



GHOSTLIKE CRIME

NAME



MAX

CURRENT

CLASS

OCCUPATION

ALIGNMENT

LEVEL/XP

INITIATIVE

ACTION DIE

CRIT DIE/TABLE

FUMBLE DIE

SPEED

STRENGTH

MOD

AGILITY

REF

MELEE
ATTACKS

MELEE
DAMAGE

WEAPON (DAMAGE)

STAMINA

FORT

MISSILE
ATTACKS

ARMOR (AC BONUS) / PENALTY

PERSONALITY

WILL

INTELLIGENCE

LANGUAGES
KNOWN

LUCK

LUCKY
TRINKET

ATTRIBUTE | MODIFIER

EQUIPMENT

GOLD & TREASURE

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