



STR

Extra Bonuses

AGI

Extra Bonuses

STA

Extra Bonuses

PER

Extra Bonuses

INT

Extra Bonuses

LUC

Extra Bonuses

Level:
XP:

Alignment:

Title:

Occupation:

Lucky Roll:

Languages:

Speed:

Physical Info

Curr
HP

AC

Max
HP

Unsteady
AC

Hit Die

Rounds Until
Death

Initiative

Bleeding Out

Thief Abilities

Thieves Guild:

Crit Die/Table: / Luck Per Rest:

Action Dice: 1st 2nd

Thieves receive backstab bonus to hit if undetected; backstab always crits.

Thieves can expend Luck to gain a luck die per point spent. Luck is regained 1 per lvl per rest

Monies

CP SP EP GP PP

Equipment

Thief Skills

d	Backstab	+	Find Traps	+	Read Language
+	Sneak	+	Disable Traps	+	Handle Poison
+	Hide	+	Forge Documents	+	Jump (AGI)
+	Pickpocket	+	Disguise	+	Listen (LUC)
+	Climb				
+	Pick Lock				

Check
Penalty

Luck
Die

Use
Scroll
Die

Life Skills

d10 untrained/d20 trained

Weapons

Weapon Damage Range Description

Armor

Armor AC CHK Speed Fumble
Bonus Penalty Penalty Die

Notes

Saving Throws

Reflex Will Fortitude

Reflex
Bonus

Willpower
Bonus

Fortitude
Bonus

Attack

Melee Ranged

Attack Modifier
Melee Ranged