

# Greenleaf Adventures DCC Thief Character Sheet

Name	Gender	Alignment	Player	
'Winnie' Aprianna	Female	Neutral		
Level	Class	Title	Lv 0 Occupation	
3	Thief		Rope Maker	
Action Dice	Crit Die/Table	Init	Attack Bonus	Luck Die
1d20	1d14/II	+2	+2	d5



**AC** (12)  
(base)

**Hit Points** 16  
(max)

	To Hit	Damage
Melee	+3*	+0
Missile	+5*	+0

Strength	10	+0
Agility	17	+2
Stamina	10	+0
Personality	12	+0
Intelligence	11	+0
Luck	15	+1

**Experience Points**

Next Lv:

**Birth Augur/Lucky Sign**  
Harsh Winter  
\*Attack rolls (+1)

**Trained Weapon/Trade Goods**  
Knife/Rope, 100'

**Armour**

AC Bonus	Check Pen	Speed Pen	Fumble

Weapons	Damage
Short sword	d6
Dagger	d4/d10

**Thieves Skills**

- Backstab +2
- Sneak silently\* +9
- Hide in shadows\* +7
- Pick Pocket\* +9
- Climb sheer surfaces\* +7
- Pick lock\* +7
- Find trap+ +5
- Disable trap\* +5
- Forge document\* +9
- Disguise self++ +1
- Read languages+ +2
- Handle poison +1
- Cast spell from scroll+ d14

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

**Notes**

**Equipment**  
Backpack, rope, flint & steel, waterskin, rations x 5 days, lantern, bedroll, oil x 3 flasks & Thieves' tools

**Treasure**

**Languages**  
Common, Thieves' Cant