

Wayfarers™ Thief Character Kit

1st **A:** 16, **E:** 7, **I:** 10, **P:** 7, **S:** 12
HP: 7 **Dodge:** 16 **MR:** -2 **PR:** +1
Disciplines: Backstab I, Evasion, Feint, Increased Accuracy I, Language, Literacy, Weapon Mastery (C) I, Vital Strike I.
Proficiencies: Acrobatics I, Climbing: I, Contacts I, Distract I, Gambling I, Lock-picking I, Local Knowledge I, Perception I, Stealth I.
Unspent Skill Points: **Discipline:** 0, **Proficiency:** 0

2nd **A:** 16, **E:** 8, **I:** 10, **P:** 7, **S:** 12
HP: 11 **Dodge:** 16 **MR:** -2 **PR:** +2
Disciplines: Backstab I, Blindfighting, Evasion, Feint, Improved Initiative I, Increased Accuracy I, Increased Endurance (8), Language, Literacy, Weapon Mastery (C) I, Vital Strike I.
Proficiencies: Acrobatics I, Climbing: II, Contacts I, Distract I, Gambling I, Lock-picking II, Local Knowledge I, Perception I, Stealth II.
Unspent Skill Points: **Discipline:** 0, **Proficiency:** 1

3rd **A:** 16, **E:** 8, **I:** 10, **P:** 7, **S:** 12
HP: 14 **Dodge:** 16 **MR:** -2 **PR:** +2
Disciplines: Backstab I, Blindfighting, Evasion, Feint, Improved Initiative I, Increased Accuracy I, Increased Endurance (8), Language, Literacy, Multiple Attacks (C) I, Weapon Mastery (C) I, Vital Strike I.
Proficiencies: Acrobatics II, Climbing: II, Contacts I, Distract I, Gambling I, Jumping: I, Lock-picking II, Local Knowledge I, Perception II, Stealth II.
Unspent Skill Points: **Discipline:** 1, **Proficiency:** 0

4th **A:** 16, **E:** 9, **I:** 10, **P:** 7, **S:** 12
HP: 19 **Dodge:** 16 **MR:** +0 **PR:** +2
Disciplines: Backstab I, Blindfighting, Evasion, Feint, Health Point (1), Improved Initiative I, Increased Accuracy I, Increased Endurance (8, 9), Increased Mental Resistance I, Language, Literacy, Multiple Attacks (C) I, Quick Draw, Weapon Mastery (C) I, Vital Strike I.
Proficiencies: Acrobatics II, Climbing: II, Contacts I, Distract I, Gambling I, Jumping: I, Lock-picking II, Local Knowledge II, Perception II, Regional Knowledge: I, Stealth III.
Unspent Skill Points: **Discipline:** 0, **Proficiency:** 0

5th **A:** 16, **E:** 9, **I:** 10, **P:** 8, **S:** 12
HP: 22 **Dodge:** 16 **MR:** +0 **PR:** +2
Disciplines: Backstab I, Blindfighting, Critical Hit (C), Evasion, Feint, Health Point (1), Improved Initiative I, Increased Accuracy I, Increased Endurance (8, 9), Increased Mental Resistance I, Increased Presence (8), Language, Literacy, Multiple Attacks (C) I, Quick Draw, Weapon Mastery (C) I, Vital Strike I.
Proficiencies: Acrobatics II, Climbing: III, Contacts II, Distract I, Gambling I, Jumping: I, Lock-picking II, Local Knowledge II, Perception II, Regional Knowledge: I, Riding: I, Stealth III.
Unspent Skill Points: **Discipline:** 0, **Proficiency:** 0

6th **A:** 16, **E:** 9, **I:** 10, **P:** 8, **S:** 12
HP: 24 **Dodge:** 17 **MR:** +1/+2 **PR:** +3/+4
Disciplines: Backstab I, Blindfighting, Critical Hit (C), Evasion, Feint, Health Point (1), Improved Dodge I, Improved Initiative I, Increased Accuracy I, Increased Endurance (8, 9), Increased Mental Resistance II, Increased Presence (8), Language, Literacy, Magic Resistance I, Multiple Attacks (C) I, Quick Draw, Weapon Mastery (C) I, Vital Strike I.
Proficiencies: Acrobatics II, Climbing: IV, Contacts II, Distract I, Gambling I, Jumping: I, Lock-picking II, Local Knowledge II, Perception II, Persuasion: I, Regional Knowledge: I, Riding: I, Stealth III.
Unspent Skill Points: **Discipline:** 0, **Proficiency:** 0

7th **A:** 16, **E:** 9, **I:** 10, **P:** 8, **S:** 12
HP: 26 **Dodge:** 17 **MR:** +1/+3 **PR:** +3/+5
Disciplines: Backstab I, Blindfighting, Critical Hit (C), Evasion, Feint, Health Point (1), Improved Dodge I, Improved Initiative I, Increased Accuracy I, Increased Endurance (8, 9), Increased Mental Resistance II, Increased Presence (8), Language, Literacy, Magic Resistance II, Multiple Attacks (C) I, Quick Draw, Weapon Mastery (C) II, Vital Strike I.
Proficiencies: Acrobatics II, Climbing: IV, Contacts II, Distract I, Gambling I, Jumping: I, Lock-picking II, Local Knowledge II, Perception II, Persuasion: I, Regional Knowledge: I, Riding: I, Stealth III, Tracking I.
Unspent Skill Points: **Discipline:** 0, **Proficiency:** 1

8th **A:** 16, **E:** 9, **I:** 10, **P:** 8, **S:** 12
HP: 28 **Dodge:** 17 **MR:** +1/+3 **PR:** +3/+5
Disciplines: Armor Use I, Backstab I, Blindfighting, Critical Hit (C), Evasion, Feint, Health Point (1), Improved Dodge I, Improved Initiative I, Increased Accuracy I, Increased Endurance (8, 9), Increased Mental Resistance II, Increased Presence (8), Language, Literacy, Magic Resistance II, Multiple Attacks (C) II, Quick Draw, Weapon Mastery (C) II, Vital Strike I.
Proficiencies: Acrobatics II, Climbing: IV, Contacts II, Distract I, Gambling I, Jumping: I, Lock-picking II, Local Knowledge II, Perception III, Persuasion: I, Regional Knowledge: I, Riding: I, Stealth III, Tracking I.
Unspent Skill Points: **Discipline:** 0, **Proficiency:** 0

9th **A:** 16, **E:** 9, **I:** 10, **P:** 8, **S:** 12
HP: 31 **Dodge:** 17 **MR:** +1/+4 **PR:** +3/+6
Disciplines: Armor Use I, Backstab I, Blindfighting, Critical Hit (C), Evasion, Feint, Health Point (2), Improved Dodge I, Improved Initiative I, Increased Accuracy I, Increased Endurance (8, 9), Increased Mental Resistance II, Increased Presence (8), Greatstrike (C), Language, Literacy, Magic Resistance III, Multiple Attacks (C) II, Quick Draw, Weapon Mastery (C) II, Vital Strike I.
Proficiencies: Acrobatics II, Climbing: IV, Contacts II, Distract I, Gambling I, Jumping: I, Lock-picking II, Local Knowledge III, Perception III, Persuasion: I, Regional Knowledge: I, Riding: I, Stealth III, Tracking I.
Unspent Skill Points: **Discipline:** 0, **Proficiency:** 0

10th **A:** 16, **E:** 9, **I:** 10, **P:** 8, **S:** 12
HP: 32 **Dodge:** 17 **MR:** +1/+4 **PR:** +3/+6
Disciplines: Armor Use I, Backstab I, Blindfighting, Calculated Strike (C), Critical Hit (C), Evasion, Feint, Health Point (2), Improved Dodge I, Improved Initiative I, Increased Accuracy I, Increased Endurance (8, 9), Increased Mental Resistance II, Increased Presence (8), Greatstrike (C), Language, Literacy, Magic Resistance III, Multiple Attacks (C) II, Quick Draw, Weapon Mastery (C) II, Vital Strike II.
Proficiencies: Acrobatics II, Climbing: IV, Contacts II, Distract I, Gambling I, Jumping: I, Lock-picking II, Local Knowledge III, Perception III, Persuasion: I, Regional Knowledge: I, Riding: I, Stealth III, Tracking I.
Unspent Skill Points: **Discipline:** 0, **Proficiency:** 0