

Name:

Level:

XP:

Thief

STR

Extra Bonuses

AGI

Extra Bonuses

STA

Extra Bonuses

PER

Extra Bonuses

INT

Extra Bonuses

LUC

Extra Bonuses

Monies				
CP	SP	EP	GP	PP

Equipment	

Alignment:
Title:
Occupation:

Lucky Roll:
Languages:
Speed:

Physical Info		
Curr HP	AC	
Max HP	Unsteady AC	
Hit Die		Bleeding Out
Initiative	Rounds Until Death	

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		

Thief Skills			Life Skills	
+ 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	
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
Add. Attack Mod	
Melee	Ranged