

Thief Abilities

Wearing armor

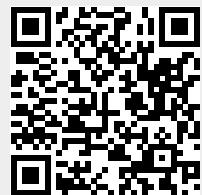
Thieves can wear armor other than leather, but are subject to penalties as per UA 72 (or UA 22 pre-errata). Make sure to read all the footnotes to that table.

Magic armor (other than leather) reduces the penalties by 2% per plus of the armor.^{Ex}

Monks also obtain the listed bonuses for wearing no armor.

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Last update: **2025-08-08 02:54**