|  |  |  |
| --- | --- | --- |
|  | Stealth 0/10  10% chance undetected from behind  20% chance undetected from behind  30% chance undetected from behind  40% chance undetected from behind 5% sides  50% chance undetected from behind 10% sides  60% chance undetected from behind 15% sides  70% chance undetected from behind 20% sides 2.5% front  80% chance undetected from behind 25% sides 5% front  90% chance undetected from behind 30% sides 7.5% front  100% chance undetected from behind 35% sides 10% front |  |
| The Eli Way 0/3  20% better  50% better  100% better |  | Eli Claw 0/1  The player equips Eli claws which last until the player performs and Eli kill |
| The Alchemist Way 0/3  20% better  50% better  100% better |  | Poison 0/1  The player has 3 poisons that will kill all enemies that have not drank antivenom |
| The Bladed Way 0/3  20% better  50% better  100% better |  | Shurikens 0/1  The player gains 10 shurikens which are visible in the equip menu for changing amount and angles |
| The Ranger Way 0/3  20% better  50% better  100% better |  | Crossbow 0/1  The player receives a crossbow with 10 bolts that insta kill from behind or whilst undetected |
| The Magi Way 0/3  20% better  50% better  100% better |  | Mage Death 0/1  The player can perform and invisibility spell and an insta kill on touch spell |
| The Ninja Way 0/3  20% better  50% better  100% better |  | Ninja 0/1  The player is able to perform a series of karate moves with varied stats |
|  | The True Assassin 0/1  When used the item you are holding becomes a usable one-hit weapon if used in certain circumstances |  |

|  |  |  |
| --- | --- | --- |
|  | Loot 0/5  5% more items are lootable  10% more items are lootable  20% more items are lootable  30% more items are lootable  50% more items are lootable |  |
| More loot 0/5  10% more loot  20% more loot  40% more loot  60% more loot  90% more loot |  | Sneak 0/1  You are undetectable pickpocketing but only 50% chance to be undetected by hostiles |
| Better loot 0/5  Loot average 10% more value  Loot average 25% more value  Loot average 50% more value  Loot average 100% more value  Loot average 200% more value |  | Scale 0/1  At certain cliffs(most of them) you can scale them when you usually couldn’t |
| Extra Loot |  | Throwing Knives 0/1  An armoury of 20 throwing knives is given to player to use. Can kill and open chests and do other things |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |