

Knights of Valour

Days of Thunder

Thief Role

Introduction

A Thief plays an important supporting Role in a Party, sneaking up on unsuspecting enemies, hiding in shadows, locating and disabling traps, and laying Traps for unsuspecting enemies.

Primary Physical Stat Requirement

A minimum of +2 Agility.

Armor

Any Light Armor. A Thief can Equip Medium or Heavy Armor, but if they do so they cannot use any Thief Buffs.

A Small Shield, however a Thief cannot use any Thief Buffs while they have a Small Shield equipped.

Weapons

Any Weapon.

Character Creation

When you roll a new character you can choose any 1 Weapon that you are Proficient in (P.L: 1) – you attained this Proficiency in your early years training to be an Adventurer.

Record this Weapon on your Character Sheet.

Thief Role Buffs

Reveal Trap

Level: 1

Skill Check: Dexterity

On your Turn, use an Action to Reveal a Trap in any Location within 5 feet of your character.

Traps have a Difficulty Rating, from 1..10

Declare how many Power Points you want to spend. If the number of Power points spent plus your Agility Defence Bonus is \leq to the Trap's DR, you have Detected the Trap.

Disable Trap

Level: 2

Skill Check: Dexterity

On your Turn, use an Action to Disable a Trap in any Location within 5 feet of your character, that has been Revealed.

Traps have a Difficulty Rating, from 1..20

Make a Dexterity Skill Check against the Lock's Difficulty rating. If you succeed you Disable the Lock. If you Fail you must wait 1 hour before trying to Disable the Trap again.

Some Trap's might have side-effects that are Triggered by failing the Disable Trap Dexterity Skill Check.

Pick Lock

Level: 3

Skill Check: Dexterity

Equipment: Lock Picking Tools

On your Turn, you can attempt to Pick any Lock.

Locks have a Difficulty Rating, from 1..20

Make a Dexterity Skill Check against the Lock's Difficulty rating. If you succeed you Pick the Lock. If you Fail you must wait 1 hour before trying to Pick the Lock again.

You may make at most 3 attempts to Pick any Lock.

Hide

Level: 2

Skill Check: Dexterity

On your Turn either:

- 1) Use an Action to Hide in Shadow - if you are currently in Shadow, then you drop to your knees and become effectively Invisible.
- 2) Use an Action and a Move Action to Hide behind any adjacent Object that could reasonably hide you from sight.

You remain in Shadow for 1 Full Turn. You can use the Hide action on subsequent Turns to remain Hidden.

You can use this Skill multiple times in succession to remain hidden.

Acrobatics

Level: 2

Skill Check: Dexterity

Athletics

Level: 2

Skill Check: Dexterity

Sleight of Hand

Level: 2

Skill Check: Dexterity

Stealth

Level: 2

Skill Check: Dexterity