

RATR: CHARACTER SHEET THIEF SUPPLEMENT

Character Name: _____

Thief Level: _____

Back Stab: +4 to hit Damage X _____

SKILL ROLLS

Climb Walls	Hear Noise	Hide in Shadow	Move Silently	Open Lock	Pick Pocket	Read Lang.	Read Scroll	Trap Word	Use Wand

THIEVES SKILLS

CLIMB WALLS: anyone can climb a tree or rough cliff-side with a STR check, but a thief can climb virtually any surface. Skill check is used when the surface is too smooth for non-thieves even to attempt.

HEAR NOISE: when listening at a door to hear monsters on the other side, or to detect enemies creeping up, most characters need to roll 4+ on 1d4. Thieves are much better at this, making their standard skill roll.

HIDE IN SHADOWS: a thief can find a dark corner to hide, motionless until an enemy passes by or turns his back by rolling this skill, other characters have to rely on the surprise roll.

MOVE SILENTLY: a thief can sneak away or up behind someone who is looking the other way using this skill. Other characters must rely on the surprise roll. A character or group of characters (at least 60' away from allies without the skill) all of whom make their skill rolls will get a round of surprise on enemies, in addition to any surprise rolled. In a combat, characters who begin as hidden or otherwise unseen and who make a skill check can sneak up behind an enemy not looking in their direction, to get back-stab attempt.

OPEN LOCK: a thief can open a locked door or chest with this skill. Each attempt takes 1 turn, but does not increase the chance of wandering monsters like smashing the chest in would. Other characters can try acid, which makes things worse if you fail, or smashing which is noisy and destructive, see Book 3 for details. *Requires Thief Tools.*

PICK POCKET: a thief can make a skill check to lift a coin purse or other item from a target. Other characters have no chance at this.

READ LANGUAGE: a thief can make 1 attempt per document or inscription in a language he doesn't know to attempt to decipher it. Other characters must hire interpreters or use magic.

READ SCROLL: a thief can make 1 attempt to cast a spell off of any magic-user (not cleric) spell scroll, if he fails his skill check, the scroll is ruined and the spell does not go off. See Scrolls for further information.

TRAP WORK: a thief can use this skill to find mechanical traps on chests and doors with one roll and remove them safely with a second roll. Unskilled characters can find a trap on a d100 roll against INT. Only trained thieves can remove such traps. Other characters must work out detailed precaution with the Judge. The skill can also be used to set mechanical traps. *Requires Thief Tools.*

USE WAND: a thief can activate any magic-user wand by using this skill, provided he knows the command word. Failure of the skill check means the wand did not activate and no charge is used. This skill does not allow thieves to use clerical staffs.