



# Clepto - Human Rogue

Player Name: \_\_\_\_\_ Date: \_\_\_\_\_

Attributes	Bonus
Str: <u>13</u>	<u>+1</u>
Dex: <u>17</u>	<u>+2</u>
Con: <u>10</u>	<u>---</u>
Int: <u>9</u>	<u>---</u>
Wis: <u>10</u>	<u>---</u>
Chr: <u>7</u>	<u>---</u>

Maximum Hit Points	Death Limit	Damage	Gold	EXP
8	-2			

Ambush Dice  
2

Name: Clepto  
 Species: Human  
 Class: Rogue  
 Level: 1  
 AC: 10

## Weapons

Weapon Name	# of Attack Dice	Total To-hit Bonus	Species Bonus	Class Bonus	Dex Bonus	Weapon Bonus	Damage	Melee Str Bonus
<u>Sword</u>	<u>2</u>	<u>3</u> =	<u>0</u>	<u>0</u>	<u>2</u>	<u>1</u>	1d6 +	<u>1</u>
<u>Shortbow</u>	<u>2</u>	<u>2</u> =	<u>0</u>	<u>0</u>	<u>2</u>	<u>0</u>	1d6 +	<u>0</u>
<u>                  </u>	<u>  </u>	<u>  </u> =	<u>  </u>	<u>  </u>	<u>  </u>	<u>  </u>	1d6 +	<u>  </u>

## Equipment & Notes

Leather Armor  
Shield  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Rogue Progress

Rogues can wear robes, leather, chainmail and shields as armor. Rogues can use any weapons, but not crossbows. In the 1st round of combat rogues perform an ambush attack gaining extra attack dice. Rogues can use scrolls of clerical or wizard spells. On gaining levels 3, 6, 9, and 12 one attribute score is increased by 1, if the chosen attribute is less than 14 then the attribute is increased by 2.

## Species / Class Bonus

+2 Hit points

Level	HP	Death Limit	Attack	Ambush Dice	EXP
1	6	-2	2 dice	2	
2	2d6	-3	3 dice	2	1,750
3	2d6 +1	-4	3 dice +1	2	3,500
4	3d6	-5	4 dice	2	7,000
5	4d6	-6	5 dice	3	14,000
6	4d6 +1	-7	5 dice +1	3	28,000
7	5d6	-8	6 dice	3	57,000
8	6d6	-9	7 dice	3	100,000
9	6d6 +1	-10	7 dice +1	4	200,000
10	7d6	-11	8 dice	4	300,000
11	8d6	-12	9 dice	4	400,000
12	8d6 +1	-13	9 dice +1	4	500,000

## Gaining Levels

- The new hit point total is calculated by rolling the dice indicated on the character progress table. Add any species / class hit point bonuses to the dice total. Add the constitution bonus times the new level for the grand total of hit points. If the newly calculated hit points total is higher than the character's current number of hit points, that becomes the character's new hit points. If the new hit point total is lower or equal to the old hit point total, add one to the old hit point value for the new total.
- The death limit is increased.
- Weapons attack dice are adjusted. Attack bonus = class bonus + species bonus + dex bonus.