



# TORCHBEARER

## *Human Thief Class Overview*

<b>Class</b>	Thief
<b>Raw Abilities</b>	Distribute 8 points between Will and Health; neither stat may have a rating lower than 2 or higher than 6.
<b>Skills</b>	Criminal 3, Manipulator 3, Scout 3, Dungeoneer 2, Fighter 2
<b>Trait</b>	Devil May Care
<b>Weapons</b>	Sword, hand axe, dagger, bow and crossbow
<b>Armor</b>	Leather

# KICKSTARTER

## *Human Thief Starting Options*

<b>Special Skill</b>	If you choose Criminal when selecting from the human special skill list, start the skill at rating 4 rather than 3.
<b>Devil May Care</b>	Thieves are rakes and libertines. Their swagger and ability to spit in the eye of danger helps them win admirers and keep a steady hand when others would shake in their boots. It can also lead them to take foolish risks to protect their reputations.
<b>Weapon</b>	A thief starts with a dagger.
<b>Armor</b>	A thief does not start with armor.