Helm's Slain

Clepto - Human Rogue

Player Name: _____   **Date:** _____

Attributes / Bonus

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

Name: Clepto

Species: Human

Class: Rogue

Level: 1

AC: 10

Maximum Hit Points	Death Limit .	Damage	Gold	EXP
8	-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
Sword	2	3	=	0	+	0	+	2	+	1	1d6 +	1
Shortbow	2	2	=	0	+	0	+	2	+	0	1d6 +	0
_____	☐	☐	=	☐	+	☐	+	☐	+	☐	1d6 +	☐
_____	☐	☐	=	☐	+	☐	+	☐	+	☐	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.

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	320,000
11	8d6	-12	9 dice	4	460,000
12*	8d6 +1	-13	9 dice +1	4	620,000
13	9d6	-14	9 dice +2	5	800,000
14	9d6 +1	-15	9 dice +3	5	1,000,000
15*	10d6	-15	9 dice +4	5	1,220,000
16	11d6	-15	9 dice +5	5	1,460,000
17	11d6 +1	-15	9 dice +6	6	1,720,0000
18*	12d6	-15	9 dice +7	6	2,000,0000

*On gaining levels 3, 6, 9, 12, 15, and 18 one attribute score is increased by 1, if the chosen attribute is less than 14 then the attribute is increased by 2.

Gaining Levels

- The new hit points are calculated by re-rolling. 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. When re-rolling hit points sum these totals:
    - New level die rolls as indicated in the table.
    - Plus species bonus.
    - Plus constitution bonus times the character level.
- The death limit is increased.
- Weapons attack dice are adjusted.