

Rogue Abilities:

Thieves choose eight of the eleven Rogue Skills below (Table 1); Bards choose four of seven available. You cannot change these later, so choose wisely. To determine the initial value of each skill, start with the base scores listed on Table 1. To these base scores, add any appropriate modifiers for race, Dexterity, and armor worn (given on Tables 2, 3, and 4, respectively). When wearing any allowed armor other than Leather, the rogue's abilities are penalized (see Table 4).

The scores arrived at do not reflect the effort a rogue has spent honing his skills. To simulate the extra training, basic thieves at 1st level receive 60 discretionary points that they can add to their base scores. Bards receive 20. For thieves, no more than 30 points can be applied to any single skill. Other than this restriction, the player can distribute the points however they want.

Each time the thief gains a level, the player receives another 30 points to apply. No more than 15 per level can be applied to a single skill. Bards gain 15 points to apply with no restriction. Rolling a 95+ is an automatic failure, even if the skill number is 95 or above. Having skills above 94 allows for minimizing the effects of penalties to the roll.

Table 1: Rogue Skill Base Scores

Skill	Base ^{T/B}	Description
Pick Pockets	15/10	Also used as a sleight of hand action. <u>Failure</u> : Target rolls Perception check. [+]
Open Locks	10/--	Also used for small puzzles. Takes 1d10 - level rounds to pick a lock. [+]
Find/Remove Traps	5/--	Takes 1d10 - level rounds to find traps and an additional time to remove. [+] {DM}
Move Silently	10/--	Thief's movement is reduced by half. <u>Failure</u> : Nearby: roll Perception check. [+] {DM}
Hide in Shadows	5/--	Thief's movement is reduced by half. <u>Failure</u> : Nearby: roll Perception check. [+] {DM}
Detect Noise	15/20	Thief must be still and concentrating with no noise near him for one round. {DM}
Climb Walls	60/50	Also used for dropping down near walls. [+]
Read Languages	0/5	Roll once per document. Skill score equals % of the document able to be read/understood. {DM}
Appraising	10/5	Success gets you reasonably close to the actual value. {DM}
Detect Magic	0/5	Must spend ten uninterrupted minutes examining the object to determine if it is magical. {DM}
Reading Lips	20/30	Roll once per conversation. Skill score equals % of the discussion able to be understood. [+] {DM}

Table 2: Rogue Skill Racial Adjustments

Skill	Dwarf	Elf	Gnome	Half-Elf	Halfling
Pick Pockets	--	+5	--	+10	+5
Open Locks	+10	-5	+5	--	+5
Find/Remove Traps	+15	--	+10	--	+5
Move Silently	--	+5	+5	--	+10
Hide in Shadows	--	+10	+5	+5	+15
Detect Noise	--	+5	+10	--	+5
Climb Walls	-10	--	-15	--	-15
Read Languages	-5	--	--	--	-5
Appraising	+5	--	+10	--	+5
Detect Magic	+5	+10	+5	+5	+5

Table 3: Rogue Skill Dexterity/Intelligence Adjustments

Dx/In	PP ^D	OL ^D	FRT ^D	MS ^D	HS ^D	Ap ^I	DM ^I	RLips ^I
9	-15	-10	-10	-20	-10	-10	-15	-10
10	-10	-5	-10	-15	-5	-5	-10	-5
11	-5	--	-5	-10	--	--	-5	--
12	--	--	--	-5	--	--	--	--
13-15	--	--	--	--	--	--	--	--
16	--	+5	--	--	--	+5	--	+5
17	+5	+10	--	+5	+5	+10	--	+10
18	+10	+15	+5	+10	+10	+15	+5	+15

(Add 5 to these skills for each point of Dex/Int above 18)

Table 4: Rogue Skill Armor Adjustments

Skill	Padded/Hide		Chain Shirt*/ Brigandine*		Mithril/Leather/ Adamantium
	None	Studded	Scale*	Scale*	
Pick Pockets	+5	-30	-40	-50	--
Open Locks	--	-10	-15	-20	--
Find/Remove Traps	--	-10	-25	-20	--
Move Silently	+10	-20	-40	-60	--
Hide in Shadows	+5	-20	-30	-50	--
Climb Walls	+10	-30	-40	-90	--

(*Only Bards can wear these armors while using thief skills.)