

**Level: 2** 

Diagram illustrating the relationship between AC (Attack Cost) and HP (Hit Points). The AC is represented by a shield icon with the number 12, and the HP is represented by a heart icon with the number 11.

**Class:** thief 

**Occupation:** (Trader )

**Speed** 30    **Init** +1

**Alignment:**  **Law**  **Neutral**  **Chaos**

	mod	
<b>Strength</b>	8	-1
<b>Agility</b>	13	+1
<b>Stamina</b>	9	-
<b>Personality</b>	9	-
<b>Intelligence</b>	12	-
<b>Luck</b>	13	+1

## Saves

<b>Reflex</b>	<b>+2</b>
<b>Fortitude</b>	<b>+1</b>
<b>Will</b>	<b>+0</b>

## Attack Info

<b>Attack Mod</b>	+1
<b>Crit Die/Table</b>	1d12/ II
<b>Action Dice</b>	1d20

## Weapons

city-make shortsword +0 (dam 1d6-1)
elk horn slingshot +2 (1dam d4-1)

## Armor

oilskin duster +1 (check penaltyu +0, fumble 1d8)
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## Character Details

**Lucky Sign: find/ disable traps**

**Thief luck die: 1d4**

[illegible]

## Equipment

Fancy hat  
18 silver coins  
lether backpack  
50' rope  
roll of lockpicks  
quiver w 12 arrows  
3 days trail mix  
waterskin