



Name:

Level:

XP:

Alignment:

Title:

Occupation:

Lucky Roll:

Languages:

Speed:

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

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

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