

Some young would-be adventurers get by with their sword arm or with words of power in the language of magic, but you need neither. The world is full of things to see and enjoy, and your fingers are more than quick enough to let you have what you like.

You are deft and quick. Your Dexterity begins at 12, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	What did your parents do in the village? What did you learn from them?	Gain
1	You are an orphan. Things were hard for you.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the river.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father was the local smith and taught you both hammer and bellows.	+2 Str, +1 Dex, +1 Cha, Skill: Smithing
6	You led the sheep out onto the mountain like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	You worked the loom, cutting and twisting as the Fates.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father was a watchman, stern but fair with child and stranger alike.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Haggling



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters were your best friends. Who else in the village befriended you while you were growing up?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	You went camping with the hunters.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	You are about to marry into the Miller's family.	+2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis



You learned some unsavory things and found your niche. You become a level 1 Rogue. You gain the class abilities *Fortune's Favor* and *Highly Skilled*, and the skill *Stealth*. The tables below will give you all your bonus skills from your class abilities. **What happened when you took to thievery?**

1d6	Who taught you how to cheat or steal?	Gain
1	An old pickpocket from the city to the south.	+3 Dex, Skill: Pickpocketing
2	An unscrupulous old sneak in the village.	+3 Wis, Skill: Stealth
3	You trained yourself by trial and error.	+3 Int, Skill: Trapping
4	The village locksmith.	+3 Dex, Skill: Lockpicking
5	A local thug with few friends.	+3 Str, Skill: Athletics
6	A savvy and charming traveller.	+3 Cha, Skill: Deceit

1d6	How do you attain your ill-gotten gains?	Gain
1	You do little work yourself, but instead beg from the other villagers.	+2 Con, Skill: Begging
2	When travelers from far away places pass through town you take interesting baubles from their purses.	+2 Dex, Skill: Pickpocketing
3	You can secretly find your way behind any door.	+2 Int, Skill: Lockpicking
4	You charm everyone you meet.	+2 Cha, Skill: Deceit
5	Despite your other skills, you still work an honest profession.	+2 Int, a trade skill of your choice
6	You do a little of this and a little of that and always get by.	+2 Con, Skill: Survival



1d6	As happens with many thieves, your first job went bad. What did you do when you got caught? <i>The friend to your right was there when it happened.</i>	Gain
1	You fought for your life and escaped. <i>The friend to your right fought off your attackers to help you get away, and gains +1 Str.</i>	+2 Str, Skill: Athletics
2	You hid until it was safe. <i>The friend to your right got caught up in your heist and had to hide out too, and gains +1 Dex.</i>	+2 Dex, Skill: Stealth
3	You took a beating and learned a lesson. <i>The friend to your right proved they would never desert you and took some licks too, and gains +1 Con.</i>	+2 Con, Skill: Survival
4	You pleaded your case and walked free. <i>The friend to your right spoke on your behalf, and gains +1 Int.</i>	+2 Int, Skill: Oratory
5	You fessed up and made it right. <i>The friend to your right helped you see the error of your ways, and gains +1 Wis.</i>	+2 Wis, Skill: Folklore
6	You fast-talked the mark and made nice. <i>The friend to your right bought you both drinks and joined the party, and gains +1 Cha.</i>	+2 Cha, Skill: Drinking

1d6	What was your greatest heist?	Gain
1	You managed to nab a great bag of coins from a rich merchant.	+2 Dex, +6d6 silvers
2	You convinced an old man to will you his farm.	+2 Int, a small farm
3	You nicked something special from a stranger passing through.	+2 Str, a very, very sharp dagger
4	You stole something from an odd man in the woods.	+2 Con, a strange silver ribbon
5	You talked your way into a temple in the next village and left with something precious.	+2 Cha, a mysterious idol
6	You stole from another thief.	+2 Dex, a fine set of lockpicks



FILL OUT YOUR SHEET!

1. Record your name, class, and level.
2. Record your ability scores. In the space beside each, record your ability score bonus for each using the chart on the back of this booklet.
3. Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Untested Thief begins with the following equipment: several daggers, dark clothing, a light-weight sack, a 10' coil of rope, and 4d6 silvers
4. Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
5. Your Base Attack Bonus comes from your class. As a level 1 rogue, you have a BAB of +0.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a rogue.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 5.
9. Your hit points are 8 plus your Constitution bonus.
10. Fill in your saving throws using the chart on the back of this booklet.
11. Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon.

REFERENCE

MAKING TESTS

Ability Score Checks: Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

Saving Throws: Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

Combat Rolls: Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

CLASS ABILITIES

Hit Dice: d8

Initiative Bonus: +2

Armor: Rogues may wear any armor lighter than plate.

Fortune's Favor: Rogues have luck beyond that of other men. They receive five Fortune Points instead of the normal three.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

Help a Friend: Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

Second Chance: A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

Cheat Death: A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	13	16	12	15	14
2	1,500	+1	13	16	12	15	14
3	3,000	+1	13	16	13	15	14
4	6,000	+2	13	16	13	15	14
5	12,000	+3	12	15	11	13	12
6	25,000	+3	12	15	11	13	12
7	50,000	+4	12	15	11	13	12
8	100,000	+5	12	15	11	13	12
9	200,000	+5	11	14	9	11	10
10	300,000	+6	11	14	9	11	10