



# COMBAT

Weapon	Short bow	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes	RoF	12
<b>Attack Bonus</b>	2			1		1						Distance (ft.)	Attack Die	
<b>Speed</b>	11					-1						5-50	d20p	
<b>Initiative</b>			-1	1								51-80	d12p	
<b>Defense</b>	-1			3			2	-2				81-120	d8p	
<b>Damage</b>	2d6p			-3								121-150	d4p	
<b>Specialization</b>	+1		+2		+3		+4		+5			Spec costs depend on class		
Attack	<input type="checkbox"/> (7 BP)		<input type="checkbox"/> (14 BP)		<input type="checkbox"/> (21 BP)		<input type="checkbox"/> (28 BP)		<input type="checkbox"/> (35 BP)			replace x with		
Speed	<input type="checkbox"/> (7 BP)		<input type="checkbox"/> (14 BP)		<input type="checkbox"/> (21 BP)		<input type="checkbox"/> (28 BP)		<input type="checkbox"/> (35 BP)			Fighter 5	Thief 7	Cleric 8
Defense	<input type="checkbox"/> (7 BP)		<input type="checkbox"/> (14 BP)		<input type="checkbox"/> (21 BP)		<input type="checkbox"/> (28 BP)		<input type="checkbox"/> (35 BP)			Mage 10		
Damage	<input type="checkbox"/> (7 BP)		<input type="checkbox"/> (14 BP)		<input type="checkbox"/> (21 BP)		<input type="checkbox"/> (28 BP)		<input type="checkbox"/> (35 BP)					
Notes	ROF 12, Base Damage 2d6p, Range, Small, Piercing, Base Fatigue 4											Min weapon speed: Small 2, Med 3, Large 4		

Weapon	Dagger w/ shield	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes		
<b>Attack Bonus</b>	1			1										
<b>Speed</b>	7 or 5											base speed 7 5 size S		
<b>Initiative</b>			-1	1								reach 1'		
<b>Defense</b>	9			3			2	-2	6			draw o sec base fatigue 5		
<b>Damage</b>	2d4p-3 or 1d4-3			-3								base damage 2d4p type P		
<b>Specialization</b>	+1		+2		+3		+4		+5			Spec costs depend on class		
Attack	<input type="checkbox"/> (7 BP)		<input type="checkbox"/> (14 BP)		<input type="checkbox"/> (21 BP)		<input type="checkbox"/> (28 BP)		<input type="checkbox"/> (35 BP)			replace x with		
Speed	<input type="checkbox"/> (7 BP)		<input type="checkbox"/> (14 BP)		<input type="checkbox"/> (21 BP)		<input type="checkbox"/> (28 BP)		<input type="checkbox"/> (35 BP)			Fighter 5	Thief 7	Cleric 8
Defense	<input type="checkbox"/> (7 BP)		<input type="checkbox"/> (14 BP)		<input type="checkbox"/> (21 BP)		<input type="checkbox"/> (28 BP)		<input type="checkbox"/> (35 BP)			Mage 10		
Damage	<input type="checkbox"/> (7 BP)		<input type="checkbox"/> (14 BP)		<input type="checkbox"/> (21 BP)		<input type="checkbox"/> (28 BP)		<input type="checkbox"/> (35 BP)					
Notes	speed 7 (5), 2d4p, small, 1', piercing											Min weapon speed: Small 2, Med 3, Large 4		

Weapon	Dagger, no shield	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes		
<b>Attack Bonus</b>	1			1										
<b>Speed</b>	6 or 4											base speed 7 5 size S		
<b>Initiative</b>	-1		-1									reach 1'		
<b>Defense</b>	-1			3			2	-2				draw o sec base fatigue 4		
<b>Damage</b>	2d4p-3 or 1d4-3			-3								base damage 2d4p type P		
<b>Specialization</b>	+1		+2		+3		+4		+5			Spec costs depend on class		
Attack	<input type="checkbox"/> (7 BP)		<input type="checkbox"/> (14 BP)		<input type="checkbox"/> (21 BP)		<input type="checkbox"/> (28 BP)		<input type="checkbox"/> (35 BP)			replace x with		
Speed	<input type="checkbox"/> (7 BP)		<input type="checkbox"/> (14 BP)		<input type="checkbox"/> (21 BP)		<input type="checkbox"/> (28 BP)		<input type="checkbox"/> (35 BP)			Fighter 5	Thief 7	Cleric 8
Defense	<input type="checkbox"/> (7 BP)		<input type="checkbox"/> (14 BP)		<input type="checkbox"/> (21 BP)		<input type="checkbox"/> (28 BP)		<input type="checkbox"/> (35 BP)			Mage 10		
Damage	<input type="checkbox"/> (7 BP)		<input type="checkbox"/> (14 BP)		<input type="checkbox"/> (21 BP)		<input type="checkbox"/> (28 BP)		<input type="checkbox"/> (35 BP)					
Notes	speed 7 (5), 2d4p, small, 1', piercing											Min weapon speed: Small 2, Med 3, Large 4		

Gear			Item			Item		
Item	Location	Wt.	Item	Location	Wt.	Item	Location	Wt.
arrows x 18	quiver	0.09	leather backpack	back	1.00			
short bow	back	1.00	trail rations x 3	backpack	5.36			
wineskin (2 qt)	l. shoulder	2.00						
leather boots	feet	0.50						
wool trousers	legs	0.25						
wool tunic	torso	0.50						
linen undershirt	torso	0.50						
wool cloak	cloak	1.50						
leather belt	belt	0.25						
small leather belt pouches x 2	belt	0.50						
medium shield	l. arm	5.00						
leather armor	armor	7.50				coins	belt pouch	1.16
rapier	scabbard	2.00				Move penalty		32
dagger	sheath	0.50				1		29.61

### Supplies

Water/Wine				
x				
x				
Rations		Trail		
x				
x				
x				
Rations		Standard		
Feed				

### Experience

277
For Next Level
400
Accumulated Build Points
0

### Treasure

Coins	Qty	Wt.	Other Valuables
Brass	8	0.10	136sp worth of stashed goods (need details)
Copper	13	0.16	
Silver	72	0.90	
Gold			
Platinum			
Gems			

### Miscellaneous Information (Personal notations, Magical Items, Command Words, Spells, etc.)

Loving Mom & Dad, free guild membership

Languages	Mastery Level	Literate?	Current Skill Level	Current Skill Mastery	Mastery die rolled to train	Difficulty	Modifier to Skill check roll
Elven (native)	56		0	unskilled	d12p	Trivial	-90
			01-25	novice	d12p	Easy	-80
Merchant Tongue	15	11	26-50	average	d8p	Average	-40
			51-75	advanced	d6p	Difficult	0
			76-87	expert	d4p	Very Difficult	+10
			88-100	master	d3p		

Universal Skills	Mastery Level	Universal Skills	Mastery Level	Universal Skills	Mastery Level	Other Skills	Mastery Level
Acting (Lks, Cha)	51	% Fire-Building (Wis)		% Rope Use (Dex)		% Arcane Lore (Int)	17 %
Animal Husbandry (Wis)		% Glean Info (Int, Wis, Cha)		% Salesmanship (Intm, Wis, Cha)		% Bartering (Wis)	100 %
Animal Mimicry (Wis)		% Hiding (Int, Dex)	34 (84)	% Seduction, Art of (Cha, Lks)		% Dig Proper Grave (Wis)	37 %
Boating (Wis)		% Interrogation (Wis, Cha)		% Sneaking (Dex)	29 (79)	% Disarm Trap (Int)	10 %
Cartography if literate (Int)		% Intimidation (Str, Cha)		% Survival (Wis, Con)		% Fondle (Wis, Dex)	21 %
Climbing/ Rapelling (Str, Dex)	15	% Listening (Wis)	25	% Torture (Int)		% Graceful Entrance/ Exit (Cha)	34 %
Current Affairs (Wis)		% Observation (Wis)	37	% Tracking (Wis)		% Identify Trap (Wis)	15 %
Diplomacy (Cha)		% Pick Pocket (Dex)	28			% Interpret/ Perform Mime (Int)	11 %
Disguise (Int, Cha)	33	% Reading Lips (Int)	28			% Juggling (Dex)	53 %
Distraction (Cha)		% Recruiting (Cha)				Lock Picking (Int, Dex)	4 %
Escape Artist (Int, Dex)		% Resist Persuasion (Wis)				Oration (Int, Cha)	7 %

Last Will and Testament: I, \_\_\_\_\_ do hereby \_\_\_\_\_

## Racial Preferences

Elves	Dwarves	Halflings	Humans
Prefer	Tolerate	Like	Tolerate

### Alignment

**Chaotic Neutral.** Complete and total freedom of the individual is paramount for these characters. They follow no strict codes and do not believe in laws or society. They behave as they like, but don't go out of their way to injure others or help them for that matter.

### Siblings

1. brother, living, devoted
2. brother, living, very close
3. sister, dead

### Quirks & Flaws

**Allergies. Pollen:** Excepting winter months, pollen is a fairly common occurrence in the wilderness. Those with a pollen allergy usually have little choice but to suffer from their allergies when traipsing about in the wild.

Effects: Anyone with a pollen allergy is subject to dry, watery eyes and respiratory inflammation whenever they are in grasslands or forests (save for wintertime). This causes a -10% penalty to all skill checks.

**Racist.** A character with this quirk has an unreasoned feeling of superiority over people of all other races, regardless of any other factor. This imagined superiority might come from his upbringing or some past slight (real or imagined) that the character suffered from a member of another race.

If the character is forced to work with someone of another race, he suffers a -10 penalty on all his skill rolls dealing with that person.

**Self-Absorbed.** Similar to a jerk, the character who is self-absorbed thinks about no one else. When he talks, he always talks about himself. He has no idea how anyone else feels, nor does he care. He assumes everyone feels either attracted to him, or jealous of him. He loses a point of Charisma because of his attitude.

**Short Term Memory Loss.** People with this quirk may be able to remember things that happened to them as children, but will be unable to tell anyone what they had for dinner. They may forget things like the fact that they checked the room for traps and they may check the room over again. They may forget how they got into a particular room in the dungeon, and may forget their way out. There are many possibilities for error when a character has short term memory loss.

**Luck.** A thief gains the benefit of having 20 Luck Points (+1 per level) that he may expend during the course of adventuring. Each point spent alters the die roll by a particular amount, increasing the results of the thief's saving throws and skill checks, or decreasing attack or damage rolls against the thief as described below. Luck Points represent the thief's uncanny luck in avoiding calamities. Whenever a player uses Luck Points, he must state some improbable event that helped him out (e.g., the thief suffers less damage because an attack struck right where he hid his metal flask of brandy under his cloak). If a player can't come up with a suitable situation, he can't use his Luck Points.

With Saving Throws. A thief can spend a Luck Point to alter his saving throw result by +/-1.

With Skills. When using Luck Points with skills, each Luck Point expended on a skill check allows the thief to alter the result of the roll by 5%.

On opposed skill checks, the player must spend any Luck Points before his opponent's roll is revealed; he can't wait to see if he succeeded or not.

On Opponents. A thief can spend a Luck Point to alter his opponent's attack or defense roll by +/-1, but cannot use Luck Points to bolster his own combat prowess (i.e., his attack or damage rolls). Luck points should be used to extricate your thief from a pitched battle, not empower him to join one! Nor can Luck Points modify Hit

### Contact

**Lord.** Chaotic Neutral, middle-aged, non-descript appearance, unstable, introverted, rude, capricious

Quirks & Flaws: greedy, fear of heights, sleepwalker

### Ranged Weapons

#### Short bow.

Ready carried - 1 sec.

Pull arrow - 2 secs.

Knock arrow = 3 secs.

Draw - 1 sec.

Aim - 4 secs.

Fire - 1 sec.

owed 6sp, 2cp, 5bp by Bellipar the painter

## Level Up

### Thief Advancement Table

Level	Hit Die (d6)	Attack Bonus	Initiative	Initiative Die	
1	1	0	-1	Standard	
2	1 + re-roll	0	-1	One better	Rearward Strike
3	2	0	-1	One better	
4	2 + re-roll	+1	-1	One better	Rearward Strike increase
5	3	+1	-2	Two better	
6	3 + re-roll	+1	-2	Two better	Rearward Strike increase
7	4	+1	-2	Two better	
8	4 + re-roll	+2	-2	Two better	Rearward Strike increase
9	5	+2	-2	Two better	
10	5 + re-roll	+2	-3	Two better	Rearward Strike increase

**Proficiencies.** They may purchase Low Skill Weapon proficiencies (for knife, dagger, short sword, light crossbow or sling only) and Medium Skill Weapon proficiencies (for longsword or short bow) at normal cost. Other weapon proficiencies cost double.

Thieves get the Light Armor proficiency for free, but cannot wear Medium or Heavy armors. They may use shields if they purchase the Shield proficiency.

**Core Skill Advancement:** Thief skill progression is handled somewhat differently than that of other character classes. At 2nd and each subsequent level, a thief receives (at no BP cost) one roll of the appropriate mastery die in any four of his core thief skills. A character may only take one roll of the mastery die in a particular skill during advancement (but may spend BPs to purchase further mastery die rolls in that skill. Climbing/Rappelling, Disarm Trap, Hiding, Identify Trap, Listening, Lock Picking, Pick Pocket and Sneaking.

**Purchasing Other Skills:** The following list of skills represent some special domains of thieves: Acting, Appraisal, Current Affairs, Disguise, Distraction, Escape Artist, Fast Talking, Forgery, Gambling, Glean Information, Observation, Reading Lips, Salesmanship and Seduction (Art of ).

If a thief purchases any of these skills, modify his mastery roll by +3 or by the relevant ability score modifier, whichever is greatest.

Purchases of disguise, observation or voice mimicry allow 2 rolls of the mastery die (actor)

+1 to mastery die rolls for all social interaction skills (actor)

+5% to all musical instrument skills

**Talents:** May purchase the following Talents at 50% BP cost

Crack Shot or Greased Lighting (only for longbows or shortbows)

Attack Bonus, Damage Bonus, Parry Bonus or Swiftblade (only for longswords or short swords)

Charm Resistance

Less Sleep