

CHARACTER
NAME

PLAYER
NAME



WHITE BOX CHARACTER CARD

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

DAC	
HP	
CURRENT HP	
SAVING THROW	

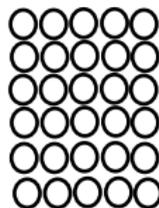
Score Range	Bonus or Penalty To roll	≥ 10 Mild Difficulty Check Chance success
17-18	+2	60%
13-16	+1	55%
9-12	0	50%
5-8	-1	45%
3-4	-2	40%

CLASS:

ATTRIBUTES
SKILLS
SPELLS

WEAPONS

Arrows/bullets



THACO - DICE ROLL = ARMOR CLASS HIT

THACO

WEAPON MELEE:

Bonus to hit + STR =



WEAPON RANGE:

Bonus to hit + DEX =



GEAR: Circle either A or B (+ 50gp)

Pack A: Backpack, bedroll, flint and steel, 12 torches, 50` rope, crowbar, 7 days rations and water skin, 2x30lb sacks.

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.

Extra:

Unarmored 9 (- DEX)

Leather 7 (- DEX)

Chain 5 (- DEX)

Plate 3

Shield -1

Helmet

(save from 1 critical hit then damaged)