

Thieves

Thief characters are masters of stealth and disguise. They are limited in their armor, shield, and weapon choices due to their need for stealth and agility. Thieves (and Assassins) may use any weapon except chained yellow weapons, black weapons, and any weapon exceeding 4' in length, (bows are excluded from the 4' restriction). Thieves may garb themselves in any style of costume, from a wizard's robes to silk and lace, but they must wear a skeleton key on their person as a symbol of their character type.

Thieves may wear armor from the AR5, AR4, and AR3 armor ratings, and may use a shield of any shape, so long as it does not have any dimension exceeding 24". A Thief's shield is considered to be unusually light, and therefore will be destroyed by two hits from any shield-destroying weapon. A Thief may never use (borrow, pick up off the field, and so on) a non-Thief's shield, except for the Shield of Deflection (see Relics in Chapter Seven) except while the Thief is in Disguise.

All Thieves have the 'Looting' skill at 1st rank. This skill allows the Thief to quickly search the dead bodies of other players and NPCs for loot and treasure. To perform this skill, the Thief must present his skeleton key to the dead body and 'search' each body part (head, torso, limbs) and any bags, pouches, etc., by naming the area to be searched. For example, the Thief presents his key and says to the dead body, "I am a Thief, here is my key. Do you have any treasure on your left arm?" Bags and pouches attached to the body location are considered part of that location. For example, a belt pouch secured to a person's waist is considered to be part of the torso. However, if a shield or pouch is dropped away from the body, it must be looted separately. Once an area is searched, the dead creature must give the Thief any 'in-play' items he may have such as coin, Relics, maps, treasure, and so on. If a character or creature is mortally wounded, he is not affected by the Looting skill.

At 2nd rank, a Thief gains the 'Pick Pockets' skill. Unlike Looting, this skill allows the Thief to steal objects from the bodies of living creatures. An Elder must be present for the Thief to use this skill. The Thief will inform the Elder which item he is trying to steal (this may include a particular single item or the contents of a bag or pouch held by an individual), and from whom. The Thief must then place his hand on the item to be stolen or the person possessing it, in the witness of the Elder. The Elder will give the Thief a pre-determined signal, which will signify that the task is complete. Sometime later, the Elder will inform the victim that he has been stolen from and retrieve from him the item that was stolen. The Elder will then give the item or items to the Thief in private.

At 3rd rank, a Thief's agility allows him to 'Climb Walls.' The Thief can climb any 'wall' of a Darkon structure (see Fortifications in Chapter Three), by lying flat on his stomach and, beginning at a distance of 10' from the wall, crawling to it. The Thief can have nothing in his hands while climbing. When he reaches the wall safely, the Thief may enter the structure by simply passing through the rope, tape or whatever is used to represent the wall itself. If a Thief is caught climbing a wall, he may only be attacked with missile weapons or polearms from inside the structure while on the wall, and, if hit, must take normal damage and drop from the wall landing outside the structure. Any time a Thief jumps or falls from a wall, he suffers a light wound to both legs, regardless of armor and in addition to any other damage caused by a weapon hit.

Also at 3rd rank, a Thief also gains the ability to 'Backstab.' Due to their stealth, Thieves may quietly approach their opponents from behind, allowing them an attack to a vulnerable spot. A Thief may make one Backstab attack to their opponents' back (torso), which inflicts instant death. This attack must be made as a surprise to the victim and can only be performed with a dagger. Backstabbing results are as follows:

At 4th rank, a Thief gains the ability to 'Open Locks.' This is a skill that allows a Thief to open, or pick, locks or barred doors. An Elder will determine the difficulty of the lock to be picked. This is a timed skill, in which the Thief must have his hand on the lock he is attempting to open for a base of three minutes. For every difficulty level above the Thief's rank, the Elder will add one minute to the time of the skill, up to a maximum of ten minutes. If the timed difficulty of a particular lock exceeds ten minutes, it is considered to be beyond the Thief's ability and he may not open it. The Elder may reduce the timed difficulty by 30 seconds for every difficulty level of the lock below the Thief's rank, to a minimum of 30 seconds.

Also, at 4th rank, thieves gain the skill to 'Torture' another character in order to obtain information. To perform this skill, a thief must choose the victim from whom he wishes to extract information. This skill may not be applied to a mortally wounded character, but may be applied to a character with one or more light wounds. The thief must then role-play the interrogation with the victim for five minutes. If the session is interrupted, all effects of the interrogation are canceled. Once the session is complete, the thief may ask his victim one question, which the victim must answer truthfully and literally. Only in-character information may be divulged, and then only if the interrogated character knows the information sought. After the question is asked and answered, the victim suffers a mortal wound and will die in five minutes if not healed. If the victim is healed, the thief may interrogate the victim further or the victim may be released. Thieves may only torture characters of lower rank than themselves.

At 5th rank, a Thief gains the adventure-only skill 'Find and Remove Traps.' This skill allows a Thief to uncover potential traps on doors, locks, chests, etc., and disarm them. The Elder of the adventure will determine exactly what procedure a Thief must follow in order to use this skill.

At 5th rank, a Thief also gains the ability to 'Slip Bonds' (see Captives in Chapter Four). If the Thief is of a higher rank than the capturing player, the Thief may slip the bonds after a 30 second count and be considered freed.

At 6th rank, a Thief gains the adventure-only skill of 'Disguise' with which he may Disguise himself as any race or character type that exists in the game. A Thief may disguise himself as a member of another Country (i.e. wearing their surcoat) but may not disguise himself as a specific character. When in disguise, the Thief must wear some physical representation of the disguise, for example armor, dress, robes, surcoat of another Country, etc. A Thief will not gain any of the abilities of another character type he may be disguised as. However, the Disguise skill does allow the Thief to exceed the armor and shield restrictions of his character. While in disguise, a Thief may wear armor from up to the AR2 armor rating, and use any shield that does not have a dimension greater than 36". When a Thief exceeds his armor/shield restrictions he cannot use any other Thief abilities until 15 minutes after the armor and/or shield are removed.

This skill relies heavily on role-playing, both on the part of the Thief, and the other players surrounding him. Often, players will notice a disguise when the characters do not; all involved are encouraged to act as if the Thief fits normally in his surroundings.

At 7th rank, a Thief may 'Read Languages' other than the common Darkonian tongue, due to his increased worldly knowledge. This skill allows a Thief to translate any written text into Darkonian by studying the written document for 15 minutes. This skill is adventure-only, and an Elder may be needed to divulge the knowledge obtained from the translation. Thieves may not use this skill to converse with, or understand the spoken word of, others; only written text may be translated.

At 8th rank, Thieves gain the ability to 'Make Poison' on adventures only. A Thief may make five doses of any type of poison (see Poison in Chapter Seven) per adventure day. To make a dose of poison, the Thief must announce his intention to the Magistrate or Marshal at the beginning of

the adventure day. He then must supply the Magistrate or Marshal with a written Poison Writ stating the type of poison to be made, its effects, and duration.

The Thief must then pay the full cost of the poison if he does not have the components necessary, or half the cost if he does have the components. Poison components must be used within two months of procurement or they become useless. Components may be obtained on any adventures where Monsters are present and killed.

The Magistrate or Marshal will sign the Writ and give it to the Thief. Poison charts can be found in Chapter Seven: Special Items.

At 9th rank, Thieves gain the ability to 'Read Magical Languages' as an adventure-only skill. In addition to reading normal languages, a Thief may now translate magical texts, and can read and cast any scroll. The Thief reads the scroll just as a caster would, and may then immediately cast the spell written on the scroll, following normal rules for scroll reading and spell casting.

At 15th rank, Thieves gain the adventure-only skill 'Detect Disguises.' This skill allows a higher level Thief to see that a person may not be what or whom they claim by noticing flaws in that person's disguise. They are not able to detect the actual identity of the disguised character, just that they are indeed, in disguise.

This skill can be employed after interacting with the suspect, or observing the suspect interact with another character, for 60 seconds. After 60 seconds the Thief states to the suspect, "I am an nth rank Thief. Are you in disguise?" The player must then answer honestly and continue acting as they were. The act of asking if the player is in disguise is considered out-of-game, but the "observation" must be in-game.

With this proposal, all things pertaining to assassins are eliminated. There is no assassin class in Darkon.

Torture has been added at 4th rank and Back Stab has an instant killing effect.

All players with credits in the assassin will be allowed to transfer their credits into any class they desire.