



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

Bleeding Out

Initiative

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

Backstab

Find Traps

Read Language

Sneak

Disable Traps

Handle Poison

Hide

Forge Documents

Jump (AGI)

Pickpocket

Disguise

Listen (LUC)

Climb

Check
Penalty

Luck
Die

Use
Scroll
Die

Pick Lock

d10 untrained/d20 trained

Life Skills

Weapons

Weapon

Damage Range Description

Armor

Armor

AC CHK Speed Fumble
Bonus Penalty Penalty Die

Saving Throws

Reflex Will Fortitude

Reflex
Bonus

Willpower
Bonus

Fortitude
Bonus

Attack

Melee Ranged

Attack Modifier
Melee Ranged

Notes