

## THIEF

**Wounds:** 1D6+6  
**Move:** 4  
**Weapon Skill:** 3  
**Ballistic Skill:** 5+  
**Strength:** 3  
**Toughness:** 3  
**Initiative:** 6  
**Attacks:** 1

**Equipment:** Lock Tools.

**Weapon:** Sword, causing 1D6+3 Wounds.

**Armour:** None.

**Pinning:** The Thief can never be pinned.

### Special Rules

Whenever a Trap event is encountered, on a roll of 5+ the Thief spots the trap and warns the affected Warrior in time, thus avoiding it. In addition, on any roll to pick locks, disarm or locate traps, the Thief may re-roll the die, but must keep the second result even if worse.

Whenever an opponent hits him, the Thief can attempt to dodge the blow, causing it to miss completely on a 1D6 roll of 6.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	4	4	4	4	5	5	5	6

## • THE THIEF •

The cities of the Old World provide some refuge from the danger of the wilderness, but they breed perils of their own. Survival in the streets is by no means guaranteed, and some resort to shadier tactics in order to make a living.

The Thief is one such human who has developed skills of stealth and trickery, able to fare well in the back streets of the cities and to make use of his abilities in the dangers of the dungeon as well. The Thief may have a shady past and stands a chance of being unwelcome in Settlements where his unsavory background is known. Still, it is possible for a Thief to decide to take the path of adventuring, to become a true hero, albeit an unconventional one. There are traps to be disabled, locks to be picked, and enemies to be stealthily avoided or ambushed.

This Thief is precisely such a character, making up for his lack of specialty in swordplay, endurance or magic by his cunning, stealth and dexterity.

## THIEF ADVANCED PROFILES

**Battle Level 2** | Wounds: 2D6+6 | Wpn./Bal. Skill: 3/5+  
 Strength/Dice: 3/1 | Toughness: 3  
 Initiative: 6 | Attacks: 1

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	4	4	4	5	5	5	5	6

LUCK: 1 | Willpower: 2 | Pinning: Auto

SKILLS: 1

**Battle Level 3** | Wounds: 2D6+6 | Wpn./Bal. Skill: 4/4+  
 Strength/Dice: 4/1 | Toughness: 3  
 Initiative: 7 | Attacks: 1

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

LUCK: 2 | Willpower: 3 | Pinning: Auto

SKILLS: 1

**Battle Level 4** | Wounds: 3D6+6 | Wpn./Bal. Skill: 4/4+  
 Strength/Dice: 4/2 | Toughness: 4  
 Initiative: 7 | Attacks: 1

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

LUCK: 2 | Willpower: 3 | Pinning: Auto

SKILLS: 2

**Battle Level 5** | Wounds: 3D6+6 | Wpn./Bal. Skill: 5/4+  
 Strength/Dice: 4/3 | Toughness: 4  
 Initiative: 8 | Attacks: 2

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	3	4	4	4	4	4	4

LUCK: 2 | Willpower: 3 | Pinning: Auto

SKILLS: 2

## THIEF ADVANCED PROFILES

**Battle Level 6** | Wounds: 4D6+6 | Wpn./Bal. Skill: 5/3+  
 Strength/Dice: 4/2 | Toughness: 4  
 Initiative: 8 | Attacks: 2

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	3	4	4	4	4	4	4

LUCK: 3 | Willpower: 3 | Pinning: Auto

SKILLS: 3

**Battle Level 7** | Wounds: 4D6+6 | Wpn./Bal. Skill: 5/3+  
 Strength/Dice: 4/2 | Toughness: 4  
 Initiative: 9 | Attacks: 2

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	3	4	4	4	4	4	4

LUCK: 3 | Willpower: 3 | Pinning: Auto

SKILLS: 3

**Battle Level 8** | Wounds: 5D6+6 | Wpn./Bal. Skill: 6/3+  
 Strength/Dice: 4/2 | Toughness: 4  
 Initiative: 9 | Attacks: 3

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	3	3	4	4	4	4	4

LUCK: 3 | Willpower: 3 | Pinning: Auto

SKILLS: 4

**Battle Level 9** | Wounds: 5D6+6 | Wpn./Bal. Skill: 6/2+  
 Strength/Dice: 4/3 | Toughness: 4  
 Initiative: 9 | Attacks: 3

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	3	3	4	4	4	4	4

LUCK: 3 | Willpower: 4 | Pinning: Auto

SKILLS: 5

**Battle Level 10** | Wounds: 6D6+6 | Wpn./Bal. Skill: 6/2+  
 Strength/Dice: 4/3 | Toughness: 4  
 Initiative: 9 | Attacks: 3

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	3	3	4	4	4	4	4

LUCK: 4 | Willpower: 4 | Pinning: Auto

SKILLS: 6