

# Thief

**Ability Requirement:** Dexterity 12

**Armor:** Leather, studded leather, padded, or Elven chain. Non-metal armor accessories.

**Weapons:** Club, cutlass, dagger, dart, hand crossbow, knife, short bow, sling, short sword, and staff.

**THACO:** As Rogue.

**Saving Throws:** As Rogue.

**Weapon Proficiencies:** 2 + 1 every 4 levels.

**Nonweapon Proficiencies:** 3 + 2 every 4 levels. [Favored: Thief]

- Gain Perception nonweapon proficiency.

**Bloodied:** At 30% of max hit points (30 max) you take Disadvantage to all d20 rolls.

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**Thief Skills:** You may choose 8 of the 11 thief skills, and gain the standard amount of discretionary points.

**Fast Hands:** Use Pick Pockets, Open Locks, and Remove Traps as a **Minor Action** (usually takes a full action).

**Backstab:** The target must not know you are there in order to be open to a Backstab. If they are open, you gain Advantage on the roll and the following damage multipliers: Level 1: x2, 5: x3, 9: x4, 13: x5. Once the attack is made, the target becomes aware of you so only one attempt per round may be permitted.

**Thieves' Cant:** During your training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

**3<sup>rd</sup> – Uncanny Dodge:** Once between turns as your Reaction, when an attacker you can see hits you with a damaging attack (melee, ranged, or spell), you can halve the damage.

**3<sup>rd</sup> – Spring Attack:** As a **Minor Action**, you may move up to 20 feet after making at least one attack. This movement does not provoke Attacks of Opportunity.

**4<sup>th</sup> – Reliable Talent:** Chose one of the proficiencies you can use untrained and any time you roll an 11 or higher on the check, treat the roll as a 10. At 8<sup>th</sup> level, you may choose an additional proficiency as above.

**10<sup>th</sup> – Use Scrolls:** The Thief gains a limited ability to use arcane and divine scrolls. A thief's understanding of magical writings is far from complete, however. The thief has a 25% chance to read the scroll incorrectly and reverse the spell's effect. This sort of malfunction is almost always detrimental to the thief and his party. The exact effect is up to the DM.

**10<sup>th</sup> – Followers:** Once a thief reaches 10th level, his reputation is such that he can attract followers -- either a gang of scoundrels and scalawags or a group of scouts eager to learn from a reputed master. The thief attracts 4d6 of these fellows. They are generally loyal to him, but a wise thief is always suspicious of his comrades. The Player's Handbook Table 31 can be used to determine who the thief attracts.