

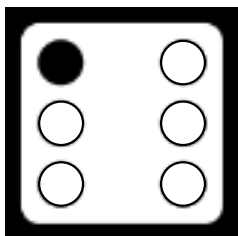
# Thief Skills

## Old School Essentials

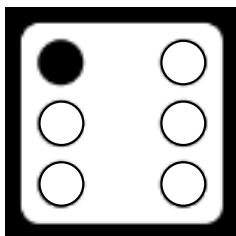
d6 Houserule



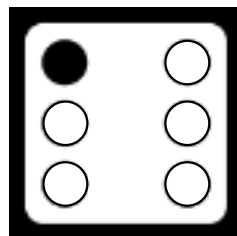
**Climb sheer surfaces**



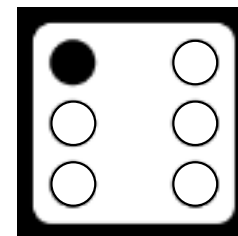
**Find or remove treasure traps**



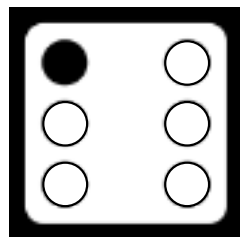
**Hear noise**



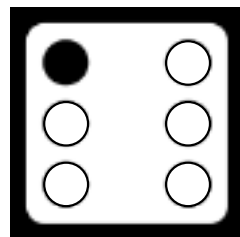
**Hide in shadows**



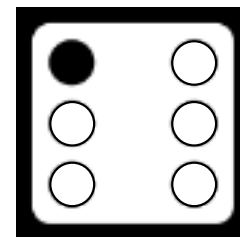
**Move silently**



**Open locks**



**Pick pockets**



Thief skills start at 1-in-6. Thieves then get 2 points per level to allocate to increasing that Skill, up to max 5-in-6, +2 bonus points at 1st Level.

