

Character Creation

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Experience

- **Green**—Thief starts with 12 skill points.
- **Professional**—Thief starts with 16 skill points.
- **Experienced**—Thief starts with 20 skill points.
- **Legendary**—Thief starts with 24 skill points.

Health

A thief has 10 health levels.

Skills

A thief distributes skill points amongst their skills. No skill can be less than 1. Each skill point represents 1 dice rolled. No skill can be higher than 1 point above the next highest skill.

- **Alertness**—Ability to notice changes in the environment
- **Hearing**—Ability to hear unusual sounds
- **Sneak**—Ability to open locks and other misc thief things.
- **Climb**—Ability to climb.
- **Contacts**—Knowing who has what information on the target and the ability to acquire illegal equipment. see [Contacts](#)
- **Speed**—How quickly they move. $\text{Speed}+3 = \text{inches moved each turn.}$
- **Weapon skill**—How to use sword, blackjack and bow.

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