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Thief Abilities

Wearing armor

Thieves can wear armor other than leather, but are subject to penalties as per UA 72 (or UA 22 preerrata). 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

