

Thief Studies

Taps into the abilities of the Thief

Modification Point cost: 2

Prerequisites

1. Seeker Abilities: "Armor Proficiency" (leather)
2. Seeker Abilities: "Basic Defense / Offense"
3. Seeker Abilities: "Stealth Prowess".
4. Trade-Skill: "Locksmith".

Back attack (Ability)

This ability will give the Thief a bonus added to all back-attacks.

Modification Point cost: 2

Ability-points to invoke: None. Passive ability.

Area of Effect: Target that the thief does combat with.

Avoidance-roll: None.

Damage: Bonus damage will be given for all back-stabs as follows: 1-D6, +1-D6 per 5 levels advanced.

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Duration: Permanent

Effect time: Always in effect.

Explanation: This ability will give the Thief a bonus added to all back-attacks as he or she positions behind a foe and successfully attack. Bonus damage for each and every strike will be added to the normal damage caused per strike. See: "Damage".

Hand movement: Not applicable. Thief must damage a foe from behind; it doesn't matter how.

Healing: None.

Immunities: None.

Invoke time: Passive ability that is always in effect.

Maximum adjustment: None.

Notes: 1. This damage adjustment will be added to all other forms of thieving back attacks gotten in the future.
2. This damage is delivered to the target upon each successful strike on all back attacks along with the current damage of your weapon (with the exception of a target who has the ability to see behind without looking).

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Range: Thief must damage a foe from behind; it doesn't matter how.

Resting time: None.

Special: None.

Susceptibilities: Sleeping and suprised targets will sustain x2 damage instead of the normal bonus.

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Value: Scroll: 7,000 white-gold

Move Undetected (Ability)

This ability will give an added bonus to dice-roll checks for sneaking without being discovered

Modification Point cost: 2

Ability-points to invoke: 2

Area of Effect: Thief only.

Avoidance-roll: See: "Explanation"

Damage: None.

Duration: Permanent

Effect time: Instant.

Explanation: This ability will give an added bonus to dice-roll checks for sneaking without being discovered

The adjustment will be: + 1, + 1 per level advanced, added to % dice-roll when attempting to move about without detected being.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Passive ability that is always in effect.

Maximum adjustment: +6

Notes: The + 6 adjustment will be added to the adventurer thieving, assassin and forest-knight abilities if any of those paths are taken.

Range: Thief only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 4,000 white-gold