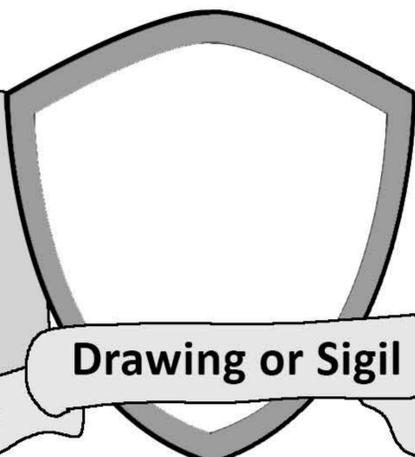


Dungeon Crawl Classics Lankhmar Thief Character Sheet

Name		Gender	Init	Attack	Place of Origin	
Level	Class	Alignment	Action Dice	Thieving Path		
			Luck Die	Neighbourhood/Quarter		
			Crit Die/Table	Hangout		

Armour Class:

(base)

Hit Points

Max

Ref Save

Will Save

Fort Save

Speed

Lucky Sign/Birth Augur

Patron Die

Patron #1	d10 d12 d14 d16 d20 d24
Patron #2	d10 d12 d14 d16 d20 d24
Patron #3	d10 d12 d14 d16 d20 d24
Patron #4	d10 d12 d14 d16 d20 d24
Patron #5	d10 d12 d14 d16 d20 d24
Patron #6	d10 d12 d14 d16 d20 d24

Strength

Agility

Stamina

Personality

Intelligence

Luck

Experience Points

Melee	To-hit	Damage
Missile		

Benisons

Dooms

Armour

AC Bonus

Check Pen

Speed Pen

Fumble

Weapons	Dmg

Equipment

Treasure

Thief Abilities

- 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+

* Thief's Agility modifier applied.
 + Thief's Intelligence modifier applied.
 ++ Thief's Personality modifier applied.

Languages

Notes