

At 6th level, each Thief chooses to specialize in one of the following fields: Assassin, Infiltrator, or Scout; once chosen, this specialization may never be changed.

Level	Damage						
	Melee Damage	Marginal Archery Damage	Critical Archery Damage	Thrown Damage	Backstab Damage		
1	1	1	3	3	4		
2	2	2	4	4	8		
3	3	3	5	5	12		
4	4	4	6	6	16		
5	5	5	7	7	20		
				Assassin/ Infiltrator	Scout	Infiltrator/ Scout	Assassin
6	5	5	7	7	9	23	27
7	6	6	8	8	10	27	30
8	6	6	8	8	10	30	34
9	7	7	9	9	11	34	37
10	7	7	9	9	11	37	40

Specialty Abilities

Assassin

A thief who specializes as an assassin has honed her skills with a blade to deliver devastating damage on an unsuspecting target and disabling the target so she can retreat to safety to find a new mark. These abilities are in addition to the standard Thief abilities described above.

Level 6

Bloodhound

Range: 50 feet **Area:** 1 Target **Duration:** 5 minutes
Stacking: NA **Misc.:** NA **Uses:** Level

An Assassin can quickly acquire a target. She can use *Bloodhound* (MU 3) a number of times equal to her level per day. When this spell is cast, the direction of a known or familiar target within the spell's range will be revealed to the Thief. The caster must have seen the item or target previously, and the spell will give an immediate indication of the current direction to the target. Results are subject to GM discretion and knowledge.

Improved Backstab

Range: Melee Strike **Area:** 1 Target **Duration:** Instantaneous
Stacking: Damage **Misc.:** NA **Uses:** No Limit

An Assassin is able to take better advantage of striking her target's vulnerable vital areas. An Assassin uses *Backstab* as if she were one level higher. This ability is an innate of the class and may not be made into a magic item.

Improved Thief's Edge

Range: Touch **Area:** 1 Weapon **Duration:** Next successful weapon strike
Stacking: Damage **Misc.:** NA **Uses:** Level

If an Assassin has a *Thief's Edge* (Thief 5) prepared, she can use it immediately following a successful *Backstab* (Thief 1). This ability has a 15 second cast time.

Level 7

Disengage

Range: 5 feet

Area: 1 Target

Duration: 15 seconds

Stacking: NA

Misc.: LI

Uses: ½ level

This skill allows the Thief to prevent the target from attacking or pursuing him. To use this skill the Thief must call out "*Disengage*" followed by the level of effect. If the Thief fails to call out the level of effect then the *Disengage* does not work.

If the target is less than or equal to the level of effect called by the Thief, he may not pursue or attack the Thief with hand-held melee damage for 15 seconds. The Thief must immediately *Disengage* from the target, and cannot attack the target for the duration of this skill. The disengagement can be ended if the Thief is unable to move or is knocked down for any duration. If the opponent is unaffected by the skill, the use is still counted against the total number of uses for that day and 5 seconds must pass before the Thief can use another skill, ability, spell, or magic item. This is an LI skill.

Superior Backstab

Range: Melee Strike

Area: 1 Target

Duration: Instantaneous

Stacking: Damage

Misc.: NA

Uses: Level

In addition to the normal effects of *Backstab* (Thief 1) and *Improved Backstab* (Assassin 6), an Assassin may inflict a 10-sec **root** on her target. She may use this ability a number of times equal to her level per day.

Level 8

Improved Brew Venom Poison

Range: Touch

Area: 1 Weapon

Duration: Next successful weapon strike

Stacking: Damage

Misc.: NA

Uses: ½ Level

An Assassin may use *Brew Venom Poison* (Thief 7) a number of times per day equal to ½ her level instead of the standard only 2 uses per day. This ability has a 15 second cast time.

Master Backstab

Range: Melee Strike

Area: 1 Target

Duration: Instantaneous

Stacking: Damage

Misc.: NA

Uses: ½ Level

An Assassin may choose to forego doing standard damage on a *Backstab* to instead inflict a *Killing Attack* (Monk 8). The Assassin must fulfill all standard requirements that a *Backstab* entails and may use this ability a number of times per day equal to ½ her level. A *Sense I* (Monk 4) will not negate this and not be used against a Superior Backstab. Must call out when striking; "*Master Backstab – Killing Attack*".

Stasis

Range: *Special

Area: 1 Target

Duration: 30 minutes

Stacking: NA

Misc.: NA

Uses: ½ Level

An assassin has in the course of her in depth study of poisons has developed some minor resistances and an insight into them. An assassin may cast a weakened form *Stasis* (Cleric 6) that affects poisons only on a number of times equal to ½ her level. When cast upon herself, the casting time is instantaneous. If made into a potion for another character to drink the Assassin must brew it for the normal 15 seconds. The potion is good for this game day only.

Level 9

Death Mask

Range: Self

Area: Self

Duration: 5 minutes/level

Stacking: NA

Misc.: LI, Material Component

Uses: Level

When an Assassin uses *Disguise* (Thief 7), she may mimic a specific person and may choose an alignment to mimic that is different than their own. This is an LI ability.

Master Thief's Edge

Range: Touch

Area: 2 Weapons

Duration: Next successful weapon strike

Stacking: Damage

Misc.: NA

Uses: ½ Level

An Assassin may now apply *Thief's Edge* (Thief 5) to 2 weapons instead of 1. This ability has a 15 second cast time.

Level 10

Improved Brew Red Death Poison

Range: Touch

Area: 1 Weapon

Duration: Next successful weapon strike

Stacking: Damage

Misc.: NA

Uses: 3

An Assassin may use *Brew Red Death Poison* (Thief 10), 3 times per day instead of the standard once per day.

True Kill Dagger

Range: Touch

Area: 1 Weapon

Duration: 15 Minutes

Stacking: Damage

Misc.: LI, Material Component

Uses: ½ Level

An Assassin may choose to choose to apply 20 points of no defense to her *Kill Dagger* (Thief 2). All normal effects of both *Kill Dagger* will apply to the target of the *Kill Dagger*. This will expend a use of *Kill Dagger* for the Assassin.

Infiltrator

A thief who specializes as an Infiltrator has focused her skills involving infiltration and stealth to legendary levels. What the Infiltrator lacks in combat strength compared to the Assassin or even the Scout, she more than makes up for it by allowing her team to overcome all the locked doors, high walls, lethal traps, and guard patrols standing between her team and her objective. These abilities are in addition to the standard Thief abilities described above.

Level 6

Improved Conceal Self

Range: Self **Area:** Self **Duration:** 5 minutes/level
Stacking: LI **Misc.:** LI, Material Component **Uses:** Level*

This skill allows the Infiltrator to take offensive action immediately after leaving concealment. All other restrictions of *Conceal Self* (Thief 5, Ranger 6) still apply. *Uses of this skill are cumulative with *Conceal Self*. This is an LI skill. Material component: Yellow flag.

Improved Pick Locks I

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc.:** Material Component **Uses:** Level +1 per lock

An Infiltrator may attempt an additional try per lock.

Satchel Charge

Range: *Special **Area:** *Special **Duration:** 5 minutes
Stacking: Damage **Misc.:** Material Component **Uses:** ½ Level

While an Infiltrator normally relies on non-detection and subtle stealth, she can brute force doors and other barriers to grant her team access. An Infiltrator prepares a bag of explosives which cause physical damage when exploded. If thrown in combat, it will cause 2 pts of damage per level of Infiltrator in a 5' radius. If used against a door, lock, or other structures, it deals 4 pts of dmg per level to that structure, this acts like magical damage regarding the lock. An Infiltrator may only have one *Satchel Charge* on them at any one time, and only an Infiltrator may use the *Satchel Charge*. After 5 minutes have passed since the Satchel Charge was created, the Satchel charge goes off automatically. An Infiltrator may use *Satchel Charge* a number of times per day equal to ½ her level. Material Component: Yellow bean bag. This ability has a 15 second cast time (precast).

Second Story Work I

Range: *Special **Area:** 1 Target **Duration:** *Special
Stacking: NA **Misc.:** NA **Uses:** Level

An infiltrator is skilled at working around high places and dangerous animals. An Infiltrator may use *Safe Fall* (Monk 3) or *Animal Tamer* (Druid 1) a number of times per day equal to her level.

Level 7

Active Camouflage

Range: Self **Area:** Self **Duration:** 5 Minutes/level
Stacking: LI **Misc.:** LI, Material Component **Uses:** Level

An Infiltrator under the effect of *Conceal Self* (Thief 5) does not lose the standard +3 LI vs detection when a creature approaches within 30'. If the creature approaches within 10' the Infiltrator loses the +3 LI. All restrictions of *Conceal Self* still apply.

Plant Seek

Range: Special **Area:** Special **Duration:** Var.
Stacking: Var. **Misc.:** NA **Uses:** ½ Level

This ability allows the Infiltrator to find one of the plants listed below. These plants can be found in any season in both outdoor and indoor environments, but do not occur naturally. The Infiltrator must specify which type of plant she is looking for, and will only find enough of that plant to affect 1 creature one time. Once found, the plant will maintain its potency for the rest of the game day or until used, whichever comes first; the plant, once obtained by the Infiltrator, can be used by any creature.

- **Motherwort:** Eating this plant will allow a creature to see clearly in reduced light such as that found in a dark room, at night, or underground. This ability will last for 30 minutes.
- **Sponge:** When this plant is eaten it will allow a creature to breathe in areas with little or no oxygen, including areas that are underwater or full of noxious or poison gases. This ability will last for 30 minutes.

Scry Glyph

Range: 50 feet **Area:** 1 Glyph **Duration:** Instantaneous
Stacking: NA **Misc.:** NA **Uses:** ½ Level

With this ability, the Infiltrator can point to a single visible glyph and determine its name and properties. This spell will not identify what action will trigger the glyph. This ability has a 15 second cast time.

Second Story Work II

Range: *Special **Area:** 1 Target **Duration:** *Special
Stacking: NA **Misc.:** NA **Uses:** ½ Level

An Infiltrator may use *Leap* (Monk 2) a number of times per day equal to ½ her level.

Level 8

Improved Disguise

Range: Self **Area:** 1 Target **Duration:** 5 Minutes per level
Stacking: NA **Misc.:** LI, Material Component **Uses:** Level

When an Infiltrator uses *Disguise* (Thief 7) it is cast as if the thief is 2 levels higher, gaining an innate +2 LI.

Improved Pick Locks II

Range: Self **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc.:** Material Component **Uses:** *Special

An Infiltrator may use a free *Thief's Touch* (Thief 4) once per lock. This does not count against the Infiltrator's number of touches per day.

Second Story Work III

Range: *Special

Area: 1 Target

Duration: *Special

Stacking: NA

Misc.: NA

Uses: ½ Level

An Infiltrator may use *Balance* (Monk 5) a number of times per day equal to ½ her level.

Shadowshift

Range: Self

Area: Self

Duration: 5 Minutes

Stacking: NA

Misc.: LI, Material Component

Uses: ½ Level

An Infiltrator can remove herself from danger, avoid detection, or bypass barriers by joining herself with a nearby shadow. This ability has no casting time, and is activated by the Infiltrator by saying the word "*Shadowshift*" aloud. When the Infiltrator uses this ability, her body and all gear held or carried will disappear, and she will "shift" into any shadow visible to the Infiltrator within 30 feet for up to 5 minutes. The Infiltrator cannot use this ability in the absence of shadows, either through total darkness or total light.

To indicate that she is under the effects of this spell, the Infiltrator should display a white flag and must immediately identify the affected shadow to her GM. While in *Shadowshift*, the Infiltrator may not activate magic items or use SAS. The shadow the Infiltrator has shifted into will radiate magic if properly detected or revealed. If a *Lightbeam* (DR 8) is cast at the affected shadow, then the Infiltrator is dealt 30 points of magical damage and expelled from the shadow ending the ability. A *Dispel Magic* cast at 7th level will also expel the Infiltrator and end the ability.

While in *Shadowshift*, all spells will continue to run normally; those with a duration of the next combat will expire 1 minute into the *Shadowshift*. While in *Shadowshift*, poison and disease are halted as if the Infiltrator is under the effects of a *Stasis* (CL 6). Once the Infiltrator leaves the shadow, poison and disease will again begin to run normally.

The Infiltrator must wait at least 30 seconds before she can exit the shadow unless the aforementioned spells are casted before then. The Infiltrator can reappear either on the spot where she used the ability if that spot is still within 60' feet of the shadow or next to the targeted shadow. The Infiltrator may only defend herself, but cannot take any offensive action for the first 5 seconds after exiting the shadow. An Infiltrator may use this ability a number of times per day equal to ½ her level. Material Component: White flag Size limit 2x2 foot

Level 9

Improved Reduce Lock Type I

Range: Touch

Area: 1 Target

Duration: 5 minutes

Stacking: NA

Misc.: NA

Uses: ½ Level

An Infiltrator may choose to reduce the difficulty of a lock. The Thief may start picking the lock by bypassing the first quarter (25% of the length) of the lock. This is subject to GM adjudication on the beginning point if not marked by the game producer.

Shadowshift Other

Range: 1 inch

Area: 1 Target

Duration: 5 Minutes

Stacking: NA

Misc.: LI, Material Component

Uses: *½ Level

An Infiltrator can choose to send another person instead of themselves through shadow. The person being sent through the shadow must consent to being sent. All restrictions of *Shadowshift* still apply. This will expend a use of the Infiltrator's *Shadowshift*.

Second Story Work IV

Range: *Special

Area: 1 Target

Duration: *Special

Stacking: NA

Misc.: NA

Uses: ½ Level

An Infiltrator may use *Penetrating Arrow* (RN 2) a number of times per day equal to ½ her level.

Superior Reflexes

Range: Self

Area: Slf

Duration: Instantaneous

Stacking: NA

Misc.: NA

Uses: *½ Level

If an Infiltrator would be harmed by a failed lock attempt or a trap, the Infiltrator may use this ability as an immediate counter to negate half of the incoming damage (herself), a number of times per day equal to ½ her level. Traps that do an unspecified amount of damage, such as a *Killing Attack* (Magic User 10) cannot be avoided by *Superior Reflex*.

Level 10

Improved Reduce Lock Type II

Range: Touch

Area: 1 Target

Duration: 5 minutes

Stacking: NA

Misc.: NA

Uses: ½ Level

An Infiltrator may choose to bypass either the first quarter (25%) or the last quarter (25%) of a lock. This is subject to GM adjudication on the beginning point if not marked by the game producer.

Telekinetic Pick Locks

Range: 30 feet

Area: 1 Target

Duration: Special

Stacking: NA

Misc.: NA

Uses: 1 per Day

Once per day, an Infiltrator may attempt to open a lock remotely. This will allow the Infiltrator to be out of the normal range of most needle traps etc. but is subject to game design. The Infiltrator will only get a single attempt at the lock but can use touches normally. The Infiltrator must be within 30 feet of the lock and out of combat and able to see the lock. The PC should indicate where they are standing to the GM and then move forward and pick the lock normally.

Master of Shadow

Range: *Special

Area: Self

Duration: Instantaneous

Stacking: NA

Misc.: NA

Uses: *Special

At this level, the Infiltrator has mastered the ability to control shadows. This grants the Infiltrator several abilities:

- The Infiltrator gains an innate +1 LI to their base to detection while in any form of concealment.
- When Shadowshifting, the Infiltrator is not subject to a single shift. She may shift to additional shadows within 30 feet of her current shadow. 5 seconds must pass between shifts and each shift uses up one of the Infiltrator's uses per day of *Shadowshift*.
- While in *Shadowshift*, an Infiltrator may use part of the shadows she is wrapped in to create a shadow servant (Mist servant). She may do this a number of times per day equal to ½ her level.
- Once per day, an Infiltrator may take offensive action immediately after leaving a *Shadowshift*.

Second Story Work V

Range: 30 feet

Area: Special

Duration: Instantaneous

Stacking: NA

Misc.: Rev

Uses: ½ Level

An Infiltrator may use *Warp* (Druid 2) a number of times per day equal to ½ her level. Out of combat only. This ability allows the Infiltrator to **Warp** a wooden object out of shape, which will render it useless. The Infiltrator can affect up to 3 cubic feet of wooden material, which can consist of a single object or a tightly packed bunch of objects. **Warp** can be used against held or worn items such as a mundane bow, staff, or quiver of arrows, but has no effect on magical items or weapons. Warped items can be repaired with a **Mend** (Magic User 1) or reverse **Warp**, but not by **Dispel Magic** (Magic User 4, Cleric 5, Druid 5). The reverse of this ability will repair a warped item.

Level 7

Active Camouflage

Range: Self **Area:** Self **Duration:** 5 Minutes/level
Stacking: LI **Misc.:** LI, Material Component **Uses:** Level

An Infiltrator under the effect of *Conceal Self* (Thief 5) does not lose the standard +3 LI vs detection when a creature approaches within 30'. If the creature approaches within 10' the Infiltrator loses the +3 LI. All restrictions of *Conceal Self* still apply.

Improved Projectile Trap

Range: Special **Area:** 3x10'x10' **Duration:** Game Day or until Triggered
Stacking: NA **Misc.:** KD5, Material Component **Uses:** Level

A Scout using *Set Projectile Trap* (Thief 4) will inflict 3 points of damage per level instead of the standard 2 points per level.

Improved Thief's Hearing

Range: Self **Area:** Self **Duration:** Instantaneous
Stacking: NA **Misc.:** NA **Uses:** Permanent

When using *Improved Thief's Hearing* in *Conceal Self* (Thief 5), the range is increased to 60' from the standard 30'.

Level 8

Sharpen Daggers +4

Range: Touch **Area:** 5 Thrown Weapons **Duration:** Game Day or until used
Stacking: Damage **Misc.:** NA **Uses:** ½ Level*

A Scout using this skill can improve the damage caused by 5 thrown weapons. Each thrown weapon will cause 4 additional points of non-magical damage when thrown, and can be used by any character. Each thrown weapon will last until thrown or one game day, whichever comes first. *Uses of this skill are cumulative with previous *Sharpen Daggers*.

Ranged Backstab

Range: Thrown **Area:** 1 Target **Duration:** Instantaneous
Stacking: Damage **Misc.:** Material Component **Uses:** ½ Level

The Scout has perfected throwing daggers to the point that she can ricochet a dagger to damage her target in the back. The Scout can throw a single grey bean bag and strike the target including a shield or weapon to inflict damage. The bean bag will do double normal thrown damage plus any existing buffs. The Scout should call out "*Ranged Backstab, X damage*" on the person hit. This strike may not be avoided by a *Dodge Blow* (Fighter 7) but *Sense I* (Monk 4) will work. A Scout may use this ability a number of times per day equal to ½ her level. Material Component: grey bean bag

Level 9

True Sight

Range: Self

Area: 10'x30'x10' path

Duration: 30 Seconds

Stacking: NA

Misc.: NA

Uses: ½ Level

This ability allows the Scout to see the true form of targets that are shape-changed, illusory, invisible, under the effects of a phantasm, or under the effects of SAS such as **Polymorph** (Magic User 7), **Disguise** (Thief 7), or any type of concealment. A target must be within the area of effect for the Scout to see it in its true form, and the abilities path can be moved. This ability has a 15 second cast time.

Thief's Dagger

Range: Thrown

Area: 1 Limb

Duration: Instantaneous

Stacking: NA

Misc.: Material Component

Uses: ½ Level

When the Scout uses this skill, she will cause the limb of an opponent to drop to 0 life points, regardless of the target's protections or armor. Exceptions to this are a character in **Concentration** (Magic User 6) or creatures without limb points. This skill must be called out immediately following a successful thrown dagger strike to a target's limb. The Scout should call out "*Dagger – Fighters Blow*" upon a successful hit. A dagger that strikes a shield does not affect the arm under the shield. A Knight may avoid this effect by calling out **Resist Pain** (Knight 5) as an immediate counter. If the opponent is unaffected by the blow, or if the strike is countered by the use of **Resist Pain**, **Dodge Blow** (Fighter 7, Thief 7) or **Evade** (Movement Monk 7), the skill use is still expended. 5 seconds must pass before the Scout can use another skill, ability, spell, or magic item. Material Component: grey bean bag.

Level 10

Sharpen Daggers +5

Range: Touch

Area: 5 Thrown Weapons

Duration: Game Day or until used

Stacking: Damage

Misc.: NA

Uses: ½ Level*

A Scout using this skill can improve the damage caused by 5 thrown weapons. Each thrown weapon will cause 5 additional points of non-magical damage when thrown, and can be used by any character. Each thrown weapon will last until thrown or one game day, whichever comes first. *Uses of this skill are cumulative with previous *Sharpen Daggers*.

No Defense Dagger

Range: Thrown

Area: 2 Daggers

Duration: Game Day or until used

Stacking: NA

Misc.: Material Component

Uses: ½ Level

The Scout imbues two of her daggers with the essence of the shadows. This ability allows the Scout's next throw with those daggers to cause damage independent of any defense. The amount of damage caused by the dagger is equal to the Scout's level, with no other modifications allowed. The dagger will bypass mundane or magical armor, armor-related spells, and any other item or object that reduces damage; the target will take full damage from the dagger. This ability will penetrate *Concentration* (MU 6). If the dagger is countered by *Evade* (MMK 7), the ability is still used and the dagger is expended. This ability cannot be stacked with any other effect. The Scout may only have two daggers modified by *No Defense Dagger* on her at any one time, and only the Scout may use the *No Defense Dagger*. The Scout may only use this ability a number of times per day equal to half her level. The dagger must hit either a body or a limb to be effective.

New Thief Ability

Level 6

Agility

Range: Self

Area: Self

Duration: 5 Minutes

Stacking: NA

Misc.: NA

Uses: 1 time per day

This ability, when called upon, allows the Thief to bypass a single obstacle or walk normally in difficult terrain such as spider webs, vines, stepping stones, balance beams, etc. This will allow the Thief to bypass either the first or last quarter (25%) of a physical challenge, subject to GM adjudication. This ability has a 15 second cast time.