (15%)
Uncommon	2	1 (20%)	1 (2%)	1 (1%)	-	-
Rare	1 (60%)	1 (5%)	1 (1%)	-	-	-
Very Rare	1 (10%)	1 (1%)	-	-	-	-
Legendary	1 (1%)	-	-	-	-	-

As with henchman availability, this table may be rolled on once per month for each desired class. However, the Judge should also consider and keep track of the total number of henchman available in the market, and limit the results appropriately. A character who rolls a 15% chance six times in a row in a Class VI market should not be allowed to hire six henchman, as the market simply cannot support that. Instead, the Judge should check the henchman availability of a Class VI market, and use the total number of henchman available as a limit. After a month, new henchmen arrive in the market and may be examined once again.

If a henchman is successfully hired, it is important to know the henchman's level. Roll on the Random Henchman Level table to determine what level the new henchman of the desired class is. If hiring in a Class 6 market, apply a -2 penalty to the roll.

Random Henchman Level	
Roll (1d20)	**Level**
10 or lower	1
11-16	2
17-18	3
19-20	4

COMMISSIONING THE HIRE OF A HENCHMAN

The availability of higher-rarity classes may seem daunting and unachievable to players. Fear not, however, for henchmen can be commissioned just as equipment can. If a character lets it be known that he is searching for a specific henchman and is willing to wait to hire them, word will spread. The character must pay the Searching for Henchmen fee by market class for a full month in order to commission the hire of a henchman. Once the fee is paid, the character may roll on the table as if the desired class was one rarity lower.

EXAMPLE: A character wishes to hire a Nobiran Wonderworker as a henchman. Nobiran Wonderworker has a rarity of Legendary, meaning that even in a Class I market, there is only a 1% chance of finding one. Our character wants better odds than this, so she spends a month paying the fees and letting it be known that she wishes to hire a Wonderworker. At the end of the month, she may roll as if the Wonderworker was only Very Rare - a 10% chance! If she fails to find one, she may continue searching, rolling again each month. 10% is not a fantastic chance, but it is certainly better than 1%. The character likely leaves a henchman to negotiate on her behalf while she goes off adventuring, and after a few months, she may have a new Nobiran Wonderworker working for her.

SEEKING HENCHMEN WITH SPECIFIC PROFICIENCIES

In addition to seeking out specific classes, it is possible to seek out henchmen who have specific proficiencies. If the desired proficiency is a **general** proficiency, finding a henchman with a single rank is a Common rarity. Finding a henchman with two ranks in a general proficiency is Uncommon, and finding one with three ranks is Rare. If a character does find a henchman with the desired ranks in a general proficiency, the Judge should generate the new henchman's class as normal for a henchman found in this location.

Note: This is significantly fewer members of the population with a general proficiency than you would find when searching for specialists as hirelings. Why the difference? Because most hirelings with a good general proficiency already have a good, stable job that pays their bills and they aren't willing to hare off into the wilderness, follow you into dungeons, and probably die. The number available as henchmen is only a subset of all those who actually possess the desired skill!

If the desired proficiency is a **class** proficiency, or a henchman of a specific class with a specific general proficiency, begin with the rarity of the specific class. If multiple classes have access to this

proficiency and the hiring character does not care which one, use the lowest rarity. The rarity of the combination is equal to the base class, plus one for each rank in the proficiency or proficiencies. If this would increase the rarity past Legendary, it is not possible to find by this method; the hiring character will need to accept what he gets, which may or may not be what he desired.

An adventure may also seek out henchman of a specific class and level (for example, a level 4 fighter). To do so, first choose the desired class and level. When seeking specifically level 1 henchman, there is no modifier to rarity. For each level above 1, increase the rarity by 1. As above, if this would increase the rarity past Legendary, it is not possible to find by this method, and the hiring character will need to accept what he gets.

> EXAMPLE: Fighter is a Common class. Looking for a level 4 fighter would increase the rarity by 3, from Common to Very Rare.

GUIDELINES FOR EVALUATING A CLASS'S RARITY

Many campaigns will include classes not listed here, and a Judge may wish to know how the rarity of the existing classes was evaluated in order to remain consistent. The following set of guidelines were used to establish a baseline. They are guidelines only, and not every class listed above is exactly as rare as these guidelines would suggest.

All classes begin as Common. Their rarity is then adjusted upwards based on their abilities:

» Demihuman - +2 rarity

» For each kind of magic the class is able to cast (arcane, divine, eldritch, etc) - +1 rarity

» Is non-core class* - +1 rarity

» Has exceptional abilities not mentioned here - +1 rarity

» Extremely specialized subset of core class - +1 rarity

» Class has exceptional ability score requirements - +1 rarity or more

*The definition of 'core' will vary by campaign. Here, it was used to mean 'appears in *ACKS* Core'.

A class cannot be rarer than Legendary. If a class would be above Legendary, it is the Judge's discretion whether to round up or down; that is, whether to set it to Legendary or to say that it is unavailable for hire.

HEROIC FANTASY CLASSES

The following table gives rarities for the classes in the Heroic Fantasy Handbook. These rarities assume that the classes are appearing in a Heroic Fantasy campaign, in which they are reasonably common and certain core classes are not. Outside a Heroic Fantasy campaign, increase the rarities of all HFH classes by at least 1, if they are available at all. As per the guidelines in HFH (pages 70-71), not all of these classes may be available in all Heroic Fantasy campaigns, and as per the guidelines above for class rarity, not all of them may be the listed rarity at all times or in all places even if they are available.

Class Rarity	
Rarity	Classes
Common	Fighter, *Freebooter*, Thief
Uncommon	Assassin, *Ecclesiastic*, Explorer, *Loremaster*, *Venturer (Revised)*
Rare	*Barbarian,* Bard, *Beastmaster, Berserker*, Bladedancer, *Occultist*, *Priestess*, *Runemaker*, *Shaman*, *Warmistress*, *Witch*
Very Rare	*Anti-Paladin*, Dwarven Craftpriest, *Dwarven Delver,* Dwarven Vaultguard, Elven Nightblade, *Elven Ranger*, *Elven Spellsinger*, Elven Spellsword, *Gnomish Trickster*, *Halfling Bounder*, *Halfling Burglar*, *Mystic*, *Nobiran Champion*, *Paladin*
Legendary	*Chosen*, *Dwarven Fury*, *Dwarven Machinist*, *Elven Courtier*, *Elven Enchanter*, *Nobiran Wizard*, *Thrassian Deathchanter*, *Thrassian Gladiator*, *Zaharan Darklord*, *Zaharan Sorcerer*, *Zaharan Ruinguard*
Classes in *italic* appear in the Player's Companion; classes in ***bold italic*** appear in *Heroic Fantasy Handbook*	

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