

Dungeon Crawl Classics Thief Character Sheet

Name	Gender	Alignment	Occupation
Class	Lv	Title	Speed
Experience Points			

Drawing or Sigil

Armour
Class

Hit Points

Max:

	To hit	Damge
Melee		
Missile		

Saving Throws	
Ref	
Fort	
Will	

Birth Sign/Lucky Roll

Strength	
Agility	
Stamina	
Personality	
Intelligence	
Luck	

Combat Basics	
Initiative	
Attack Bonus	
Action Dice	
Luck Die	
Crit Die/Table	

Languages

Equipment

Weapons	Damage

Thief Abilities	
Backstab	
Sneak Silently*	
Hide in Shadows*	
Pick Pocket*	
Climb Sheer Surfaces*	
Pick Lock*	
Fing Trap**	
Disable Trap*	
Forge Document*	
Disguise Self***	
Read Languages**	
Handle Poison	
Cast Spell from Scroll**	

Notes

Armour

AC Bonus: Check Pen: Speed Pen: Fumble:

*Thief's Agility Modifider Applied
 **Thief's Intelligence Modifider Applied
 ***Thief's Personality Modifider Applied

Treasure

Notes