

There are many thieves in the great city, but none quite like you. You have studied the arcane arts and specialize in stealing magical and secret things for a shadowy clientele. Your job is the most dangerous in the city, but your luck has not run out yet.

You are clever and agile. Your Dexterity and Intelligence begin at 10, and all of your other ability scores begin at 8.

WHAT WAS YOUR CHILDHOOD LIKE?



1d12	What did your family do in the great city?	Gain
1	Your parents ran a successful inn near the harbor district.	+2 Cha, +1 Dex, +1 Int, Skill: Gossip
2	You had to fend for yourself in the streets.	+1 Str, +1 Dex, +1 Con, +1 Int, +1 Wis
3	All of the men in your family have served the watch.	+2 Str, +2 Con, +1 Cha
4	When you were small, you learned a trade skill from your parents.	+2 Dex, +1 Int, +1 Cha, a trade skill of your choice
5	Both of your parents were servants in wealthier houses.	+2 Con, +2 Cha, +1 Wis
6	Your mother was a bit dishonest and taught you everything that she knew.	+2 Dex, +1 Con, +1 Cha, Skill: Pickpocketing
7	Your grandfather was a successful merchant, but your parents lost his fortune.	+2 Wis, +2 Cha, Skill: Begging
8	You come from a family of refugees who moved into the city after a disaster or war.	+2 Con, +2 Wis, Skill: Survival
9	Pampered in one of the greatest houses in the city, you had time to devote to leisure and study.	+2 Int, +2 Wis, +1 Cha
10	Your father was a sailor, and you saw him little.	+1 Str, +1 Dex, +1 Int, +1 Wis, a trade skill of your choice
11	Others say that your mother was once a great adventurer, though she never spoke of it.	+2 Str, +1 Cha, +1 Wis, Skill: Gossip
12	Your parents were devotees at one of the temples.	+2 Wis, +1 Int, +1 Con, Skill: Religious Lore

1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	You enjoyed wandering far on your own.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	Even as a child you sought adventure and excitement.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

You became a collector of arcane things. You become a level 2 rogue-mage. You gain the class abilities Highly Skilled, Sense Magic, and Spellcasting. You learn the skill Lockpicking. The tables below will further define your class abilities.

HOW DID YOU START ON THIS STRANGE PATH?



1d6	How did you learn your craft?	Gain
1	You were the failed apprentice of a secretive sorcerer who lived near the temple district.	+2 Int, +1 Con, Skill: Investigation, Spell: Silence
2	After studying a lost and unspeakable tome, you joined the thieves' guild to find more arcane secrets.	+2 Int, +1 Dex, Skill: Forbidden Secrets, Spell: Demonic Haze
3	A spirit of Chaos whispered secrets in your ear at night and led you to your first heist.	+2 Cha, +1 Con, Skill: Forbidden Secrets, Spell: Terrifying Presence
4	A strange foreigner saw your potential after a drunken night in the harbor district and took you under his wing.	+2 Cha, +1 Wis, Skill: Geography, Spell: False Friend
5	A greedy aristocrat hired you to steal from a dark tower outside the city. To his great surprise, you returned unharmed.	+2 Dex, +1 Str, Skill: Athletics, Spell: True Strike
6	The ghost of a great spell thief came to you at night and would lead you on errands.	+2 Dex, +1 Cha, Skill: Alertness, Spell: Veil of Sleep

1d6	What near-catastrophe haunts you still?	Gain
1	While attempting to slip into a merchant's home, you slipped from the window and alerted the watch, barely escaping.	+2 Str, Skill: Athletics, Spell: Black Wings
2	When you tried to take the idol of a long-forgotten god, a terrible voice spoke to you. Sometimes you still hear it.	+2 Int, Skill: Forbidden Secrets, Spell: The Howling
3	An aristocratic sorcerer caught you in her sanctum and tried to bewitch you, but you managed to flee.	+2 Dex, Skill: Investigation, Spell: Counterspell
4	After a successful job, the watch caught onto you while you were fencing some goods. You covered them in darkness and gave them the slip.	+2 Wis, Skill: Stealth, Spell: Conjure Darkness
5	A strange man with a covered face hired you to rob a tomb in the crypts beneath the city. You were followed out, and still, sometimes, feel watched.	+2 Con, Skill: Forbidden Secrets, Spell: Evade the Dead
6	A colorful ship filled with performers from distant lands came to the city and you decided to see what the fortune teller was keeping in her chests. She caught you but, luckily, took a liking to you.	+2 Cha, Skill: Deceit, Spell: Masked Image

1d8	Besides the other characters, who is your most valued contact or friend in the great city?	Gain
1	You meet often with a trusted fence who always knows a buyer.	+1 Dex, +1 Int, +1 Cha
2	One of the dancers who performs on the edge of the great market is a close friend of yours.	+2 Dex, +1 Wis
3	An aristocrat who enjoys slumming it in the poorer districts likes to hear your stories.	+1 Con, +1 Int, +1 Cha
4	A librarian's assistant from the Great Library often meets you for drinks.	+2 Int, +1 Dex
5	You are betrothed to the child of a wealthy merchant.	+2 Wis, +1 Str
6	You are often found in a seedy inn near the temple district and are friends with the proprietor.	+2 Cha, +1 Con
7	A learned scholar from distant lands has taken a liking to you and tells you many stories.	+1 Int, +1 Con, +1 Wis
8	You pass your time with the master of one of the underground fighting pits.	+1 Str, +1 Con, +1 Cha



1d6	You went on a dangerous job to a distant land. <i>The player to your right was there with you.</i>	Gain
1	You journeyed into the hidden resting place of the Gem of Thry'karr. <i>The friend to your right watched your back while you disabled the traps, and gains +1 Wis.</i>	+2 Wis, Skill: Trapping, Spell: Eyes of Eternity
2	You stole the jewels of the Cat God himself, who now finds you amusing and watches your step. <i>The friend to your right helped sneak you in, and gains +1 Dex.</i>	+2 Dex, Skill: Stealth, Spell: Smuggler's Luck
3	For a hooded client, you retrieved a gem of shifting colors from the tomb of a mighty champion of Chaos. <i>The friend to your right fought off a pack of ferocious demons as you took the gem, and gains +1 Int.</i>	+2 Int, Skill: Forbidden Secrets, Spell: Abjuration
4	With a clever disguise you visited the court of a petty island king and made off with his wife's diadem. <i>The friend to your right distracted the other courtiers while you did your work, and gains +1 Cha.</i>	+2 Cha, Skill: Disguise, Spell: Smuggler's Luck
5	A rival hired you to infiltrate a conclave of scholars on a southern island and make off with a rare book. <i>The friend to your right helped you gain entry to the secretive conclave, and gains +1 Int.</i>	+2 Int, Skill: Pickpocketing, Spell: Swift Step
6	You had to climb a mist shrouded mountain and survive the attacks of the great simians who live there. <i>The friend to your right kept pace and fought at your side, and gains +1 Dex.</i>	+2 Dex, Skill: Athletics, Spell: Spider Climb

1d6	What did you bring back for yourself from that job?	Gain
1	A jeweled amulet from a distant land.	+2 Wis, a protective amulet
2	A small blade of obsidian.	+2 Str, an obsidian dagger
3	A wizard's journal containing two spells.	+2 Int, a small book
4	An ornate lockbox filled with ancient gold coins.	+2 Dex, 40 gold coins
5	A rope of lightweight, black silk.	+2 Con, special rope
6	A ring with an ancient and forgotten history.	+2 Cha, a plain gold ring



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Spell Thief begins with the following equipment: several daggers, dark clothing, leathers (+2 AC), a weapon of your choice, thieves' tools, a small treasure of unknown origin or nature, lodging in a seedy inn, and 4d6 silvers.
- Pick an alignment. Your character may be lawful, chaotic, or neutral. If you can't decide, simply choose to be neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 2 rogue-mage, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a rogue-mage.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 8 plus your Constitution bonus to start, then 1d8 and your Constitution bonus for reaching level 2.
- Fill in your saving throws using the chart on the back of this booklet.
- Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon.

REFERENCE

MAKING TESTS

Ability Score Checks: Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

Saving Throws: Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

Combat Rolls: Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

CLASS ABILITIES

Hit Dice: d8

Initiative Bonus: +2

Armor: The Spell Thief may wear any armor lighter than plate and chain.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

Spell Casting: Spell Thieves may harness the power of magic by casting spells. Your Playbook has given you your starting magics.

Sense Magic: Being naturally sensitive to the world of magic, spell thieves may determine if a person, place, or thing is magical. Doing so requires concentration and a few minutes, so mages cannot tell if something is magical simply by being in its presence, and people tend to notice if a mage is staring at them intently and ignoring his food during a meal. The GM may rule that, when in the presence of particularly intense sorcery, the mage notices such immediately.

FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

Help a Friend: Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

Second Chance: A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

Cheat Death: A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	14	15	13	12	11
2	2,000	+1	14	15	13	12	11
3	4,000	+1	14	15	13	12	11
4	8,000	+2	14	15	13	12	11
5	16,000	+3	14	15	13	12	11
6	32,000	+3	13	13	11	10	9
7	64,000	+4	13	13	11	10	9
8	120,000	+5	13	13	11	10	9
9	240,000	+5	13	13	11	10	9
10	360,000	+6	13	13	11	10	9