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Skills: Thieves receive bonuses to various skills according to their alignment. See table 1-9.

Thieves Cant: Thieves speak a secret language called the cant, which can be used to communicate with other thieves covertly through double-entendre. For each point of Luck expended, the thief rolls and applies that modifier to his roll.

Thieves restore spent luck upon sleeping at a rate equal to their level.

Weapon training: A thief is trained the use of the blackjack, blowgun, crossbow, dagger, dart, garrote, blackjack, blowgun, crossbow, dagger, dart, garrote,

of their skills.

Sneak: A thief's sneak check is never opposed. The hard DCs are noted as follows:

longsword, short sword, sling, and staff. Thieves are careful in their choice of armor, as it affects the use

- cushioned surfaces (grass): $\overline{\mathrm{DC}}$ 5.
- stone surfaces: DC 10.
- moderately noisy surfaces (creaky boards):
- extremely noisy surfaces (water, leaves): $\overline{DC} \ \underline{20}$.
- Hide: A thief's hide check is never opposed. The hard DCs are noted as follows:
- at night or in dim lighting: $\overline{\mathrm{DC}}$ 5.
- under a full moon: <u>DC 10</u>.
- in daylight but in a dark shadow or behind an
- object: <u>DC 15.</u>
 in broad daylight with minimal obstruction:

 \overline{DC} \overline{SO} .

Backstab: When attacking a target from behind or when the target is otherwise unaware, the thief makes the check with a bonus according to their backstab skill. In addition, if they hit, the thief automatically achieves a critical hit, rolling on the crit table as per his level. Backstab attempts can only be made against creatures with clear anatomical vulnerabilities.

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