

# Thief Abilities

## Wearing armor

Thieves can wear armor other than leather, but are subject to penalties as per UA 72 (or UA 22 pre-errata). Make sure to read all the footnotes to that table.

Magic armor (other than leather) reduces the penalties by 2% per plus of the armor.<sup>Ex</sup>

Monks also obtain the listed bonuses for wearing no armor.

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