



The Thief

Characteristics	
STR	10
CON	10
SIZ	11
INT	11
POW	10
DEX	15
CHA	13

Attributes	
Combat actions	3
Damage modifier	None
Improvement Roll	1
Magic Points	10
Dedicated Pow	0
Movement	8
Strike Rank	10

Common Skills

Common Skills		
Athletics	STR+DEX	45%
Brawn	STR+SIZ	21%
Culture (Own)	INT x2	52%
Dance	DEX+CHA	28%
Drive	DEX+POW	25%
Evade	DEX x2	45%
Evaluate	INT+CHA	54%
First Aid	INT+DEX	26%
Influence	CHA x2	46%
Insight	INT+POW	21%
Lore (Regional)	INT x2	52%
Perception	INT+POW	51%
Persistence	POW x2	20%
Resilience	CON x2	30%
Ride	DEX+POW	25%
Sing	CHA+POW	23%
Sleight	DEX+CHA	58%
Stealth	DEX+INT	56%
Swim	STR+CON	20%
Unarmed	STR+DEX	25%
Common Magic	CHA+POW	38%

Hit points and Armor

1D20	Hit Location	Hit point	AP
1-3	Right Leg	5	2 Leather
4-6	Left Leg	5	2 Leather
7-10	Abdomen	6	2 Linen
11-12	Chest	7	2 Linen
13-15	Right Arm	4	2 Linen
16-18	Left Arm	4	2 Linen
19-20	Head	5	2 Linen

Combat and Advanced skills

RC: Crossbow	DEX+DEX	60%
CC: Sword & Sword	STR+DEX	55%
Courtesy	INT+CHA	24%
Mechanism	DEX+INT	66%
Streetwise	POW+CHA	53%
Lore (Art)	INT x2	22%
Disguise	INT+CHA	34%
Language (Native)	INT+CHA	74%

Common Magic: Pierce 1, Bandit's cloak 2, Countermagic shield 2, Detect enemy

Weapons

Type	Size	Reach / Range	Damage	AP/HP	Manouver
Light crossbow	H	175 m	1D8	4/5	Impale, <i>Reload 2</i>
Short sword	M	S	1D6	6/8	Bleed, Impale
Rapier	M	L	1D8	5/8	Impale



Equipment (*Owner : The Thief*)

Item	Description	ENC
<i>Linen Coat with Hood</i>	2 AP (Chest, Abdomen, Arms, Head)	1
<i>Hard leather greaves</i>	2 AP (Legs)	2
<i>Lock pick</i>		
<i>350 Sp</i>		

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