

**WATCH OUT,  
THERE'S A  
THIEF ABOUT**

# FOREWORD

This document contains an article from *White Dwarf* 51, in which the genesis of the *WFRP* careers system can be seen.

For further information see:

<https://awesomeliesblog.wordpress.com/2018/09/13/the-wfrp-story-xx-thieves-world/>

## Types of Thief

Players who have generated a character with an initiative of 3 or better may opt to play as a Thief. To determine which type of Thief they are roll a d100:

Score 01-30 31-45 46-60 61-75 76-90 91-100  
Class Thief Cat Highwayman Tomb Lock Anarchist  
Burglar Robber Smith

**Thief.** Requires a +3 Initiative. Must be Neutral, Evil or Chaotic. An experienced Thief is an inveterate adventurer, equally at home raiding a dungeon as breaking into a Palace. A thief will be fairly handy with a knife but should attempt to avoid direct confrontation wherever possible.

**Attributes:** Initiative +1; +4 Knife Weaponskill; 3d4 Thieves Skills.

**Trappings:** Knife; Cloak, Mask and Sack.

**Cat Burglar.** Requires Initiative 3+; May be Neutral, Evil or Chaotic. Cat Burglars prefer to enter a building through the roof, the chimney or a high window. Their preferred targets are houses, mansions and palaces.

**Attributes:** Initiative +1; +2 Knife Weaponskill; +1 Throwing Knife Bowskill; Scale Walls; 2d4 Thieves Skills.

**Trappings:** Knife; Throwing Knife; Grapnel; 10m of Rope.

**Highwayman.** Requires Initiative 3+ and Cool 4+. Must be Neutral, Evil or Chaotic. Highwaymen are notoriously flamboyant Thieves. Most originate from Bretonia or from the Wasteland, two realms with lonely country roads, flash stagecoaches and a jewel-laden aristocracy.

Highwaymen are as much concerned with style as anything else. Even when working they will never be less than immaculately dressed. Their favourite garb, or 'drag', is a mask, a cloak, frilly shirt and, of course, an outrageous hat.

**Attributes:** +d4 Pistols Bowskill; +d6 Cool; Pistols; d6 Thieves Skills.

**Trappings:** Sword; Two Pistols; Good Clothes; Outrageous Hats.

**Tomb Robber.** Requires Initiative 3+. May be Lawful, Good, Neutral, Evil or Chaotic. Tomb Robbing is a dangerous but potentially highly profitable calling. Tombs are, by necessity, protected by cunning traps. Slabs of falling masonry, collapsing passageways and hidden trapdoors being the most commonly encountered. Undead, the remains of either the original incumbent or of unsuccessful fellow robbers, are also frequently discovered in Tombs.

**Attributes:** Initiative +d4; Dodge Traps; Spot Traps; d6 Thieves Skills; Randomly Generated Enchanted Sword.  
**Trappings:** Enchanted Sword; Knife; Crowbars.

**Lock Smith.** Requires Initiative 3+ and Weaponskill 3+. May be Neutral, Evil or Good. An experienced Thief specialising in locks. Lock Smiths are invaluable in operations involving safe breaking or against well-secured locations like Banks and Treasuries.

**Attributes:** +4 Knife Weaponskill; Lock Pick 3; d6 Thieves Skills.

**Trappings:** Knife.

**Anarchist.** Requires Initiative 3+. May be Neutral or Chaotic. Anarchists are opposed to rulers of all kinds. They particularly strongly dislike monarchs and tyrants.

The Anarchist's preferred weapon is

# Watch Out, There's a Thief About

## Thieves in Warhammer by Richard Hanniwell



the bomb. There is after all no better way of breaking up a meeting or settling a discussion.

**Attributes:** +d4 Bombs; Bowskill; Manufacture Bombs; 2d4 Thieves Skills.

**Trappings:** Knife; Broad Brimmed Hat; Cloak - conceals up to 3 bombs.

**Special Provisions:** Anarchists receive Experience Point bonuses for killing establishment figures, especially politicians, monarchs, and bureaucrats.

The following is provided as a rough guide only.

**Special Provisions:** Reigning Monarch, Head of State: 300; Member of a ruling dynasty, Minister, Duke or Bishop: 150; Mayor, Councillor, Aristocrat: 50.

### Thieves' Skills

**Lock Pick.** Characters with this skill may attempt to open or close any lock without using its key. Each separate attempt takes a whole movement phase. The player throws a d6 each time. If the score is equal to or higher than the lock's rating then the attempt succeeds and the lock is picked. If the score is lower than the lock's rating then the attempt has failed.

The Thief may only make three unsuccessful attempts to pick a particular lock. If his third try fails the Thief must give up on the lock - no further attempts may be made.

Having succeeded in picking a particular lock the Thief may add +2 to any subsequent lock pick roll on that same lock. Note that 'picking' here refers to both locking and unlocking. The same proce-

dures are used for each.

Thieves depend on special tools, like skeleton keys or flat-bladed knives. If they are ever for any reason deprived of these they may improvise a lock pick - out of a bent nail or pin. Deduct -1 from the dice for such attempts.

**Pick Pocket.** Only characters with this skill may attempt to pick pockets. The Games Master should determine how many pockets there are in the victims clothes - roll a d4 and add 2 if this isn't pre-specified. He must then randomly distribute any money or treasure carried by the victim amongst these pockets.

To pick the victims pockets the Thief must contrive to bump into him or make some other form of physical contact. A drunken embrace or even a handshake will suffice. At each contact the player may choose 1-4 pockets to 'dip'. Everything in the pocket is taken automatically. After each attempt the games master should roll a pair of percentage dice to see if the theft has been noticed. There is a base 10% chance of this happening, modified by minus the Thief's initiative and plus the number of pockets 'dipped'.

**Scale Walls.** The character may scale any wall, no matter how difficult it appears. In each move phase the Thief may move either upwards, downwards or horizontally. Figures move at d4 inches per movement phase.

**Silent Movement.** The character may move silently along pavements, corridors, in rooms and on roofs. Outside of these man-made environments, for example in a jungle or a wood, the Thief has no particular advantage.

**Fleet Footed.** Add 1" to all walk rate moves, add 2" to a figure's charge move.

**Flee.** A Thief getting away from the scene of a crime once he has been spotted or an alarm raised may move at double his normal speed. This corresponds to *running away* to evade a charge (see *Warhammer*, Vol 1). The Thief will only double his normal move rate when evading - he does not quadruple it.

**Quick Mount.** Normally it takes half of a movement phase for a model to mount a horse. So, for example, an unarmoured human could move 2" to his horse and climb into the saddle in a single movement phase. If he was standing next to the horse he could mount up and make half a move on horseback - usually 4". Characters with Quick Mount skill may ignore the half movement phase penalty. In effect it takes them no time at all to mount a horse.

**Acrobat.** The character may reduce the risk of any jump by one point.

**Dodge Traps.** The character may attempt to dodge any trap, whether or not it is sprung in one of his own movement phases. To do this the player must roll less than his initiative level on a d6. If he is successful he may move his character's model 2" in any direction.

**Acute Hearing.** The character has twice the normal percentage chance of hearing any noises.

**Night Vision.** The Thief has *night vision* to up to 4d6 inches. [See *Warhammer* Vol 1]. Elves and Dwarves have *night vision* automatically. They may roll for another skill.

**Sense Magical Alarm.** Magicians will often protect themselves and their prop-

erty by using spell 1.1 *alarm*. The Wizard casts the spell on a particular point, a doorway or window for instance. If any creature goes within 2" of this point a cold shiver passes down the Wizard's spine. Characters with this skill will experience a similar shiver whenever they themselves have tripped such an alarm.

**Sixth Sense.** A Thief with the *sixth sense* will know whenever he is being watched. He can sense this even when the watcher is behind him or hidden from view. This is an instinctive knowledge. It will only work when there shouldn't really be anybody in a position to see the player's model. Thus the sense is practically useless in any crowded setting and comes into play only in abandoned, deserted or empty places.

It is up to the games master to inform the player that he is being watched. He does so at his discretion. As a guideline, the sense is useless in a street, a bar or anywhere crowded. The player should always be informed if he is being spied upon in an otherwise empty location. Trusted fellow members of an expedition will not trigger or interfere with the operation of a particular character's sixth sense.

If a games master should choose to bring a character's sixth sense into play he should say only 'You are being watched'. No other information should be given.

**Spot Traps.** See the rules on 'Spotting Traps and Hidden Doors'. The GM should add 2 to spotting rolls for this skill.

**Blather.** To be able to 'blather' an opponent or group of opponents the Thief must be able to speak their language. Blathering may be used in any situation, even where the Thief has been caught red-handed. The Thief distracts their attention by coming out with an either confusing or convincing string of nonsense. The listeners simply stand agog, listening. The character may hold his targets 'spellbound' by blathering for as many movement phases as he has points of 'cool'. At the end of this period the targets realise what's going on and will start to behave normally.

**Grapnel.** A Grapnel may be thrown at any precipice, window frame, chimney or roof top. The procedure is identical to the normal 'shooting' rules given in *Warhammer Vol 1*. If a miss is scored the Grapnel has failed to 'catch' on its target. A 'hit' is a successful throw - the Grapnel is in place. As much as 10m of rope may be attached to a Grapnel.

**Pistols.** Pistols are rare but powerful hand weapons. Their shooting profile will be:

	Short Range	Long Range	Attack Strength
Pistols	0-8"	8-16"	5

Pistols are muzzle loading. It takes two movement phases to reload a pistol after each shot.

**Circus Knives.** The Circus Knife Thrower uses well made, cunningly balanced, lightweight throwing knives.

He or she will have taken great care to teach themselves how to throw them quickly and accurately. A character with this skill may carry up to 6 Circus Knives, usually in the left hand. In a single shooting phase the character may throw as many knives as his or her initiative level. These may be aimed at different targets. Each consecutive target must, however, be within 2" of the last target. A Circus Knife's *Warhammer* shooting profile is:

	Short Range	Long Range	Attack Strength
Circus Knife	0-2"	2-5"	1

**Bombs.** Bombs may be thrown with the same accuracy as an improvised weapon. Whenever a Bomb is about to be thrown the Games Master should roll a d4 for the length of its fuse in movement phases. Count only the character's own movement phases. It takes a whole movement phase to light the fuse. Once it has burnt down the games master should roll a d6 in secrecy:

- 1 The Bomb is a dud. It will need a new fuse.
- 2 The Bomb will explode in a further d4 movement phase time.
- 3 The Bomb explodes at the end of the following movement phase.
- 4,5,6 The Bomb explodes.

An exploding Bomb hits all figures within a 2" radius. They each suffer d4 Hits. The Attack Strength of each separate 'hit' should be determined by rolling a d6.

**Randomly Generating Thieves' Skills** Characters may not choose which skills their Thief will possess. Instead they should be generated on a d100 using the chart below.

A player rolling the same skill twice should roll again for another skill. The only exception to this is Lock Pick skill. Players rolling lock pick for a second or subsequent time may either take the skill or roll again. For example, a Thief who has taken lock pick skill twice is said to have Lock Pick 2 Skill. Each extra level gives the character a +1 bonus on lock pick dice rolls. Thus a figure with Lock Pick 3 adds 2 to his dice score when rolling to pick locks.

### Thieving

The rules below cover most eventualities in any break-in to a building or dungeon

**Locks.** Each lock is given a rating which reflects the quality of its manufacture and hence the difficulty involved in picking it. The lowest lock quality is 1. This corresponds to an extremely crude, easily opened lock. The vast bulk of locks are rated between 1 and 6. Locks with quality better than 6 are very rare. The Gamesmaster may use 7s, 8s or even 9s; but should do so with discretion. These locks will not normally be used on doors, but will be found on safes and treasure

Ideally the games master should specify the quality of each lock in advance. Whenever this isn't possible

generate the quality on this chart:

Location	Generation
Internal door, 'standard' door, draw and furniture locks.	1d4

Strongroom doors, very-, extra- and 'heavy' door, most padlocks.	1d4+2
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Safe, Treasure Chest.	1d4+4
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**Jumping.** Jumping from upstairs windows, off roofs or from trees involves a risk of personal injury. This risk is determined by the height from which the jump is made. It is defined by a *risk number*.

Height in metres		Risk
Less than 3	Most walls. Ground floor windows.	0
3	Roof of a single storey building.	1
4.5	First Floor window.	2
6	Roof of a two storey building.	3
7.5	Second Floor window.	4
9	Roof of a three storey building	5
10.5	Third Floor window.	6

Every time a jump is made the player roll d6. If the dice scores higher than the *risk* the jump has gone well and the character suffers no injury. If the score is equal to or lower than the risk, then something has gone wrong - the character may have hit something on the way down or landed badly. In this case the character suffers a single hit. The hit's Attack Strength will be the score shown on the dice just rolled. For example, Thief A leaps from a second floor window. The risk is 4. His dice roll scores a 2. The jump has gone badly and the character suffers a Strength 2 'hit'. Thief B leaps from the roof of a two storey block. The risk is 3. The player rolls a 6 - no damage done.

A jump takes half of a movement phase. If the character spends the preceding movement phase lowering himself down by his arms, the jump will be shortened by a good two metres or so.

**Spotting.** A character who spends a movement phase stationary and doing nothing else may choose to 'search' an area of wall, floor or ceiling. The area searched may be up to 4 square inches on the table. The furthest point in the area may be no further than 4" away from the character's model. The games master should, in secrecy, roll a single d6 for each trap, trigger or hidden door in the area searched. A score of 4 or more indicates that the item has been spotted. Tripwires, crude man traps and the like are automatically spotted.

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*This article is based on rules laid out in the new edition of Warhammer Vol 3 which will soon be available from Citadel Miniatures.*

Score	01-10	11-15	16-17	18-25	26-35	36-40	41-44	45-50	51-56	57-64	65-72	73-78	79-82	83-86	87-90	91-95	96	97-99	100
Skill	Lock Pick	Pick Pocket	Scale Walls	Silent Movement	Fleet Footed	Flee	Quick Mount	Acrobat	Dodge Traps	Acute Hearing	Night Vision	Sense Alarm	Sixth Sense	Spot Traps	Blather	Grapnel	Pistols	Circus Knives	Bombs