Professional thief

| | |
|---|---|
| ST | 8 |
| DX | 12 |
| IQ | 12 |
| MA | 10 |

2* very fine daggers (1d+2)
Magical brand (1d-2)

-1 DX to be hit in melee with dagger in hand

# Abilities & Gear

Talents include: Climbing, Dagger Expertise, Detect Traps, Locksmith, Remove Traps, Silent Movement, Streetwise

Languages: Common, Thieves' argot

Attacks and Damage: Punch (1d-4)

Equipment: Lower class clothing, belt pouch, backpack, labyrinth kit, etc.

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