

# Thief

## 1st Level:

### Required:

- KS: Thievery (3 pts), 2 [thief skills](#).

### Allows:

- Access to all [thief skills](#), and one additional rank is allowed in each.
- One rank in [backstab](#) and [assassinate](#) (1 pt).
- Thieves' Cant (1 pt for Fluent with Accent).

## 2nd Level:

### Required:

- KS: Thievery (5 pts), 3 [thief skills](#).

### Allows:

- Two additional ranks allowed in each thief skill.
- Defensive Maneuver (3 pts).
- Supreme balance (3 pts).
- [Adrenal Moves](#) (2 pts).
- Lightning Reflexes, +1 DEX to act first with all actions, must be a thief -1/4 (1 pt).

## 3rd Level:

### Required:

- KS: Thievery (7 pts), 4 [thief skills](#)

### Allows:

- Three additional ranks allowed in each thief skill.
- Two ranks in [backstab](#) and [assassinate](#) (3 pts).
- [Deadly blow](#), only on sneak attack. Requires DEX check (5 pts).
- [Crippling blow](#), +1d6 HKA only to calculate impairment (3 pts).

- KS: [Read Magic](#), familiarity (1 pt).

## 4th Level:

### Required:

- KS: Thievery (9 pts), 4 [thief skills](#).

### Allows:

- Four additional ranks allowed in each thief skill.
- Defensive Maneuver (5 pts).
- [Crippling blow](#), +2d6 HKA, only to calculate impairment (6 pts).
- KS: [Read Magic](#), full skill (2 pts).

## 5th Level:

### Required:

- KS: Thievery (11 pts), 5 [thief skills](#).

### Allows:

- Five additional ranks in each thief skill.
- Three ranks in [backstab](#) and [assassinate](#) (4 pts).
- [Crippling blow](#), +3d6 HKA, only to calculate impairment (9 pts).
- [Evasive](#) (15 pts).
- *Fast Draw*.
- KS: [Read Magic](#).
- [Adrenal Moves](#) (5 pts).
- Lightning Reflexes, +2 DEX to act first with all actions, must be a thief -1/4 (2 pts).

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