

Supplemental Lore

Additional Class for Swords & Wizardry

Thieves

The thief is a specialized class adept at subterfuge and pilfering. With skills born from a lifetime of stealing, thieves make an uncomfortable addition to an adventuring group. Morally, if using the Law-Neutrality-Chaos alignment suggestion (S&W p.8), thieves are, at best, Neutral. The thief's penchant for larceny tends to make other party members weary of the inclusion of such a class into the group.

The thief's low HD makes overt martial participation less favorable for this class which prefers to rely on subterfuge and judicious use of backstabbing to prevail in combat. A thief attacks using the cleric's Attack Chart (S&W p.12).

Thieves may use any weapons, including magic swords and daggers, and may don leather armor.

The Thief	
Hit Die Type	1d6-1 After reaching 9 hit dice, the thief gains only 1 hit point per level
Armor/Shield Permitted	Leather
Weapons Permitted	Any + magic swords and daggers.
Prime Attribute (5% xp bonus)	Dexterity 13+

Thief Class abilities

Thief Abilities: Starting at first level thieves possess a host of very specific abilities. These abilities include proficiency at opening locks and disarming traps, picking pockets, moving without a sound, and using shadows to conceal themselves. They also possess a greater facility at detecting sounds and noises from beyond closed doors.

To successfully use these abilities the player must generate a number (on a d20) which falls within the range displayed in the Thief Abilities table (see below).

Backstab: A thief attacking from behind gains a +4 bonus to his and inflicts double damage. At levels 5-8 the damage is increased to X3, at levels 9-12 the increase is X4, and so on every 4 levels.

Climb Sheer Surfaces: Thieves may climb incredibly sheer surfaces. As hardy adventurers, anyone may attempt to climb vertical surfaces but only the thief may ascend impossibly difficult surfaces or attempt unthinkable climbs. The thief starts out with a chance of 1-17 on d20 to climb sheer surfaces. This chance increases by +1 for every 5 levels.

Read Languages (3rd): At 3rd level a thief may read most languages (1-16 on d20).

Use Scrolls (10th): Upon reaching 10th level thieves are able to use arcane scrolls. Spells above 6th level carry a 2 in 20 chance (1-2 on d20) of being miscast resulting in the scroll's reverse effect affecting the thief as opposed to the intended target.

Thief Advancement Table

Level	Experience Points Required	Hit Dice (d6-1)	Saving Throw
1	0	1	14
2	1,500	2	13
3	3,500	3	12
4	6,500	4	11
5	14,000	5	10
6	30,000	6	9
7	60,000	7	8
8	110,000	8	7
9	165,000	9	6
10	225,000	9+1	5
11	290,000	9+1	4
12	360,000	9+1	4
13	430,000	9+1	4
14	500,000	9+1	4

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15	570,000	9+1	4
16	640,000	9+1	4
17	710,000	9+1	4
18	780,000	9+1	4
19	850,000	9+1	4
20+	920,000 (+70,000 per level beyond)	9+1 (+1 per level beyond)	4

Thief Abilities

Level	Open Locks (d20)	Remove Traps (d20)	Pick Pocket & Move Silently (d20)	Hide in Shadows (d20)	Hear Noises* (d20)
1	1-3 on d20	1-2 on d20	1-4 on d20	1-2 on d20	1-7 on d20
2	1-4 on d20	1-3 on d20	1-5 on d20	1-3 on d20	1-7 on d20
3	1-5 on d20	1-4 on d20	1-6 on d20	1-4 on d20	1-10 on d20
4	1-7 on d20	1-6 on d20	1-7 on d20	1-5 on d20	1-10 on d20
5	1-8 on d20	1-7 on d20	1-9 on d20	1-7 on d20	1-10 on d20
6	1-9 on d20	1-8 on d20	1-11 on d20	1-9 on d20	1-10 on d20
7	1-11 on d20	1-10 on d20	1-12 on d20	1-10 on d20	1-13 on d20
8	1-13 on d20	1-12 on d20	1-13 on d20	1-11 on d20	1-13 on d20
9	1-15 on d20	1-14 on d20	1-15 on d20	1-13 on d20	1-13 on d20
10	1-17 on d20	1-16 on d20	1-17 on d20	1-15 on d20	1-13 on d20
11	1-19 on d20	1-18 on d20	1-19 on d20	1-17 on d20	1-17 on d20
12	1-20 on d20	1-19 on d20	1-20 on d20	1-18 on d20	1-17 on d20
13	1-20 on d20	1-20 on d20	1-20 on d20	1-19 on d20	1-20 on d20
14	1-20 on d20	1-20 on d20	1-20 on d20	1-20 on d20	1-20 on d20

* DMs may allow other characters a 1-3 chance on a d20 to successfully Hear Noises.

Dwarves, elves, and 'obbitts may also become thieves. Like the standard human thief, 'obbitts gain experience solely in the thief class. There is no limit to how high a 'obbitt may progress in this class.

Dwarves and elves may also to take the thief class, but this is an *additional* class. Experience points gained by dwarves and elves that have chosen the additional thief class must be evenly divided between Dwarven Warrior and Thief or Elvin Adventurer and Thief. Much like the elvin adventurer, dwarves or elves possessing the thief class must choose

wether to operated as a warrior or thief (dwarves) or as a magic-user, warrior, or thief (elves). Like the 'obbitt, there is no limit to how high dwarves or elves may progress in the thief class. Thief Abilities may not be performed if wearing armor heavier than leather.

Dwarves, elves, and 'obbitts gain certain racial bonuses on their Thief Abilities.

Racial Bonuses for Thief Abilities

Race	Open Locks	Remove Traps	Pick Pocket	Move Silently	Hide in Shadows	Hear Noises
Dwarves	+1	+3		+1	+1	
Elves			+1	+2	+3	
'obbitts	+2	+1	+1	+2	+2	

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