



# Rogue

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

Date: \_\_\_\_\_

## Attributes Bonus

Str: \_\_\_\_\_

Dex: \_\_\_\_\_

Con: \_\_\_\_\_

Int: \_\_\_\_\_

Wis: \_\_\_\_\_

Chr: \_\_\_\_\_

Name: \_\_\_\_\_

Species: \_\_\_\_\_

Class: Rogue

Level: \_\_\_\_\_

AC: \_\_\_\_\_

## Maximum Hit Points Death Limit Damage Gold EXP

### Ambush Dice

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## Weapons

### Weapon

# of  
Attack  
Dice

Total  
to-hit  
Bonus

### To-Hit Bonuses

Species

Class

Dex

Weapon

### Damage

Melee Str  
Bonus

=

+

+

+

1d6

+

=

+

+

+

1d6

+

=

+

+

+

1d6

+

=

+

+

+

1d6

+

## Armor & Equipment


## Rogue Class Progress

Rogues can wear robes, leather, chainmail and shields as armor. Rogues can use any weapons except crossbows.

In the 1st round of combat, rogues perform an ambush attack, using extra attack dice called “ambush dice”, as indicated in the progress table below. Ambush is good for both melee and non-melee combat.

Rogues can use scrolls of clerical or wizard spells.

Rogue 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	1,720,000
18*	12d6	-15	9 dice +7	6	2,000,000

*\*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.