



# Dungeon Crawl Classics

## Thief Character Sheet

Drawing or Sigil

Name	Occupation	Alignment
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Level	Title
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Weapon	Damage
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Weapon	Damage
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 AC	Base
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Action Dice
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Luck Die
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Crit Die/Cable
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Armour	AC Bonus: Check Pen: Speed Pen: Fumble:
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Fit Points	 Max
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Fumble
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Str		
Agi		
Sta		
Per		
Int		
Luck		

Init	
Speed	
Melee	
Range	
Ref	
Fort	
Will	

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	

### Special Abilities

Regain lost luck points each night equal to the Thief's Level.

Thieves' Cant: Ability to speak a secret language only understood by members of the thief class.

Lucky Sign:

Languages:

Zero Level Trained Weapon:

### Equipment

Wealth
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XP
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