



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

+ 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

Add. Attack Mod  
Melee Ranged