

Name: _____**Level: 1****AC** (14)**HP** (4)**Class:** Thief**Occupation:** Ropemaker**Speed** 30 **Init** 1**Alignment:** ☐ Law ☒ Neutral ☐ Chaos

		mod
Strength	12	0
Agility	13	1
Stamina	14	1
Personality	11	0
Intelligence	14	1
Luck	13	1

Saves

Reflex	2
Fortitude	2
Will	0

Attack Info

Attack Mod	0
Crit Die/Table	1d10/II
Action Dice	1d20

Weapons

Garrote +0 (dmg 1)
Short sword +0 (dmg 1d6)
Dagger +0 (dmg 1d4)

Armor

Studded Leather (+3) Check penalty (-2) Fumble die (d8)

Thief Skills/Notes

Backstab	0	0
Sneak Silently	-1	2
Hide In Shadows	-1	0
Pick Pocket	-1	2
Climb Sheer Surfaces	-1	2
Pick Lock	-1	0
Find Trap	1	2
Disable Trap	-1	0
Forge Document	-1	2
Disguise Self	0	0
Read Languages	1	1
Handle Poison	0	0
Cast Spell From Scroll (d12 + 1)		

Character Details

Lucky Sign: Righteous heart (Turn unholy checks) (1)
 Languages: Common, Thieves' Cant, choose 1 more

Thief Ability: When expending luck, roll d3 for each point expended

Equipment

27 cp + 17 gp
 Rope (100')
 Flask - empty (3 cp)