

LARCENY TABLE - THIEF

For Thieves, Halflings and such: in town and once per session a PC may spend 1d4 x 80 gp on food, drink, etc., gaining XP equal to the result of the d4. Rolling a gp cost greater than the carouser can afford results in owing money to unsavory NPCs and/or PCs, a matter which can be used as an adventure seed by the Judge. The actual length of time spent thieving could vary from a single night to, say, a week of larceny (Judge/player discretion).

In any case, make a 1d30 roll + the PC's Luck modifier and consult the table below (possibly gaining additional XP to those outlined above. Judges should adjust the suggested XP awards etc. to better fit their game):

THIEF CAROUSING TABLE

Roll	Event
>1	<p>A Mansion In Darkness. They say only fools steal from a sorcerer. They are right. In your greed, you tried to rob the den of a local magician, and have now paid the price. While you escaped alive, you spent several days as a prisoner of the fell mage and were subjected to horrid arcane experimentation. Gain 25 XP, and roll 1d20 to determine the outcome:</p> <ol style="list-style-type: none"> 1 - Roll twice more on this table. 2 - Roll on the Greater Corruption Table. 3 - Roll on the Major Corruption Table. 4 - Roll on the Minor Corruption Table. 5 - No obvious effect, but an odd frigidity to the touch and a slight pallor of the skin; you attract and are detected by the un-dead; such creatures attempt to attack you before all others. 6 - Your limbs have been removed and re-attached backwards. Suffer a permanent -6 to Agility, and an inability to wear armor that has not been custom-made. 7 - Your skin, blood & organs, but not bones, are rendered permanently invisible, such that you seem like a skeleton, and likely to cause terror in public (minimum -4 to Personality rolls). 8 - You acquire a permanent, faint blue nimbus, taking a -4 penalty to all <i>Hide in Shadows</i> checks. 9 - Your skin is tinged mauve and you sprout small antlers; -4 to all Personality checks when these features remain uncovered by articles of clothing or such. 10 - You permanently reek of dungwort; strongly noticeable by anyone within 20'. 11 - You are bound by a powerful geas barring you from ever speaking the truth. If you do, you immediately disappear in a puff of yellow smoke to Judge knows where. 12 - You are bound by a powerful geas barring you from stealing! You simply cannot do it, but perhaps the sorcerer would be amenable to a bribe to lift this unusually cruel curse? 13 - You are afflicted by a curse of misfortune. Any time you roll a natural 13, the result is treated as a natural 1. Also, all fumble rolls are made with a 1d20, regardless of armor worn. 14 - Your brain has been transplanted (with visible scars and stitching) into another body. Re-roll physical stats and determine gender randomly, as well as age by rolling 4d16+8. Former acquaintances will likely be perplexed and at least initially skeptical as to your identity. 15 - You immediately grow older by 40 years; losing 2 points from Strength, Agility, and Stamina, but gaining +1 to Intelligence and Personality. 16 - You are now allergic to magic, and sneeze every 3d5 seconds when within 10' of a

	<p>magical item or effect. Runny nose, rheumy eyes, etc. likely foiling <i>Move Silently</i> and <i>Hide in Shadows</i> checks where pertinent.</p> <p>17 – You are rendered into a half-wit via heedless lobotomy: lose 2d4 points of Intelligence. However, you gain 2 points of Luck from the encephalic ordeal.</p> <p>18 – You have no memory of the imprisonment, but now suffer an irrational and overwhelming fear of (Roll 1d10): (1) beards; (2) sheep; (3) nudity; (4) the dark; (5) birds; (6) children; (7) milk; (8) confined spaces; (9) books; (10) rope. You must make a DC 11 Will save to avoid panicking if forced to be in close vicinity to the loathed object.</p> <p>19 – Your left hand becomes phantasmal, insubstantial and unable to grasp objects, although it still appears real. Cannot wield two-handed weapons or otherwise use that hand.</p> <p>20 – You are unable to disobey any spellcaster, and suffer 1 HP/round damage upon failure to comply.</p>
2	<p>Smooth Criminal. Your escapades have led to real trouble, and you now find yourself accused of a serious (perhaps even capital) offense (roll 1d10): (1) robbery of the city treasury; (2) burglary of a great noble’s estate; (3) murder of a guardsman; (4) murder of a worthy; (5) arson; (6) tomb robbing; (7) blasphemy, desecration of a holy place, and theft of temple offerings; (8) fencing stolen goods; (9) assassination; (10) kidnapping a worthy for ransom; (11) slavery; (12) roll again thrice. You decide the details, and whether you truly are guilty. Make a DC 15 Personality check. On a success, you may pay 1d6 x 70 gp as a bribe and escape justice. On a failure, you may pay 1d6 x 300 gp as a bribe and escape justice. Failure to pay the bribe means that you must face local justice (as determined by the Judge) to see whether you win your freedom or face immediate public execution. Gain 10 XP if you pay a bribe to earn your freedom, or 30 XP if you face justice and survive (a somewhat remote contingency).</p>
3	<p>I Fought The Law. Your attempt at a bit of daring thieving ended with your capture and savage beating at the hands of a group of guards. Make a Luck check. On a success, you managed to escape after only a minimal amount of pummeling, and begin the game down 1d6 HP (minimum 1). On a failure, you were beaten to within an inch of your life, and start the game with only 1d4 HP left. On a natural 20 (the worst result), you start with 1d4 HP and also permanently lose 1 point of Stamina from your tribulation. Gain 15 XP regardless.</p>
4	<p>Bloodsucker. A corrupt guard captain caught you in the middle of a caper, and shook you down for nearly every penny you own. Lose all coin and non-magical treasure (but not weapons or equipment or the like), and roll a Luck check for each magical item in your possession: on a failed check, the item was “confiscated” as well. Gain 10 XP plus 1 XP per 60 gp taken (rounded up, max 50) plus 10 XP for each magical item seized.</p>
5	<p>Slippery Stairs. You have fallen badly from a bit of second-story work, and are still suffering the effects. You are unable to move at a speed faster than a hobble (10’/round) and begin the game down 2d6 HP (minimum 1). Once fully healed, the speed penalty abates. Gain 10 XP.</p>
6	<p>On Parole. You have crossed the master of the local thieves’ guild (or the like), perhaps by stealing from a friend of the guild, short-changing the guild on its cut, or attacking guild members. You suffer a permanent -4 penalty to all future rolls on this table until you make amends.</p>
7-8	<p>1642 Imprisonment. Alas, the gods frowned upon your attempts at petty theft, and you have spent much of the last days/weeks/months locked in the local dungeon. Lose all coin and</p>

	non-magical treasure and equipment (except clothing) and make a Luck check for each magical item in your possession: on a failed check, that item was taken as well. Gain 10 XP plus 1 XP per 60 gp taken (rounded up, max 50) plus 10 XP for each magical item stolen. You also begin the game at half HP (rounded up) from your harsh immurement.
9	Black Eyes. Amidst your skulking and thieving, you found yourself crossing swords with a gang of (rival) ruffians. Make a DC 14 Strength check. On a success, you gain 15 XP. On a natural 20 you also gain 1 point of Strength or Agility (max 18): your choice. On a failure, you were badly beaten, gain 10 XP, and have spent the last days abed healing; begin this adventure down 2d6 HP (minimum 1).
10	Let Him Dangle. Cutting purses and purloining choice items from ships/caravans is not very popular with the stevedores and workmen, and so you became the victim of an attempted lynching. Make a Luck check. On a success, you escaped barely and gain 15 XP. On a natural 1 (the best result) you also gain 1 point of Strength or Agility (max 18); your choice. On a failure, you were soundly beaten and nearly lynched, gain 10 XP, and have spent the last days abed healing, beginning this adventure down 1d6 HP (minimum 1).
11	No No No. The greybeards say only a fool does business with thieves. You should have heeded their words, for you have been robbed by some of your peers. Lose all coin and non-magical treasure (but not weapons, equipment or the like), and make a Luck check for each magical item: on a failed check, that item was stolen as well. Gain 10 XP plus 1 XP per 50 gp taken (rounded up, max 50) plus 10 XP for each magical item stolen.
12	Wanted Dead Or Alive. A lad or lass suspiciously matching your description is being sought by the guards for a string of daring heists. Gain 1d6 x 70 gp, and 10 XP. You also suffer a -4 penalty to your next roll on this table.
13	Sleepless Nights. You discovered few opportunities for profit and instead found yourself drinking rather heavily. Roll on the General Carousing Table.
14	You Fool No One. You were apprehended in an act of petty larceny, but a small "fine" to the magistrate cleared all that up. Lose 1d4 x 40 gp. If you cannot afford it, your mundane equipment and weapons are confiscated instead, to the extent necessary to cover the cost.
15	Thank You. The local thieves' guild (or the like) has levied a "tax" on your activities. Pay 2d10 x 10 gp to meet the tariff. If you cannot afford it, instead treat this result as '6' above.
16	If They Only Knew. Some useful fool with too much spare coin fancies himself a born cat burglar and has heard (rightly or wrongly) of your skill in matters criminal, and is willing to pay you for your advice and tutelage. Gain 6 XP and 1d10 x 60 gp.
17-22	Desperado. Ah, profit! Through a series of burglaries, cut purses and various swindles, you have amassed a nice bit of gold. Gain 1d12 x 70 gp and 10 XP.
23	Just A Shadow. Your cunning purloinments and ample tributes to the local guild (if any) have earned you the favor of the guildmaster (or the like). Gain 10 XP, 1d14 x 75 gp and a +4 the next time you roll on this table.

24	<p>Trick Bag. Your burglaries and purse-cuttings have fared unusually well: in fact so well that only the presence of a lucky charm can account for it. Gain 10 XP and 2d30 x 60 gp. Designate one of your items as “lucky”, e.g. a coin, a particular dagger or such. Permanently gain +1 Luck. But if your amulet ever gets lost or stolen, you lose -2 Luck.</p>
25	<p>Jewel Thief. Ah, the score of a lifetime; goods and gold worthy of only the greatest criminal mastermind! Gain 30 XP and 2d24 x 100 gp.</p>
26-27	<p>Shoplifters Of The World Unite. In your thieving, you have befriended a helpful companion whom you have taken under your wing. Make a random 0-level character, who will now accompany you as a henchman, is incredibly loyal and receives a +4 morale bonus in your presence. After one adventure, you may spend 10 XP to level up the henchman. S/he is run by you or the Judge, but only receives XP if you donate some of yours. If your main character dies, you may immediately take control of the henchman, at his/her current level.</p>
28	<p>Steal Your Face. Your lucifugous exploits have led to ever greater skill! Gain 10 XP and a permanent bonus to one of your Thieving Abilities (Roll 1d14):</p> <ol style="list-style-type: none"> (1) a +1 bonus to all <i>Backstab</i> attempts. (2) a +1 bonus to all <i>Sneak Silently</i> attempts. (3) a +1 bonus to all <i>Hide in Shadows</i> attempts. (4) a +1 bonus to all <i>Pick Pocket</i> attempts. (5) a +1 bonus to all <i>Climb Sheer Surface</i> attempts. (6) a +1 bonus to all <i>Pick Lock</i> attempts. (7) a +1 bonus to all <i>Find Traps</i> attempts. (8) a +1 bonus to all <i>Disable Traps</i> attempts. (9) a +1 bonus to all <i>Forge Document</i> attempts. (10) a +1 bonus to all <i>Disguise Self</i> attempts. (11) a +1 bonus to all <i>Read Languages</i> attempts. (12) a +1 bonus to all <i>Handle Poison</i> attempts. (13) increase the die type for <i>Cast Spell from Scroll</i> by one. (14) roll again on this table, and apply a +2 bonus.
29	<p>Simple Disobedience. Your impressive feats of burglary and general spoliation have earned you the appellation of Master Rogue! Gain 25 XP and a permanent +1 to all Luck Die rolls.</p>
30+	<p>I'm The Coolest. Your brilliant larceny has bestowed upon you a blessing from a congenial god! Roll 1d10:</p> <ol style="list-style-type: none"> (1) Gain +1d5 HP permanently. (2) Your Intelligence increases by 1 (max 20). (3) Your Personality increases by 1 (max 20). (4) Gain +1d7 HP permanently. (5) Your Strength increases by 1 (max 20). (6) Your Luck increases by 1 (max 20). (7) Your Agility increases by 1 (max 20). (8) Your Stamina increases by 1 (max 20). (9) Gain a permanent +1 bonus to all Luck Die rolls. (10) Your Luck increases by 2 (max 20). <p>Additionally, you may trade gold for XP on a 50 gp to 1 XP basis (maximum 50 XP may be gained this way per month).</p>