

Thief-Like Abilities

A Basic Fantasy RPG Supplement

Release 1

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Thief-Like Ability Adjustments

Adjustments for Ability and Armor

Penalty or Bonuses	Pick Pockets	Open Locks	Remove Traps	Move Silent	Hide	Listen	Climb	Assassin Disguise	Assassin Poison	Assassin Shadow	Bard Lore	Bard Decipher	Jester Catch	Ranger Track
+/- 5 per bonus	Dex	Dex	Int	Dex	Int	Wis	Str	Int	Int	Wis	Int	Int	Dex	Wis
Armor, None	+10	+10	+10	+10	+10	+10	+10	+10	-	-	-	-	+10	-
Armor, Leather (L)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Armor, Chain (M)	-20	-20	-20	-20	-20	-20	-20	-20	-	-	-	-	-20	-
Armor, Plate (H)	-40	-40	-40	-40	-40	-	-40	-40	-	-	-	-	-40	-
Shield (+ armor)	-10	-10	-10	-10	-10	-10	-10	-10	-	-	-	-	-10	-

When using Armor Supplement, L = light armor types, M = medium armor types, H = heavy armor types (or piecemeal equivalents by weights)

Core Races

Penalty or Bonuses	Pick Pockets	Open Locks	Remove Traps	Move Silent	Hide	Listen	Climb	Assassin Disguise	Assassin Poison	Assassin Shadow	Bard Lore	Bard Decipher	Jester Catch	Ranger Track
Race, Dwarf	-	+5	+5	-	-	+5	-10	-5	-	-	+5	+5	-5	-
Race, Elf	-	-5	-5	+5	+5	+5	-	-	-	-	+10	+5	+5	-
Race, Halfling	+5	-	-	+5	+5	+5	-15	-	-	-	-	-	+5	-
Race, Human	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Supplemental Races

Penalty or Bonuses	Pick Pockets	Open Locks	Remove Traps	Move Silent	Hide	Listen	Climb	Assassin Disguise	Assassin Poison	Assassin Shadow	Bard Lore	Bard Decipher	Jester Catch	Ranger Track
Race, Gnome	+5	+5	-	-	+5	+5	-5	-5	+5	-	+5	+5	+10	-
Race, Half-Elf	-	-	-	+5	+5	+5	-	-	-	-	+5	-	-	-
Race, Half-Orc	-	-	+5	-	-	+5	+5	+10	+5	-	-5	-5	-5	-
Race, Half-Ogre	-5	-5	-5	-5	-5	+5	+15	-10	-	-5	-10	-10	-10	-

New Races Supplement

Penalty or Bonuses	Pick Pockets	Open Locks	Remove Traps	Move Silent	Hide	Listen	Climb	Assassin Disguise	Assassin Poison	Assassin Shadow	Bard Lore	Bard Decipher	Jester Catch	Ranger Track
Bisren	-10	-10	-10*	-20**	-20**	-	-	-20	-	-10	-	-	-5	-
Canein	-5	-	-	-	-	+10	-	-	-	+20	-	-	-	+20
Chelonian	-	-	-	-10 ^w	-10 ^w	-	-	-5	-	-	-	-	-	-
Faun	-	-	-	+5	-	+5	-5	-	-	-	+5	+5	+5	-
Phaerim	-	-	-	+10	+10	+5	-20	-10	-	-	-	-	-	-

* Outdoor traps such as snares and pitfalls Bisren have +10 bonus instead. ** When in outdoors settings Bisren do not have penalties to Move Silent and Hide.

^w In watery areas (swamps, lakeshores, sewers, etc) Chelonian have +15 bonus instead.

Monsters as Races Supplement

Penalty or Bonuses	Pick Pockets	Open Locks	Remove Traps	Move Silent	Hide	Listen	Climb	Assassin Disguise	Assassin Poison	Assassin Shadow	Bard Lore	Bard Decipher	Jester Catch	Ranger Track
Bugbear	-	-	-	+20	+10	-	-	-10	-	+10	-10	-10	-	+10
Caveman	-	-10	-10	+10	+10	-	+20	-	-	+10	-	-20	-	+10
Centaur	-20	-	-	-20	-20	-	-40*	-20**	-	-	+5	-	-	-
Gnoll	-	-	-	-	-	+10	-	-10	-	+10	-5	-5	-	+10
Goblin	-	+10	+10	-	-	-	-	-	+5	-	-	-	-	-
Hobgoblins	-	-	+5	-	-	+5	-	-	-	+5	-	-	-	+5
Kobold	-	+5	+15	+5	+5	-	-	-10	+10	-	-	-	-	-
Lizard Man	-10	-10	-10	-	-	-	-	-20	-	-	-5	-5	-	-
Ogre	-20	-20	-20	-10	-10	-	+10	-20	-10	-	-20	-20	-	-
Orc	-	-	+5	-	-	+10	+10	+5	-	-	-10	-10	-	-
Troglodyte	-	-	-	+10	+20	-	+10	-20	-	-	-10	-10	-	-

* Centaurs cannot climb in the traditional sense, modifier is for situations of steep slopes, navigating narrow ledges, etc. See race description.

** A Centaur can really only disguise himself as another Centaur (and penalty still applies).

Note:

Thief abilities are from the Core Rules. Assassin Abilities come from the Assassin Supplement. Bard Abilities come from Bard Supplement (showcase download). Ranger Track comes from the Hunter quasi-class or Ranger (my version) found in either the Quasi-Class Supplement (downloads page) or the Additional Fighting Sub-classes Supplement (showcase download).

Supplemental Races are found in Half-Humans Supplement and the Gnome Supplement. New Races Supplement and the Monsters as Races Supplement are likewise found on the downloads page.

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