

# WHITE BOX

Character Name

Race

Class & Level

Movement

Hit Points



Armor Class



Saving Throw


Strength

Intelligence

Wisdom

Dexterity

Constitution

Charisma

Melee Hit Bonus

Missile Hit Bonus

Melee To-Hit Bonus:

Melee Damage Bonus:

Open Doors:

Missile To-Hit Bonus:

Armor Class Bonus:

Hit Point Bonus:

Additional Languages:

Bonus 1st level Magic-User Spell:

Bonus 1st level Cleric Spell:

Maximum Hirelings:

Loyalty:

Reaction Bonus/Penalty:

Saving Throw:

Weapons, Armor, and Combat Notes

## Spells

## Race & Class Features

## Equipment & Magic Items

## Experience

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

## Wealth

## Misc. & Notes