

# Slinker

Character Class: **Thief**

Race: **Human**

Strength	11
Dexterity	15
Constitution	10
Intelligence	14
Wisdom	9
Charisma	12
Movement	12
Saving Throw	15

THAC0	1st	2nd	3rd
	Level	Level	Level
	20	20	19
Backstab	16	16	15

Damage 1d6 (short sword),  
1d8 (arrow),  
2d6 (backstab)

Armor Class 7  
(leather armor)  
(+1 bonus for Dexterity)

Hit Points 6

## Starting Equipment

## Thieves' Skills

Character's Level

		1st	2nd	3rd
Leather armor	Pick pockets	30%	35%	40%
Short sword	Open locks	25%	29%	33%
Bow and 24 arrows	Find/remove traps	20%	25%	30%
6 torches	Move silently	15%	21%	27%
4 sacks	Hide in shadows	10%	15%	20%
Backpack	Climb walls	85%	86%	87%

# Thief General Rules

One round = one minute.

## In One Round You Can...

- Move 120 feet.
- Make one attack.
- Move 60 feet and make an attack.
- Try one unusual action.

## How to Attack

- Roll a 20-sided die.
- Subtract the die roll from your THAC0.
- If that number is less than or equal to the monster's Armor Class, your attack hit it.

## If the Attack Hits...

- Roll the die for damage.
- Subtract the damage from the monster's hit points.
- A monster is dead when its hit points reach 0 (zero).

## Making a Saving Throw

- Roll a 20-sided die.
- If the die roll is the same or larger than the saving throw number, your saving throw is successful.
- Look at the spell description to see what happens if you succeed or fail.

## Experience Points

Your character earns experience points for defeating monsters and doing clever things. When characters get enough experience points, they gain a level.

Experience Points	Character's Level
Under 1,250	1
Up to 2,500	2
Up to 5,000	3

## Each Level...

- Your thieves' skills get better.
- Add 1d6 to your hit points.

## Limits

- You only wear robes or leather armor.

## Thieves' Skills

**Pick Pockets:** Taking something from a someone's pocket or backpack.

**Open Locks:** Picking any type of lock. Unlocking it without a key.

**Find/Remove Traps:** The same number is used for both actions. Thieves can search an object or small place for traps. The DM must make this roll secretly.

Once a trap is found, a thief can try to remove it. Thieves make this roll themselves. If it works, the trap is gone. If not, the trap is still there. The thief wasn't able to get rid of it, but didn't set it off either.

**Move Silently:** Thieves can only move 40 feet per round if they are trying to be quiet. Thieves may find out right away that they have been heard, or they may not find out until it is too late.

**Hide in Shadows:** When hidden, the thief cannot be seen by normal vision. The thief cannot move or attack and stay hidden.

**Climb Walls:** Only a thief can climb walls without a rope. All other characters must have a rope. Thieves climb at 20 feet a round.

## To Backstab...

- The monster must be shaped like a person (goblins, lizard men, etc.).
- You must attack from behind.
- You must get surprise.
- You must use a dagger or short sword.

## When Backstabbing You Get...

- A +4 bonus to the attack roll.
- Double normal damage.