# Onyx - Dwarf Rogue

**Player Name:** _____ **Date:** _____

| Attributes | | Bonus |
|---|---|---|
| Str: | 13 | +1 |
| Dex: | 17 | +2 |
| Con: | 10 | |
| Int: | 9 | |
| Wis: | 10 | |
| Chr: | 7 | |

Name: Onyx
Species: Dwarf
Class: Rogue
Level: 1
AC: 11

| Maximum Hit Points | Death Limit . | Damage | Gold | EXP |
|---|---|---|---|---|
| 6 | -2 | | | |

Ambush Dice
2

## Weapons

| Weapon Name | # of Attack Dice | Total To-hit Bonus | | Species Bonus | | Class Bonus | | Dex Bonus | | Weapon Bonus | Damage | | Melee Str Bonus |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Axe | 2 | 3 | = | 0 | + | 0 | + | 2 | + | 1 | 1d6 | + | 1 |
| Shortbow | 2 | 2 | = | 0 | + | 0 | + | 2 | + | 0 | 1d6 | + | 0 |
| | | | = | | + | | + | | + | | 1d6 | + | |

## 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

+1 AC, max 12

| 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 |
| 13 | 9d6 | -14 | 9 dice +2 | 5 | 600,000 |
| 14 | 9d6 +1 | -15 | 9 dice +3 | 5 | 700,000 |
| 15 | 10d6 | -15 | 9 dice +4 | 5 | 800,000 |
| 16 | 11d6 | -15 | 9 dice +5 | 5 | 900,000 |
| 17 | 11d6 +1 | -15 | 9 dice +6 | 6 | 1,000,000 |
| 18 | 12d6 | -15 | 9 dice +7 | 6 | 1,100,000 |

## 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.