

Supplemental Lore (WB)

Additional Class for Swords & Wizardry

Thief (WhiteBox)

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.4), 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.

Thief Class Abilities

Weapon/Armor Restrictions: Thieves may use any weapons, including magic swords and daggers, and may wear leather armor.

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 on Table 2: 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+ the increase is X4.

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.

Saving Throw: Thieves gain a +2 bonus on saving throws vs death and poison.

XP Bonus for Dexterity: This class bonus is due to a high dexterity attribute.

Table 1: Thief Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	1,500	1+1	+0	13
3	3,000	2	+0	12
4	6,000	2+1	+1	11
5	12,000	3	+1	10
6	24,000	3+1	+2	9
7	48,000	4	+2	8
8	96,000	4+1	+3	7
9	192,000	5	+4	6
10	384,000	5+1	+5	5

Table 2: Thief Abilities

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

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

Referees may allow characters with above average DEX scores (15 to 18) to add thier bonus from dexterity to the success range given on Table 2. Example: A 1st level thief with a dexterity score of 17 (+1 bonus) would have a 4 in 20 chance of opening a lock as opposed to the standard 3 in 20.

House Rule: Halfling Thief Variant

Some referees may wish to allow halflings to also function

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as thieves. This is similar to how the elf advances in both the Fighter class and the Magic-User class. A halfling thief may use either the Fighter or Thief class advancement chart, to be announced at the start of the adventure. Each day, the halfling thief may decide whether he will function as a Fighter or a thief, adopting the BHB, ST, and Class Abilities of the chosen class. Halfling Thieves may advance up to fourth level in the Fighter class, and 10th level as a Thief.

Halfling Bonuses to Thief Class Abilities.

Due to their nimble nature, the referee may wish to allow halfling thieves bonuses to their thief class abilities.

Table 3: Racial Bonuses for Halfling Thieves

Open Locks	Remove Traps	Pick Pocket	Move Silently	Hide in Shadows	Hear Noises
+2	+1	+1	+2	+2	

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