

# Thief

Dungeon  
Crawl  
Classics

<b>Character's Name</b>	<b>Player's Name</b>	
<b>Title</b>	<b>Alignment</b>	<b>Speed</b>
<b>Occupation</b>	<b>XP</b>	<b>Level</b>

<p><b>Armor Class</b></p>	<p><b>Hit Points</b> 106 HP PER LEVEL</p>	<p><b>Critical Hits</b> AND THEIR EFFECTS</p>	<p><b>Combat</b></p> <p>Initiative _____ Action Dice _____ Attack _____ Crit Range _____ Crit Die _____ Crit Table _____</p>
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<p><b>Strength</b></p> <p>Modifier ___/___</p> <div style="border: 1px solid black; padding: 5px; display: inline-block;"> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> <div style="font-size: 8px; margin-top: 2px;">TEMP.</div> </div>	<p><b>Melee Attack &amp; Damage</b></p> <div style="border: 1px solid black; width: 100%; height: 30px;"></div>	
<p><b>Agility</b></p> <p>Modifier ___/___</p> <div style="border: 1px solid black; padding: 5px; display: inline-block;"> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> <div style="font-size: 8px; margin-top: 2px;">TEMP.</div> </div>	<p><b>Ref Save</b></p> <div style="border: 1px solid black; padding: 5px; display: inline-block;"> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> <div style="font-size: 8px; margin-top: 2px;">TEMP.</div> </div>	<p><b>Missile Attack &amp; Damage</b></p> <div style="border: 1px solid black; width: 100%; height: 30px;"></div>
<p><b>Stamina</b></p> <p>Modifier ___/___</p> <div style="border: 1px solid black; padding: 5px; display: inline-block;"> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> <div style="font-size: 8px; margin-top: 2px;">TEMP.</div> </div>	<p><b>Fort Save</b></p> <div style="border: 1px solid black; padding: 5px; display: inline-block;"> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> <div style="font-size: 8px; margin-top: 2px;">TEMP.</div> </div>	<p><b>Portrait or Symbol</b></p> <div style="border: 1px solid black; width: 100%; height: 30px;"></div>
<p><b>Personality</b></p> <p>Modifier ___/___</p> <div style="border: 1px solid black; padding: 5px; display: inline-block;"> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> <div style="font-size: 8px; margin-top: 2px;">TEMP.</div> </div>	<p><b>Will Save</b></p> <div style="border: 1px solid black; padding: 5px; display: inline-block;"> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> <div style="font-size: 8px; margin-top: 2px;">TEMP.</div> </div>	<p><b>Languages</b></p> <p>Thieve's Cant</p>
<p><b>Intelligence</b></p> <p>Modifier ___/___</p> <div style="border: 1px solid black; padding: 5px; display: inline-block;"> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> <div style="font-size: 8px; margin-top: 2px;">TEMP.</div> </div>	<p><b>Lucky Roll</b></p> <div style="border: 1px solid black; width: 100%; height: 30px;"></div>	
<p><b>Luck</b></p> <p>Modifier ___/___</p> <div style="border: 1px solid black; padding: 5px; display: inline-block;"> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> <div style="font-size: 8px; margin-top: 2px;">TEMP.</div> </div>		

Weapons				
Weapon	Damage	Range	Hand	Notes
Unarmed Attack	1d3 + STR	NA	L/R	Unarmed attacks inflict subdual damage.

Armor					
Armor	AC Bonus	Check Penalty	Speed	Fumble	Die

Equipment	Treasure
	Copper _____
	Silver _____
	Gold _____
	Electrum _____
	Platinum _____
	Gems/Other _____

Thief Abilities	Notes
<p><b>Thieving Skills:</b></p> <p>Backstab + _____</p> <p>Sneak silently* + _____</p> <p>Hide in shadows* + _____</p> <p>Pick pocket* + _____</p> <p>Climb sheer surfaces* + _____</p> <p>Pick lock* + _____</p> <p>Find trap† + _____</p> <p>Disable trap† + _____</p> <p>Forge document† + _____</p> <p>Disguise self† + _____</p> <p>Read Languages† + _____</p> <p>Handle poison + _____</p> <p>Cast spell from scroll‡ d _____</p> <p><small>*Agility modifies checks for these skills. †Intelligence modifies checks for these skills. ‡Personality modifies checks for these skills.</small></p> <p><b>Luck &amp; Wits: A Thief rolls a Luck Die when expending Luck.</b></p> <p>Luck Die: d _____</p> <p><b>A Thief's Luck score is restored by a number of points equal to the Thief's level each night.</b></p>	