

# Dungeon Crawl Classics

## Thief Character Sheet

Name	Gender	Occupation	Alignment
Level	Class	Title	Player
Action Dice	Crit Die/Table	Birth Augur/Lucky Roll	

Armour Class

(Base)

Hit Points

(Max)

Init

Luck Die

Attack Bonus

Languages

Trained Weapon/Trade Goods

### Drawing or Sigil

Ref Save

Will Save

Fort Save

Speed

Strength

Agility

Stamina

Personality

Intelligence

Luck

Melee

Missile

To-hit Dmg

Experience Points

Next Lv:

Armour

AC Bonus

Check Pen

Speed Pen

Fumble

Thief Skills

- Backstab
- Sneak silently\*
- Hide in shadows\*
- Pick Pocket\*
- Climb sheer surfaces\*
- Pick lock\*
- Find trap+
- Disable trap\*
- Forge document\*
- Disguise self++
- Read languages+
- Handle poison
- Cast spell from scroll+

\* Agility modifier applied  
 + Intelligence modifier applied.  
 ++ Personality modifier applied.

Equipment

Weapons

Damage

Treasure

Notes