General Information

Character			
Player			
DM			
Race			
Class	Thief		
Kit			
Height		Weight	
Eye		Hair	
Age		Gender	
Alignment			
Homeland			
Clan			
Patron			
Religion			

Abilities

STR		HitMod		DmgMod		Weight		MaxWgt		OpenDrs		BB/LG	%
DEX		ReactionAdjust				MissileAttAdj				DefenseAdjust			
CON		HPMod		SysShk	%	ResSur	%	PoiRes					
INT		MaxSpellLevel				LearnSpell	%	Spells/Level					
WIS		Magic Defense		Bonus Spells				Spell Fail	%				
CHR		Max Henchman				Loyalty Base		React Adjust					

Experience

Level		Bonus		Next	
Exp					

Health

Max HP	
Wounds	

Encumberance

12/6	11/6	10/5	9/5	8/4	7/4	6/3	5/3	4/2	3/2	2/1	1/1

Carried

Armor

Kind	Type	AC
Base		
Shield		
Dex		

AC | Surp | Rear

Treasure

Platinum	
Gold	
Electrum	
Silver	
Copper	
Other	

Provisions

Food	
Feed	
Water	

Saving Throws

Save	Base	Mod
Para/Pos		
Rd/St/Wd		
Petr/Poly		
Breath		
Spell		

Thief

Abilities				Information	
Pick Pockets	%	Hide in Shadows	%	THAC0 Rate	1/3
Open Locks	%	Move Silently	%	Prof Rate	2 + 1/4 (−3), 4 + 1/4
Find/Remove Traps	%	Climb Walls	%	Prime Req	Dexterity
Detect Noise	%	Read Languages	%	Prof Groups	Rogue, General
Backstab				HP/Level	D6

Equipment

Type	Qt	Wt	Location	Notes	Type	Qt	Wt	Location	Notes

Followers/Mounts/Pets/Henchman/Etc

Name	Race/Class	Info