

# TORCHBEARER

## The Thief

### Level 1

**Thief:** You wear leather armor and cannot use a helmet or shield (except as described below). You can wield swords, hand axes, daggers, bows and crossbows. Also, you can not be of the Lawful alignment. If your alignment changes to Lawful, you can choose to retire the character or become a warrior of equivalent level (lose all class benefits and replace them with appropriate warrior benefits).

### Level 2

**Surprise Attack:** Add +1s to any Feint action (in addition to any weapon or Might bonuses) when the action is made from a hidden or concealed position.

**Improvisational:** A bit of wire, a sliver of metal, a shard of bone—a thief always has tools available for Criminal or Dungeoneer tests regarding traps, escaping, locks and similar.

### Level 3

**Cloak and Dagger:** A cloak (worn or held in the hand) can be used as a shield. Must be armed like a regular shield in a conflict.

**Concealed Pocket:** The thief conceals a small pack 1 item or small weapon (like a dagger or sling) on the torso in addition to other inventory.

### Level 4

**Good Ear:** By listening at a portal, entryway, door or gate, a thief can gain useful information. At the cost of one turn, but no roll, the thief can discern if the chamber is occupied or unoccupied and roughly how many occupants there are. This benefit does not work against the undead or oozes.

**Hide In Shadows:** When hiding in dim light while wearing a cloak or appropriate dark clothing (and remaining quiet and slow moving), your opponents suffer a -1s penalty to all attempts to detect you. You do not suffer a -1s to hide in dim light.

### Level 5

**Pickpocket:** A thief always has a ready source of cash when in town—from certain involuntary donations to her purse. Resources is minimum 1 rather than 0. If Resources is 0 in town, advance it to 1 immediately. If Resources is higher than 1, the thief may make a free Criminal test in town to alleviate one of the residents of some of their financial burdens. Success generates 1D of cash. The cost of failure is up the gamemaster...



**Keep Your Back to the Wall:** Years on the job have honed the thief's instincts for finding a safe place to rest. Add +1 to the Camp Events table for underground constructs and natural caves.

## Level 6

**Symbologist:** +2D to the Scholar skill to decipher runes, symbols and strange languages.

**Fence:** The thief knows where to go to move goods. Hagglng does not increase lifestyle while in town. In addition, the thief always has access to the market even if it is closed by the town events. This applies to the thief only, not his untrustworthy friends.

## Level 7

**Ear to the Ground:** Take +1 to the Entering Town roll, town events roll, tavern rumors or life of the streets roll. Your choice. May be used once per town phase.

**Appraiser:** Take +1 to Loot table 1 or 2 when looting an area or creature.

## Level 8

**Dilettante:** A thief who has learned the Arcanist or Ritualist skills may use the skills to cast from spell or prayer scrolls respectively. Increase obstacle to cast by 1.

**Luck of the Devil:** The thief may *choose* twist or condition for a failed test when acting alone or at the forefront of the test (i.e. you're the one rolling the dice).

## Level 9

**Transformed:** Change one Nature Descriptor to climbing, hiding or stealing.

**Heroic Ability:** Choose Criminal, Dungeoneer or Manipulator. The chosen skill becomes "heroic." When rolling this skill, 3-6 indicates a success (rather than the standard 4-6).

## Level 10

**A Life in the Shadows:** Suffer no penalty for dim light, and only -1s in darkness. You can act in darkness normally (without conflict restrictions) provided you can smell and touch.

**Expert:** Increase your rank cap for Fighter, Criminal or Scout skill from 6 to 7. You may advance that skill rank to 7 with seven successful tests and six failed tests.

Level	Fate	Persona	Thief	
1	0	0	Thief	
2	3	3	Surprise Attack	Improvisational
3	7	6	Cloak and Dagger	Concealed Pocket
4	14	9	Good Ear	Hide in Shadows
5	22	12	Pickpocket	Back to the Wall
6	31	16	Symbologist	Fence
7	41	20	Ear to the Ground	Appraiser
8	52	24	Dilettante	Luck of the Devil
9	64	28	Heroic Ability	Transformed
10	77	32	Life in the Shadows	Expert