



# GHOSTLIKE CRIME

NAME



MAX

CURRENT

CLASS

OCCUPATION

ALIGNMENT

LEVEL/XP

INITIATIVE

ACTION DIE

CRIT DIE/TABLE

FUMBLE DIE

SPEED

STRENGTH

	MOD
<input type="text"/>	<input type="text"/>

MELEE  
ATTACKS

MELEE  
DAMAGE

WEAPON (DAMAGE)

AGILITY

<input type="text"/>	<input type="text"/>
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REF

MISSILE  
ATTACKS

STAMINA

<input type="text"/>	<input type="text"/>
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FORT

PERSONALITY

<input type="text"/>	<input type="text"/>
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WILL

INTELLIGENCE

<input type="text"/>	<input type="text"/>
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LANGUAGES  
KNOWN

LUCK

<input type="text"/>	<input type="text"/>
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LUCKY  
TRINKET

ARMOR (AC BONUS) / PENALTY

ATTRIBUTE | MODIFIER

EQUIPMENT

GOLD & TREASURE

DICE CHAIN: D3 - D4 - D5 - D6 - D7 - D8 - D10 - D12 - D14 - D16 - D20 - D24 - D30