

# Thief information

## Thief skills

Thief skills	Known Skills	Base Score	Ability Mod.	Racial Mod.	Kit Mod.	Armor Mod.	Points Allocated	Total
Back Protection		15%						
Bribe Official		5%						
Climb Walls		60%						
Detect Illusion		10%						
Detect Magic		5%						
Detect Noise		15%						
Dig Tunnel		15%						
Escape Bonds		10%						
Find/Remove Large Traps		5%						
Find/Remove Traps		5%						
Hide in Shadows		5%						
Move Silently		10%						
Open Locks		10%						
Pick Pockets		15%						
Read Languages		0%						
Set Large Traps		5%						
Set Traps		5%						
Underworld Contacts		10%						

## Kit/Class benefits/disadvantages

## Backstab Damage Multipliers

Level	Multiplier
1-4	x 2
5-8	x 3
9-12	x 4
13+	x 5

Backstab attacks are made with a +4 bonus to hit and negate Dexterity bonuses to Armor Class; add Strength damage bonus after multiplying base.

## Melee and missile weapon skills

Skill level: NP = Nonproficient, F = familiarity, P = proficient, E = expert; Speed: VF = Very fast, F = Fast, A = Average, S = Slow, VS = Very slow; (Nonproficient -2 to hit, Familiarity -1 to hit); (Range modifiers: S = 0, M = -2, L = -5)

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