Notes and Ex	Notes and Extra Equipment:						
Languages	Languages: Common, Thieves' Cant						
	Climb	Hide in	Move	Delicate			
	Sheer:	Shadows:	Silently:	Tasks:			
Thief Skills	on a d6	on a d6	on a d6	on a d6			
	Lock	Hear	Sense	Decipher			
	Picking:	Noise:	Traps:	Text:			
	on a d6		on a d6	on a d6			
	5 5. 55	on a d6					

Player:

Alignment:

Name:		Hit Poin	ts: Armor Class:	Save:
Class: Thief			Ciass:	
		1		100
Level:				on a d20 +2 vs traps
Melee	Strength:		Intelligence	2.
Attack:				
	Г	1	Г	1
on d20	l l	J	L]

Ranged Attack:	Dexterity:		Wisdom:	
	[]]
on d20				
Abilities: Backstab x	Constitution	1:	Charisma:	
] []	[]
Weapons: Put a '*' next				_
to readied				
weapon(s)				

Loyalty: Next Level:

Movement Rates

0 - 4 Stone: 120' Movement 4¹/₄ - 6 Stone: 90' Movement

61/4 - 8 Stone: 60' Movement

8¹/₄ -16 Stone: 30' Movement and Encumbered

	4½ Stone
¹½ Stone	4½ Stone
3⁄4 Stone	4¾ Stone
1 Stone	5 Stone
11/4 Stone	5¼ Stone
1½ Stone	5½ Stone
1¾ Stone	5¾ Stone
2 Stone	6 Stone
2½ Stone	6½ Stone
2½ Stone	6½ Stone
2¾ Stone	6¾ Stone
3 Stone	7 Stone
3½ Stone	7¼ Stone
3½ Stone	7½ Stone
3¾ Stone	734 Stone
4 Stone	8 Stone

Weapons + Stone Large: 1 Stone				Large:
Armor + Stone 1 AC: 1 Stone				
Shield: ¼ Stone Large Items + Stone				
1Stolle	Gold:	Silver:	Ger	ms:
Treasure + Stone Every 250 coins and gems weighs '4 Stone	Copper:	Electrum:		

Weight (in Stone):
Movement:

Clothes: Gems/Jewelry: