

Name:

Level:

XP:

Thief

Alignment:

Title:

Occupation:

Lucky Roll:

Languages:

Speed:

Physical Info

Curr HP

AC

Max HP

Unsteady AC

Hit Die

Initiative

Rounds Until Death

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

Backstab

Sneak

Hide

Pickpocket

Climb

Pick Lock

Find Traps

Disable Traps

Forge Documents

Disguise

Check Penalty

Luck Die

Read Language

Handle Poison

Jump (AGI)

Listen (LUC)

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