





CHARACTER NAME

PLAYER NAME

WHITE BOX CHARACTER CARD

STAT	SCORE	+/-	BONUS PENALTY
STR			
DEX			
CON			
INT			
WIS			
CHA			

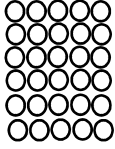


AC

HP

CURRENT HP

SAVING THROW

Score Range	Bonus or Penalty To roll	≥ 10 Mild Difficulty Check Chance success
17-18	+2	60%
13-16	+1	55%
9-12	0	50%
5-8	-1	45%
3-4	-2	40%

<p>CLASS: <input style="width: 250px; height: 25px;" type="text"/></p>	<p>ATTRIBUTES</p> <p>SKILLS</p> <p>SPELLS</p>	<p>WEAPONS</p> <p style="text-align: right;">Arrows/bullets</p> <div style="text-align: right;">  </div> <p>WEAPON MELEE:  <input style="width: 50px; height: 25px;" type="text"/></p> <p>Bonus to hit + STR =</p> <p>WEAPON RANGE:  <input style="width: 50px; height: 25px;" type="text"/></p> <p>Bonus to hit + DEX =</p>
<p>GEAR: Circle either A or B (+ 50gp)</p> <p>Pack A: Backpack, bedroll, flint and steel, 12 torches, 50` rope, crowbar, 7 days rations and water skin, 2x30lb sacks.</p> <p>Pack B: Backpack, bedroll, flint and steel, hooded lantern with 6 pints lantern oil, hammer, 12 iron spikes, 10` pole, 7 days rations and water skin, 2x30lb sacks.</p> <p>Extra:</p>		<p>Unarmored 10 (+ DEX)</p> <p>Leather +2 (+ DEX)</p> <p>Chain +4 (+ DEX)</p> <p>Plate +6</p> <p>Shield +1</p> <p>Helmet</p> <p>(save from 1 critical hit then damaged)</p>