

Fred's World

Unseen in Broad Daylight

a practical guide to surviving Ethelbertville for friends of Mr. Greenstreet

Table of Contents

Basic Skills

Thief Basic Skills Chart	1
Thieves' Abilities and Adjustment Tables	2

Additional Abilities

Non-Weapon Proficiencies	2-4
--------------------------------	-----

Archane Guild Knowledge

Some Do's and Don'ts in the Lands of Neutrality	4-5
---	-----

Fred's World

Proprietary Knowledge for the Friends of Mr. Greenstreet

Thief Basic Skills Chart

<u>Level</u>	<u>THACO</u>	<u>PPD</u>	<u>PP</u>	<u>SW</u>	<u>DB</u>	<u>SPELLS</u>
1	20	13	12	14	16	16
2	20	13	12	14	16	16
3	20	13	12	14	16	16
4	20	13	12	14	16	16
5	19	12	11	13	15	16
6	19	12	11	13	15	16
7	19	12	11	13	15	16
8	19	12	11	13	15	16
9	16	11	10	12	14	15
10	16	11	10	12	14	15
11	16	11	10	12	14	15
12	16	11	10	12	14	15
13	15	10	9	11	13	14
14	15	10	9	11	13	14
15	15	10	9	11	13	14
16	15	10	9	11	13	14
17	14	9	8	10	12	13
18	14	9	8	10	12	13
19	14	9	8	10	12	13
20	14	9	8	10	12	13
21	13	8	7	9	11	12
22	13	8	7	9	11	12
23	13	8	7	9	11	12
24	13	8	7	9	11	12

Notes: Here is an explanation of the above terms, and how to use this table

Level: Your current level

THACO: This is an acronym for the words To Hit Armor Class zero. Simply put, your THACO is a way around all those wonderful tables and matrices. A function of your level and class, THACO gives you only one “to hit” number to deal with in combat situations. By subtracting the armor class you are attacking from your THACO, you determine your “to hit” roll on d20. As an example, Macduff is duking it out with a creature of AC 4 His THACO, on this table, would be 20 (he is 3rd level). $20-4=16$, the minimum number he would need to hit the enemy. A negative armor class works the same way, simply subtract a negative number: $20-(AC-5)=20+5=25$.

PPD: Your saving throw vs. Poison, Paralyzation, and Death.

PP: Your saving throw vs. Petrification and Possession

SW: Your saving throw vs. spells cast via Staves and Wands

DB: Your saving throw vs. Dragon Breath

SPELLS: Your saving throw vs. Spells cast by a Magic User

ALL SAVING THROWS ARE 1d20

Fred's World

Unseen in Broad Daylight - A Practical Guide

Thieves' Abilities and Adjustment Tables

Thieves have the following inherent base chances to perform the various listed Thievish things:

Pick Pockets:	30%
Open Locks:	25%
Find or remove Traps:	20%
Move Silently:	15%
Hide in Shadows:	10%
Hear a useful or important Noise:	10%
Climb Walls:	60%
Read Languages, beginning at fourth level:	20%

Add five percent to each of these traits, for each level that you gain.

Dexterity Modifications

Score	PP	OL	FT	MS	HS	HN	CW
1	-40	-45	-40	-40	-40	-	-40
2	-35	-40	-35	-35	-35	-	-35
3	-30	-35	-30	-30	-30	-	-30
4	-25	-30	-25	-25	-25	-	-25
5	-20	-25	-20	-20	-20	-	-20
6	-15	-20	-15	-15	-15	-	-15
7	-10	-15	-10	-10	-10	-	-10
8	-5	-10	-5	-5	-5	-	-5
9	-	-5	-	-	-	-	-
10	-	-	-	-	-	-	-
11	-	-	-	-	-	-	-
12	-	-	-	-	-	-	-
13	-	-	-	-	-	-	-
14	-	-	-	-	-	-	-
15	-	-	-	-	-	-	-
16	-	+5	-	-	-	-	-
17	+5	+10	+5	-	+5	-	+5
18	+10	+15	+10	+5	+10	-	+10
19	+15	+20	+15	+10	+15	-	+15
20	+20	+25	+20	+15	+20	-	+20
21	+25	+30	+25	+20	+25	-	+25
22	+30	+35	+30	+25	+30	-	+30
23	+35	+40	+35	+30	+35	-	+35
24	+40	+45	+40	+35	+40	-	+40

all modifications are in percentage points

Racial Adjustments

Humans receive no modifications
Dwarves receive no modifications
Elves +5% to all items above
Hobbits +25% to all items above
Gnomes +50% to Pick Pockets only

Thief proficiencies, non weapon

Like other classes, Thieves also have a variety of skills common to their profession, which other classes may lack. Herewith is a brief list of these abilities. For every 2 levels of experience, you may add ONE of these proficiencies, or add a plus to one of your current proficiencies. As a starting character, you will have 2 of these proficiencies. All proficiencies are based on the roll of d6. You must roll 1d6 to an equal or lesser amount than your given proficiency, for the attempt to be successful. For example, a character with a proficiency of 3 in Direction Sense must roll a 3 or less in order to successfully travel without becoming lost.

T-1 Alertness: Simply, how difficult is it for you to be surprised? Conversely, how easy is it for you to surprise someone else? Unlike the normal progression, if you have no proficiency ("0") in this department, you have a base chance of 1 in 6 to avoid being surprised. With a proficiency of "1", this increases to 2 in 6. A "2" would give you 3 in 6, and so on.



Fred's World

Proprietary Knowledge for the Friends of Mr. Greenstreet

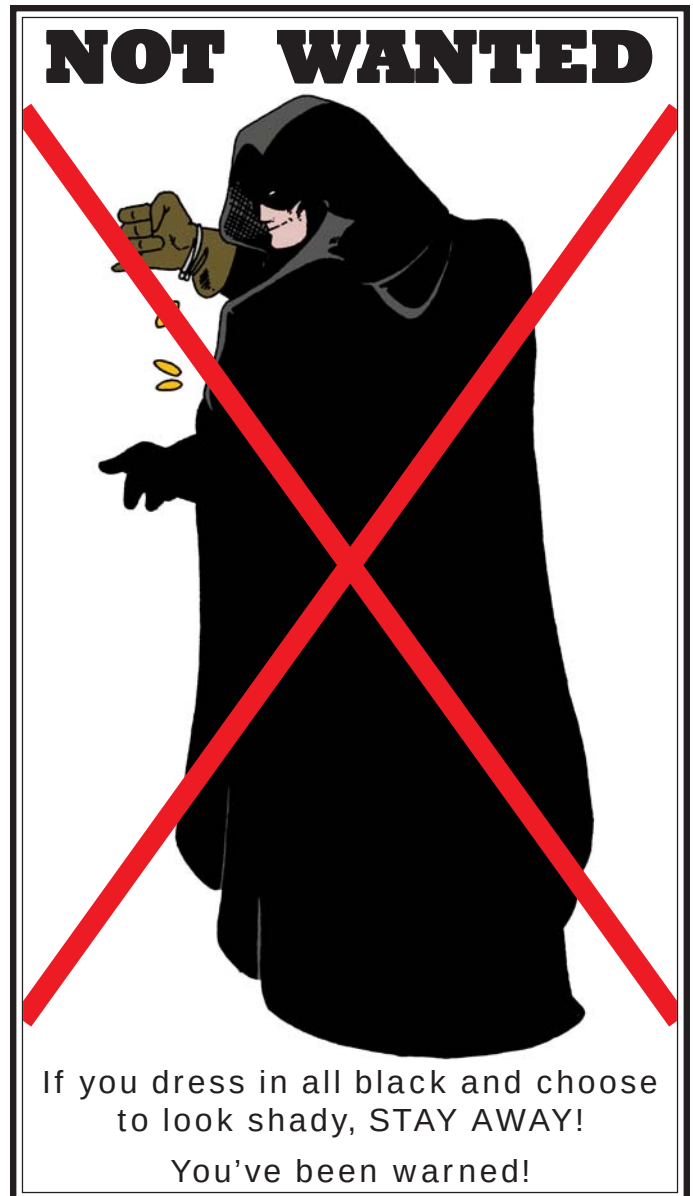
T-2 Appraisal: Thieves learn quickly to distinguish valuable loot from the merely gaudy and relatively worthless. A successful appraisal check indicates that unique items and artifacts will catch their eye before others in the vicinity. This skill does not help determine the value of the item itself, but separates the wheat from the chaff so to speak.

T-3 Convince: At times one must bluff, cajole, intimidate, persuade or even beg from NPCs to get them to accommodate your needs or plans. A successful effort to convince an NPC will get them on your side. Beware however, that prior knowledge of and a set disposition towards your character will negate any chance of convincing; nor can one be convinced of taking actions that are against their best interest. For example, an Ethelbertian Guard cannot be convinced to look the other way. There must at least be a chance of success for any attempt to be made.

T-4 Copy: Some of our more artistically inclined members earn their keep by assisting the world at large with their copying services. Depending on one's interests for example, they may assist in copying a particular painting, historical document, treasure map, official missive, personal letter or possibly even the current currency. Your materials are often a key component to the success or failure of the, "copy".

T-5 Direction Sense: Working above or below ground, this makes it a good deal more difficult to become lost. The standard progression applies. For total darkness (a cave or starless night), add 3 to your roll. If you have been teleported, dimension doored, or magically transported in any fashion, you will be totally disoriented until you come across something familiar to get a bearing from.

T-6 Disguise: The entrepreneurial friend of Mr. Greenstreet may occasionally have a need to pass as someone other than themselves. Through the use of a proper disguise kit (available at several locations in Peasantowne) and time to prepare, one may walk unseen in broad daylight; or at least unrecognized. Each disguise kit is generally useful for a single disguise and contains the necessary clothing, make-up and props to sell the character. Don't be cheap on your disguises



if you want them to work. Properly applied (meaning using a quality kit and ample time to prepare) no skill check is needed to avoid the casual observer. Rushing, using a poor kit, making up a disguise as you go, or avoiding a trained observer will require a proficiency check.

T-7 Endurance: A person with this proficiency can last longer, physically, than someone who doesn't have this, in the performance of physical tasks. You can run or sprint twice as long as someone else, without a longer recovery period. **NOTE:** A character either has this proficiency, or does not have it, there is no progression.

Fred's World

Unseen in Broad Daylight - A Practical Guide

T-8 Etiquette and Protocol:

Always useful at court, or any other time that the Fighters are likely to get you into trouble with their boorish behavior. For each level of this skill, add 10% to your reaction adjustment (see Charisma Modifiers), when specifically called for. Failed attempts subtract one half that amount from your base. Also, for each level, add 10 points to your Phur Phactor.

T-9 Inconspicuous Consumption: Characters with this proficiency can pass themselves off as inebriated, appearing to be unable to hold their liquor when in truth through sleight of hand and misdirection they drink very little. Unlike the normal progression, if you have no proficiency (“0”) in this department, you have a base chance of 1 in 6 to appear inebriated. With a proficiency of “1”, this increases to 2 in 6. A “2” would give you 3 in 6, and so on.

T-10 Mixologist: It is a well hidden fact that Thieves are among the most formidable Bartenders this side of the Empire. This proficiency is why. And you know, if you know how drinks are supposed to taste, might you not be a little better equipped to make it taste exactly as expected even when an additional something something has been added. This proficiency is a prerequisite for those thieves who choose to create their own poisons and potions.

T-11 Rope Work: More than simple noose-making, although they do have their uses, this enables the proficient person to escape being tied up when successful. One may additionally build rope bridges, construct charming potholders and attractive placemats for your church rummage sales. In the case of escape artistry, you roll your proficiency check at plus 3.

T-12 Running: Useful for running away. Can be added to Endurance to allow you to run four times longer than an untrained person. Or, by itself, it allows you to run or sprint (at your normal rate) for twice as long, with the normal rest period. **NOTE:** A character either has this proficiency, or does not have it, there is no progression.

Arcane Guild Lore:

Thieves are privy to some of the tightest secrets in this world. Here are a few of them. Remember that your fellow party members may be your partners. They may be your friends. They may even be your family. **BUT THEY ARE NOT YOUR GUILD BROTHERS AND THEY WILL PROBABLY NOT KILL YOU IF YOU TELL THEM ANY OF THIS. BUT YOU CAN BELIEVE THAT WE WILL.**

Never ever let Ethelbert catch you. The Guild does not officially exist in Ethelbertville, and will not do a bloody thing to help you if you are caught.

If you steal from Ethelbert, be prepared to glow purple. And die.

If you can escape the city alive, whilst glowing purple, the spell is exhausted, and you could re-enter the city in relative safety at a later time.

When the city is closed, i.e., curfew, there are ways for Guild brothers to pass between the city and Peasantowne.

It is always a good idea to have a reasonable, believable cover story/occupation, rather than tell your friends/colleagues (other than Guild brothers) that you are a thief. Even the best intentioned fellow PC's will give you up with very little provocation, especially to save their own worthless hides. Popular cover occupations include merchants dealing in rare and previously owned merchandise, mercenary soldiers, and street entertainers.

Do not try to purchase your traditional thief's needs (garrotes, blowguns, snake person daggers, etc.) in Ethelbertville proper; there is a good chance that the law tracks these purchases.

Don't try any funny business with Mad Madame Mim or any of her employees, especially within her walls. Do not follow quarry into Mim's with the idea of bagging them inside. No, no, NO! When they come out again is a different story. The Guild

Fred's World

Proprietary Knowledge for the Friends of Mr. Greenstreet

can direct you to cooperative local business people who may let you keep an eye on Mim's for a small consideration.

Ditto The Inn of the Blue Dragon. Although Ethelbert may not be called in to quell mischief there (our intelligence indicates that MacNamara would not deign to call upon Ethelbert. He can take care of it himself.), you don't want the wrath of MacNamara upon your head.

The Gang of Four is a prime contract. But they are difficult targets. The last 237 Guild brothers that have tried have come back in eyedroppers, (when there was any trace at all) and the Gang has had the temerity to bill us 2,000,000 GP "training fees" for each one.

Do not kill the puppies unnecessarily. If you do, make absolutely sure that the body(ies) will never be found. Much better to feed them Morpheus® brand Puppy Biscuits.

There is a Black Market Magic Shoppe in Peasantowne, where many unusual items are to be had. The Guild office sometimes knows where it is; it moves from time to time.

The Elven Opera House is best avoided by Guild brothers, particularly those of the Gnomish persuasion. Guild intelligence has sketchy information that seems to indicate that the Opera House is a listening post for the High Lord of (Spit!) Law.

The Pot Luck Inn is the Ethelbertville safe house. See Ralph Rookya, and tell him that you are an "old family friend of Mr. Greenstreet." Do not go here if you are glowing purple; they will kill you, no matter whose old family friend you are.

The banks are well guarded.

Many, many things can be had at the Open Air Market in Peasantowne, if you are a smart shopper. Beware of pickpockets and more dangerous persons, and be advised that the Market is regarded

by Peasantowne as a free fire zone within a free fire zone. Think about it.

"Bee's knees, I order you to freeze!" means that the riot squad is about to paralyze you. The Black Market Magic Shoppe occasionally has anti-Riot Squad equipment in stock.

"Sog, Sog, Sargoth!" is the casting phrase for Cloudkill. If you are of sufficiently low level to be taken by this (less than 6+1 hit dice) hold your breath and run like hell.

Watch out for Firetrap spells on pouches and purses. Ditto Explosive Runes on magic user books and toys. Get a fighter to test this.

Alcohol makes spidersilk go up in a ball of flame, if it is untreated.

Anything with a little numeric keypad is dangerous. Let the "smart" members of your party fiddle with it while you remain nearest to the exit.

In the wilderness, spiders and the Guild maintain an uneasy truce.

Thieves do not steal from other Thieves. Unless the price and/or profit is right. Not easy to do twice, and word does get around.

Say what you will, the Gang of Four does pay well, and they make the best cloaks in the business. But they rarely have voluntary dealings with Thieves. Amazingly enough, our interests often lie in similar areas. While they tend to stay bought, they are known to go to extreme lengths to annoy the Guild, and they never abandon one of their own.

The Snake People are allies, of a sort, and supply many useful artifacts to us, but do not trust them.

Carry a suicide kit when operating in Ethelbertian territory, including city offices, the Island, and so on. It is possible to be resurrected from a suicide kit. If Ethelbert bags you, it is somewhat more difficult.

Remember: This is SECRET information!!!!