

## **Thief**

The thief can be an acrobatic burglar, an expert treasure hunter, an unscrupulous crook, a spy devoted to a just cause, a big-hearted brigand, an audacious smuggler and many other roles besides. Because of his meticulous training, he has several special skills, which go far beyond what an ordinary individual could do faced with the same difficulties.

### **Hit Dice**

The Thief gains 1d6 additional hit points per level up the level 8. However, certain races stop gaining extra hit dice before this level.

### **Weapons and Armour**

A thief can use all light weapons (one-handed melee and all throwing weapons) and armour (up to Chain Mail), but some of his particular abilities require certain freedom of movement. In this case, he may wear at the most leather armour, and must abandon any shield, in order to benefit from the special bonuses for these abilities. The Abilities concerned are: Sneak Attack, Reflexes, and Stealth.

### **Sneak Attack**

When the thief manages to surprise and/or attack a target from behind, he gains an additional +2 bonus to attack. All damage caused is doubled. This ability is not effective against any creatures that do not have "backs" per se, nor against thieves of a equal or higher level.

### **Reflexes**

The thief gains a +1 bonus to saving throws against traps requiring reflexes, speed, etc.

### **Manipulation**

A thief is able to pick locks and disarm small traps, such as a poisoned needle in the lock of a chest or an alarm on a door), with the proper tools (+2 bonus).

### **Keen Hearing**

The thief has developed better hearing than normal, being always on the alert. He is more likely than others to perceive suspicious or alarming noises (+2 bonus).

### **Stealth**

A thief is generally more skilled than others at hiding in the shadows, getting lost in a crowd (by disguising himself, for example) or remaining unnoticed by all those who are not paying attention (+2 bonus). Some thieves take advantage of such stealth to pick the pockets of passers-by and the unwary (+2 bonus). In addition, when he is prowling about on his own, a Thief adds his attack bonus to the normal surprise chance (1-in-6). For example, a Level 4 Thief would have 2 chances out of 6 to surprise his opponents. Carrying a light source cancels this bonus.

### **Cunning**

Beginning at level 2, a thief is able to use magic items that are normally prohibited. The thief must make a successful saving throw (10+) in order to use the object in question. A success indicates that he can use the object without risk. Scrolls and objects with charges require a saving throw for each use. If the saving throw fails, the thief is unable to use the object and may suffer damage. However, this special ability does not allow the thief to escape the effects of a cursed object.

## **Optional Rule: Cultural Origins**

With this option, each character belongs to a great culture: Barbarian, Civilised, Decadent, Enlightened, Nomad, Primitive, or is instead of Unknown origin. The cultures determine the broad strokes of the character's origin.

The exact region, city, or kingdom from which the character hails is determined by the player, in agreement, of course, with the GM and his campaign. Each origin has traits which add detail and variety to one's character. This option works best in a world where the PCs are generally human.

### **Barbarian**

Barbarians live in savage, hostile lands, such as craggy hills, mountains or inhospitable forests. Most of them worship austere, bellicose gods. The splendours of civilisation offer but little enticement for these rough and pragmatic peoples, but even so there are some individuals amongst them who feel an irrational attraction for the charms of civilisation. Their harsh lives prepare them very well for the life of an adventurer, a road that many of them do not hesitate to follow, tempted by the gold and jewels of the cities...

**Hardy:** Barbarians roll their hit dice twice and keep the better result.

**Warlike:** A barbarian usually leads a life of combat and furor. If the character is a single-classed warrior, all melee damage they inflict receives a +1 bonus. If the character becomes dual-classed, this bonus is lost.

### **Civilised**

Civilised characters come from countries where the cultures are among the most advanced. They hail from great cities and towns with majestic towers and colourful populations. The cities are the ideal place to acquire skills, learn sorcery, or pick the pockets of one's neighbours...

**Babble:** Civilised characters receive a +1 bonus to all social interactions (haggling, bluff, persuasion, etc.).

**City-dweller:** Having spent a part of their lives embroiled in urban culture, civilised characters receive a +2 bonus to anything that touches upon knowledge or erudition.

### **Decadent**

All civilisations, once their golden age is past, fall into decrepitude. The inhabitants of these empires in decline wallow in forbidden pleasures, organise depraved orgies, take all sorts of mind-numbing drugs, and worship strange demoniacal divinities to whom they make bloody human sacrifices. Slave merchants, fanatic priests, and corrupt nobles rule these impious lands with an iron fist.

**Dark Secrets:** All Decadent characters may use magic scrolls of any sort.

**Presence:** Decadent characters may obtain double the number of henchmen.

### **Unknown**

Characters of Unknown origin knows little, perhaps nothing, of their cultural and social origin. They have led (and will yet lead, you can bet on it...) the life of an outcast and a wanderer. Even though they haven't benefited from the teachings of a specific cultural environment, they have nevertheless acquired the instinct and intelligence necessary for a life of wandering and improvisation: they learn quickly and effectively. Moreover, these adventurers par excellence are often possessed of exceptional luck, which often leads them to believe they have a great destiny.

**Luck & Instinct:** The character may re-roll the dice (for whatever reason) a number of times per day equal to their level divided by 4, rounded up (one re-roll for levels 1-4, two for levels 5-8, and three re-rolls from level 9 and up).

**Intelligence & Improvisation:** An adventurer of Unknown origin learns quickly and better, receiving a +10% bonus to earned experience points.

### **Enlightened**

A very few great civilisations rise above the others and obtain a quasi-divine status. Scholars, philosophers, sages amongst men, the members of such a civilisation have produced incomparable creations, study the great problems beyond the comprehension of mere mortals, have philosophised for centuries, and possess an encyclopedic knowledge. Their cities, which transcend reality itself, last for centuries, just as these great men have no awareness of time.

**Longevity:** Enlightened characters have a lifespan three times longer than normal humans.

**Ancestral Memory:** At creation, spellcasters have three additional spells in their spellbook.

### **Nomad**

Nomads, like barbarians, live in inhospitable country such as deserts or steppes. They are not sedentary and drive their herds mounted upon their horses, which are the pride and basis of their culture. Nonetheless, their animistic faith spurs them on to the greatest caution when confronted with the supernatural and makes them very often superstitious.

**Born rider:** A Nomad may perform any action without penalty whilst mounted (combat, archery, even spellcasting!). Moreover, the character may begin play with a horse, if desired.

**Traveller:** Thanks to their incessant journeys, Nomads regularly come in contact with peoples of every origins, with whom they trade, talk -- or fight! They may thus know two supplementary languages.

### **Primitive**

The most savage cultures sometimes produce adventurers, wanderers who prowl about the margins of civilisation. They often make savage and bestial combatants, but remain absolutely uncomprehending of the most subtle facets of civilisation, such as sorcery...

**Savage:** Illiterate and uneducated, a Primitive character cannot read nor write, regardless of Intelligence. Moreover, they may not begin their adventuring career as a Sorcerer. They may become sorcerers later as long as they have first learnt to read and write. Primitive characters have led a harsh life and have learnt to survive in savage, hostile environments (+2 bonus to track, find food & shelter, etc. in the wilderness).

**Vigorous:** A Primitive character has lived in extremely hard and savage conditions, and can bear up under things that would overcome a person raised in milder conditions. They receive a +1 bonus to saving throws against fear, poison, and disease.