

Equipment

[Go back to thiefgame](#)

Limits

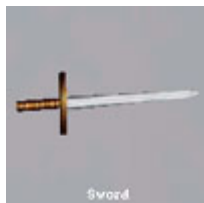
Each item is limited in how many the character may have. There is also an overall limit of how much a thief is able to comfortably carry. A thief may carry all the default equipment, 30 arrows, 5 mines, 5 bombs and 10 potions.

Default

Standard thief equipment. Every thief character has these.



- **Blackjack**—Knocks out guards if they are hit from behind, while not on Alert or Pursuit status and not wearing a helmet.

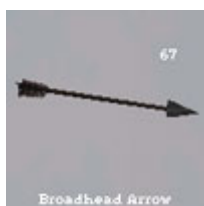


- **Short Sword**—Mainly for defence. Can be used to kill guards rather than knock them out in the manner of a cosh.
- **Bow**—Mainly for utility arrows but can be used for standard arrows too.



- **Lockpicks**—Used to open standard locks.
- **Backpack**—Includes clasps to hold items and keep the contents muffled.

Common



- **Standard Arrows**—Standard non-special non-magical arrows. May kill guards in the same manner as a Short Sword. If it doesn't hit a hard surface, it may be re-used.—\$25 - Limit 30

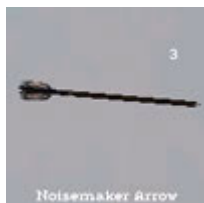
Uncommon



- **Flash Bomb**—Temporarily blind guards. One use.—\$200 - Limit 5



- **Mine**—Explosive mine. One use.—\$350 - Limit 5

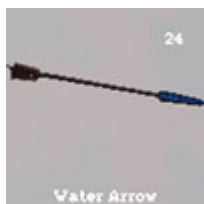


- **Noisemaker Arrow**—A clockwork arrow that creates noise for a period of time when it hits a non-hard surface (ie wood). If it doesn't hit a hard surface, it may be re-used.—\$250 - Limit 5

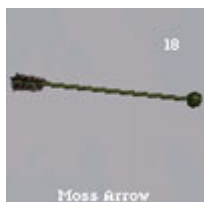
Magical



- **Rope Arrow**—When fired into wood, creates a rope. Re-usable.—\$200 - Limit 5



- **Water Arrow**—Extinguishes fires. One use.—\$50 - Limit 25



- **Moss Arrow**—Creates sound dampening moss in a small area. One use.—\$125 - Limit 20



- **Fire Arrow**—Explodes when it hits. One use.—\$300 - Limit 15—Light: 3



- **Healing Potion**—Restores health. Takes two turns to return health to full. One use.—\$250 - Limit 10



- **Slowfall Potion**—This potion arrests some of your downward velocity when taken, and reduces the effect of gravity. . One use.—\$150 - Limit 5

Rare



- **Gas Arrow**—Knocks out guards in a small area. One use.—\$500 - Limit 5



- **Gas Mine**—Knocks out guards in a small area. One use.—\$500 - Limit 5

Rare and Magical

- **Vine Arrow**—Creates a vine when fired into any surface. One use.—\$200 - Limit 5

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Last update: **2015/11/27 13:03**

