

Advanced Thief Skills

Note: These skills may only be purchased with permission from the ref team.

Agility 1

Cost: 5

Description: Reduces all melee damage taken by 1 point to a minimum of 1 point. It does not effect magical damage from spells and cannot be used if the character is in anyway immobilised and cannot move freely.

Agility 2

Cost: 8

Requires: Agility 1

Description: Reduces all melee damage taken by 2 points to a minimum of 1 point. It does not effect magical damage from spells and cannot be used if the character is in anyway immobilised and cannot move freely.

Move in Shadows

Cost: 4

Requires: Blur in Darkness OR Hide in Shadows

Description: Allows a character that has already hidden in shadows or blurred in darkness to move slowly (about ¼ normal movement rate) Sudden movements will reveal the hidden character as will any hostile act. As would any act that breaks the conditions of the Hide in Shadows/Blur in darkness ability. The character must also remain in the Darkness/Shadows as they move or they will be revealed. This skill does not enable the character to move silently.

Move in Woodland

Cost: 4

Requires: Blur in Woodland

Description: Allows a character that has already blurred in woodland to move slowly (about ¼ normal movement rate) Sudden movements will reveal the hidden character as will any hostile act. As would any act that breaks the conditions of the Blur in Woodland ability. The character must also remain in the Woodland as they move or they will be revealed. This skill does not enable the character to move silently.

Detect Advanced Traps

Cost: 4

Requires: Detect Basic Traps

Description: This skill allows the thief to locate any traps classified as advanced. It does give him a basic understanding of what the trap does but not how to circumvent or disarm the trap.

Detect Magical Traps

Cost: 7

Requires: Detect Advanced Traps

Description: This skill allows the thief to locate any traps classified as magical traps. It does give him a basic understanding of what the trap does but not how to circumvent or disarm it.

Disarm Advanced Traps

Cost: 5 SP

Requires: Disarm Basic Traps

Description: This skill allows a thief to disarm any advanced trap he has already located with the Detect Advanced Traps Skill.

Circumvent Magical Traps

Cost: 8 SP

Requires: Disarm Advanced Traps

Description: This skill allows a thief to temporarily disarm any magical trap he has already located with the Detect Magical Traps Skill. Because of the nature of magic, magical traps will rearm 5 minutes after it has been circumvented by the thief. This skill will allow a thief to bypass runes as long as he can work on it without violating the activation conditions.

Pick Advanced Locks

Cost: 5 SP

Requires: Pick Basic Locks

Description: This skill enabled the thief to open any lock classified as Advanced. Picking the Advanced lock is done on a paper/scissors/stone basis.

Pick Magical Locks

Cost: 8 SP

Requires: Pick Advanced Locks

Description: This skill enabled the thief to open any lock classified as Magical. Picking the Magical lock is done on a paper/scissors/stone basis.

Precise Blade 2

Cost: 5 SP

Requires: Precise Blade 1, Dagger or Short sword

Description: As per the Precise Blade 1 skill but the thief can use the thru call for 4 combats per day.

Precise Blade 3

Cost: 8 SP

Requires: Precise Blade 2, Dagger or Short sword

Description: As per the Precise Blade 1 skill but the thief can use the thru whenever using a short sword or dagger.

Featherfoot

Cost: 3

This skill means the thief is adept at avoiding traps and when moving carefully will not set off any traps that are triggered by him moving. E.g. pressure plates and trip wires.