

Advanced Swords & Sorcery Thieving Ability

Dungeons & Dragons (1974-1977)

Thieving Ability	Pick Pockets	Open Locks	Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
1	20	15	10	20	10	-2	87	—
2	25	25	20	25	15	-2	88	—
3	30	30	25	30	20	-3	89	80
4	35	35	30	35	25	-3	90	80
5	45	40	35	45	35	-3	91	80
6	55	45	40	55	45	-3	92	80
7	60	55	50	60	50	-4	93	80
8	65	65	60	65	55	-4	94	80
9	75	75	70	75	65	-4	95	80
10	85	85	80	85	75	-4	96	80
11	95	95	90	95	85	-5	97	80
12	100	100	95	100	90	-5	98	80

Race	Pick Pockets	Open Locks	Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
Dwarf	—	+05	+15	+05	+05	—	—	—
Elf	+05	—	—	+10	+15	—	—	—
Halfling	+05	+10	+05	+10	+10	+1	—	—

Dungeons & Dragons (1981-2000)

Thieving Ability	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
1	20	15	10	20	10	1-2	87	—
2	25	20	15	25	15	1-2	88	—
3	30	25	20	30	20	1-3	89	—
4	35	30	25	35	25	1-3	90	80
5	40	35	30	40	30	1-3	91	80
6	45	45	40	45	36	1-3	92	80
7	55	55	50	55	45	1-4	93	80
8	65	65	60	65	55	1-4	94	80
9	75	75	70	75	65	1-4	95	80
10	85	85	80	85	75	1-4	96	80
11	95	95	90	95	85	1-5	97	80
12	105	96	95	96	90	1-5	98	80

Advanced Dungeons & Dragons (1977-1989)

Thieving Ability	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
1	30	25	20	15	10	10	85	—
2	35	29	25	21	15	10	86	—
3	40	33	30	27	20	15	87	—
4	45	37	35	33	25	15	88	20
5	50	42	40	40	31	20	90	25
6	55	47	45	47	37	20	92	30
7	60	52	50	55	43	25	94	35
8	65	57	55	62	49	25	96	40
9	70	62	60	70	56	30	98	45
10	80	67	65	78	63	30	99	50
11	90	72	70	86	70	35	99.1	55
12	100	77	75	94	77	35	99.2	60

Race	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
Dwarf	—	+10	+15	—	—	—	−10	−05
Elf	+05	−05	—	+05	+10	+05	—	—
Gnome	—	+05	+10	+05	+05	+10	−15	—
Half-Elf	+10	—	—	—	+05	—	—	—
Halfling	+05	+05	+05	+10	+15	+05	−15	−05
Half-Orc	−05	+05	+05	—	—	+05	+05	−10

Dexterity Score	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows
9	−15	−10	−10	−20	−10
10	−10	−05	−10	−15	−05
11	−05	—	−05	−10	—
12-15	—	—	—	−05	—
16	—	+05	—	—	—
17	+05	+10	—	+05	+05
18	+10	+15	+05	+10	+10

Advanced Dungeons & Dragons (1989-2000)

Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Detect Noise	Climb Walls	Read Languages
15	10	05	10	05	15	60	00

Thieving Ability	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages	Ability Points
1	30	25	20	15	10	10	85	—	60
2	35	29	25	21	15	10	86	—	90
3	40	33	30	27	20	15	87	—	120
4	45	37	35	33	25	15	88	20	150
5	50	42	40	40	31	20	90	25	180
6	55	47	45	47	37	20	92	30	210
7	60	52	50	55	43	25	94	35	240
8	65	57	55	62	49	25	96	40	270
9	70	62	60	70	56	30	98	45	300
10	80	67	65	78	63	30	99	50	330
11	90	72	70	86	70	35	99	55	360
12	95	77	75	94	77	35	99	60	390

Race	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
Dwarf	—	+10	+15	—	—	—	−10	−05
Elf	+05	−05	—	+05	+10	+05	—	—
Gnome	—	+05	+10	+05	+05	+10	−15	—
Half-Elf	+10	—	—	—	+05	—	—	—
Halfling	+05	+05	+05	+10	+15	+05	−15	−05

Dexterity Score	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows
9	−15	−10	−10	−20	−10
10	−10	−05	−10	−15	−05
11	−05	—	−05	−10	—
12-15	—	—	—	−05	—
16	—	+05	—	—	—
17	+05	+10	—	+05	+05
18	+10	+15	+05	+10	+10
19	+15	+20	+10	+15	+15

Swords & Wizardry (2000-)

Thieving Ability	Pick Pockets	Open Locks	Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
1	15	10	15	20	10	1-2	85	—
2	20	15	20	25	15	1-2	86	—
3	25	20	25	30	20	1-3	87	80
4	30	25	30	35	25	1-3	88	80
5	35	30	35	40	30	1-3	89	80
6	40	35	40	45	35	1-3	90	80
7	45	40	45	50	40	1-4	91	80
8	50	55	50	60	55	1-4	92	80
9	60	65	60	70	65	1-4	93	80
10	70	75	70	80	75	1-4	94	80
11	80	85	80	90	85	1-5	95	80
12	90	95	90	100	95	1-5	96	80

Race	Pick Pockets	Open Locks	Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
Dwarf	+10	+05	+10	+05	+05	—	—	—
Elf	—	—	—	+10	+15	—	—	—
Halfling	+05	+10	+05	+10	+10	—	—	—

Labyrinth Lord (2000-)

Thieving Ability	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
1	23	17	14	23	13	1-2	87	—
2	27	23	17	27	17	1-2	88	—
3	30	27	20	30	20	1-3	89	—
4	37	31	23	37	27	1-3	90	80
5	40	35	33	40	30	1-3	91	80
6	43	45	43	43	37	1-4	92	80
7	53	55	53	53	47	1-4	93	80
8	63	65	63	63	57	1-4	94	80
9	73	75	73	73	67	1-4	95	80
10	83	85	83	83	77	1-5	96	80
11	93	95	93	93	87	1-5	97	80
12	105	97	95	95	90	1-5	98	80

Old School Reference & Index Compilation (2000-)

Thieving Ability	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
1	35	30	25	20	20	10	80	1
2	39	34	29	25	25	13	82	5
3	43	38	33	30	30	16	84	10
4	47	42	37	35	35	19	86	15
5	51	46	41	40	40	22	88	20
6	55	50	45	45	45	25	90	25
7	59	54	49	50	50	28	91	30
8	63	58	53	55	55	31	92	35
9	67	62	57	60	60	34	93	40
10	71	66	61	65	65	37	94	45
11	75	70	65	70	70	40	95	50
12	79	74	69	75	75	43	96	55

Race	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
Dwarf	—	+15	+15	−05	—	—	−10	−05
Elf	+05	−05	+05	+05	+10	+05	−05	+10
Gnome	—	+10	—	—	—	+05	−15	—
Half-Elf	+10	—	—	—	+05	—	—	—
Halfling	+05	—	—	+15	+15	+05	−15	−05
Half-Orc	−05	+05	+05	—	—	+05	+05	−10
Human	—	+05	—	—	—	—	+05	—

Dexterity Score	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows
9	−15	−10	−15	−20	−10
10	−10	−05	−10	−15	−05
11	−05	—	−05	−10	—
12-15	—	—	—	−05	—
16	—	+05	—	—	—
17	+05	+10	—	+05	+05
18	+10	+15	+05	+10	+10
19	+15	+20	+10	+15	+15