

Player:

Name:			Title:		Alignment:	
Occupation:			Class:		Gender:	Level:
Strength:	/	mod:	HD:	Hit points:	/	EXP:
Agility:	/	mod:	Ref save:		Speed:	
Stamina:	/	mod:	Fort save:		Action dice:	
Personality:	/	mod:	Will save:		Attack bonus:	
Intelligence:	/	mod:	Languages: Thieves' Cant		Crit die:	
Luck:	/	mod:			Crit table:	

Weapon	Initiative roll	Attack roll	Damage	Armor
				Armor class: Check penalty: Fumble die:

NOTE: Initiative adds AGI mod, melee adds STR mod (both to-hit & damage), ranged adds AGI mod (both to-hit & damage). Armor class = 10 + AGI mod + armor bonus.

Thief Abilities			
Thief path:	Pick pocket: (+ AGI mod.)	Forge document*: (+ AGI mod.)	Sneak DCs: Grass: DC 5 Stone: DC10 Wood: DC15 Gravel: DC 20
Luck Die:	Climb sheer surfaces*: (+ AGI mod.)	Disguise self: (+ PER mod.)	
Backstab:	Pick lock*: (+ AGI mod.)	Read languages: (+ INT mod.)	
Sneak silently: (+ AGI mod.)	Find trap*: (+ INT mod.)	Handle poison*:	Hide DCs: Night: DC 5 Moonlight: DC 10 Day w/ cover: DC 15 Day w/o cover: DC 20
Hide in shadows: (+ AGI mod.)	Disable trap*: (+ AGI mod.)	Cast spell from scroll: (+ INT mod.)	

* Requires Thieves' Tools.

Notes	Loot & Gear
Birth augur:	