

REVISED THIEF CLASS

Luca Pezzullo (luca.pezzullo@gmail.com)

Thief is widely regarded as a "weak class" in BECMI, in particular at the Companion/Master levels.

This revision, developed years ago in a C/M level campaign, aim to balance the Class at the medium/high levels, giving the Thief 1d6 HD instead than 1D4, a much faster (B/X-based) Thieving skills development (and Dex-based bonuses), better Initiative, increasing Sneak Attack (Backstabbing) and Range Weapons bonuses for high-level play, a new Dexterity Mastery feature, and more flexibility in General Skills development to represent its versatility (with some other little tweaks to stats and skills, to generally improve its usefulness and survivability).

It remains maybe a little underpowered for Master level play; but this revision seems to greatly improve his balanced playability at the B/E/C levels.

A) HD: 1D6 (+2 after Name Level); +2 ST bonus against Poison.

B) Thieving Abilities:

1. Use the faster B/X leveling scheme instead than the BECMI one.
2. Dex Bonus to Thieving Abilities: +5% for +1 Dex, +10% for +2 Dex, +15% for +3 Dex.
3. Master Level Bonus to Thieving Abilities: 26° lvl +10%, 30° lvl +20%, 35° lvl +30% bonus

C) Identification skills:

4° lvl: Identify Rare (normal) Items

9° lvl: Identify Common Magic Items

15° lvl: Identify Rare Magic Items (90% success)

25° lvl: Identify Artifacts (75% success)

D) Sneak Attack:

11° lvl: Triple Damage

22° lvl: Quadruple Damage

33° lvl: Quintuple Damage

E) Range Weapons:

1° lvl: +1 Att/Dmg with Range Weapons

10° lvl: +2 Att/Dmg with Range Weapons

20° lvl: +3 Att/Dmg with Range Weapons

32° lvl: +4 Att/Dmg with Range Weapons

F) Initiative Bonus:

3° lvl: +1; 8° lvl: +2; 14° lvl: Alert (can't be surprised); 18° lvl: +3; 28° lvl: +4

G) Extra General Skills (RC):

+1 Skill at Level 1

+1 Bonus Skill at 6, 12, 18, 24, 30, 36 lvl

H) "Dexterity Mastery"

5° lvl: Once a day, can re-roll a failed ability check on Dex

21° lvl: Twice a day, can re-roll a failed ability check on Dex

Synopsis of the revised capabilities progression:

At Start: 1D6HD, +2 ST against Poison, +1 Att/Dmg with Range Weapons, +1 General Skill, Thieving Skills B/X revised progression and Dex bonus

2° lvl: -

3° lvl: +1 Init Bonus

4° lvl: Identify Rare (normal) Items

5° lvl: Dexterity Mastery (1)

6° lvl: +1 General Skill

7° lvl: -

8° lvl: +1 (2) Init Bonus

9° lvl: Identify Common Magical Items (+ Use Scrolls as in BECMI/RC)

10° lvl: +2 Range Weapons Att/Dmg

11° lvl: Sneak Attack: Triple Dmg

12° lvl: +1 General Skill

13° lvl: -

14° lvl: Alert

15° lvl: Identify Rare Magical Items (90% success)

16° lvl: -

17° lvl: -

18° lvl: +1 (3) Init Bonus, +1 General Skill

19° lvl: -

20° lvl: +3 Range Weapons Att/Dmg

21° lvl: Dexterity Mastery (2)

22° lvl: Sneak Attack: Quadruple Dmg

23° lvl: -

24° lvl: +1 General Skill

25° lvl: Identify Artifacts (75% success)

26° lvl: Thieving Skills +10%

27° lvl: -

28° lvl: +1 (4) Init Bonus

29° lvl: -

30° lvl: +1 General Skill, Thieving Skills +20%

31° lvl: -

32° lvl: +4 Range Weapons Att/Dmg

33° lvl: Sneak Attack: Quintuple Dmg

34° lvl: -

35° lvl: Thieving Skills +30%

36° lvl: +1 General Skill