DCC Empire of the East Thief Character Sheet

Name | Gender | Occupation | Alignment

Level | Class | Title | Player

Action Dice | Crit Die/Table | Init | Attack Bonus | Luck Die

Drawing or Sigil

Armour Class: (Base)

Hit Points

Max:

To Hit | Damage

Melee

Missile

Strength

Agility

Stamina

Personality

Intelligence

Luck

Ref Save | Will Save

Forт Save | Speed

Experience Points

Next Level:

Birth Augur/Lucky Sign

Trained Weapon/Trade Goods

Languages

Armour

AC Bonus | Check Pen | Speed Pen | Fumble

Weapons | Damage

Thief Skills

- Backstab
- Sneak Silently*
- Hide in Shadows*
- Pick Pockets*
- Climb Surfaces*
- Pick Lock*
- Find Trap+
- Disable Trap*
- Forge Document*
- Disguise Self++
- Read Languages+
- Handle Poison
- Cast Spell from Scroll*

*Ability Modifier Applied
+Intelligence Modifier Applied
++Personality Modifier Applied

Equipment

Treasure

Notes

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DCC Character Sheet & Generator Designed by Mark Tasaka 2021