

# Dungeons and Dragons

## THIEF CHARACTER RECORD

CHARACTER NAME: \_\_\_\_\_ PLAYER NAME: \_\_\_\_\_

LEVEL/TITLE \_\_\_\_\_ / \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

STRENGTH \_\_\_\_\_ / \_\_\_\_\_  
PERMANENT/ADJUSTED

INTELLIGENCE \_\_\_\_\_ / \_\_\_\_\_

WISDOM \_\_\_\_\_ / \_\_\_\_\_

DEXTERITY \_\_\_\_\_ / \_\_\_\_\_

CONSTITUTION \_\_\_\_\_ / \_\_\_\_\_

CHARISMA \_\_\_\_\_ / \_\_\_\_\_

BONUSES: DAMAGE \_\_\_\_\_ DEFENSE \_\_\_\_\_ CHARISMA \_\_\_\_\_ TO HIT: MELEE \_\_\_\_\_ MISSILES \_\_\_\_\_

ARMOR CLASS \_\_\_\_\_ HIT POINTS \_\_\_\_\_

WEAPON/DAMAGE	ROLL TO HIT ARMOR CLASS:										
_____ / _____	0	1	2	3	4	5	6	7	8	9	
_____ / _____	0	1	2	3	4	5	6	7	8	9	
_____ / _____	0	1	2	3	4	5	6	7	8	9	
_____ / _____	0	1	2	3	4	5	6	7	8	9	

SAVING THROWS	D20 BONUS: _____	RESURRECTION _____ %
D20: POISON/DEATH _____	WAND _____	STONE _____ BREATH _____ STAFF/SPELL _____

SPECIAL SKILLS, ETC \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

EXPERIENCE	Level/Title	XP	HP	Base Hit by AC of Target										Open	Rem.	Pick&	Climb	Hear	Read	Read
				2	3	4	5	6	7	8	9	Lock	Trap	Slnt	Hide	Wall	Snd	Lang	Mag.	
	1 Apprentice	0	8	17	16	15	14	13	12	11	10	15%	10%	20%	10%	87%	10%			
	2 Footpad	1.2K	+1D4									20%	15%	25%	15%	88%	10%			
	3 Robber	2.4K	+1D4									25%	20%	30%	25%	89%	15%	20%		
	4 Burglar	4.8K	+1D4									35%	30%	35%	25%	90%	15%	25%		
	5 Cutpurse	9.6K	+1D4									40%	35%	45%	35%	91%	20%	30%		
	6 Sharper	20K	+1D4	15	14	13	12	11	10	9	8	45%	40%	55%	45%	92%	20%	35%		
	7 Pilferer	40K	+1D4									55%	50%	60%	50%	93%	25%	40%		
	8 Mstr Pilf.	60K	+1D4									65%	50%	60%	50%	94%	25%	45%		
	9 Thief	90K	+1D4									75%	70%	75%	65%	95%	30%	50%		
	10 Mstr Thf	125K	+1D4									85%	80%	85%	75%	96%	30%	55%	75%	
	11	double	+1pt	12	11	10	9	8	7	6	5	95%	90%	95%	85%	97%	35%	60%	80%	
	12	each	per									100%	95%	100%	90%	98%		65%		
	13	level	level										100%		95%			70%	85%	
	14-15														100%			75%		
	16+			10	9	8	7	6	5	4	3							80%	90%	
	Elf: +5% Pick Pocket, +10% Move Silently, +15% Hide																			
	Dwarf: +5% Open Lock, +15% Remove Trap, +5% Move Silently, +5% Hide																			
	Halfling: +10% OpenLock, +5% Rem.Trap, +5% PickPckt, +10% MoveSil, +10% Hide, +5% Hear																			

