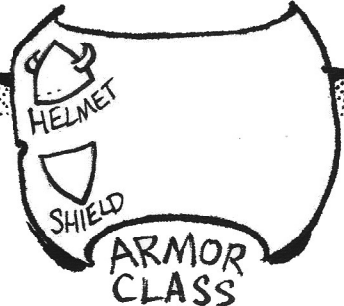
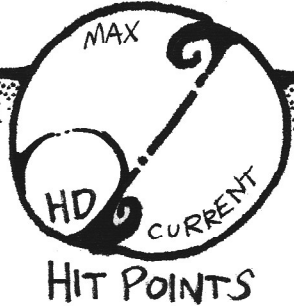


# WHITE BOX

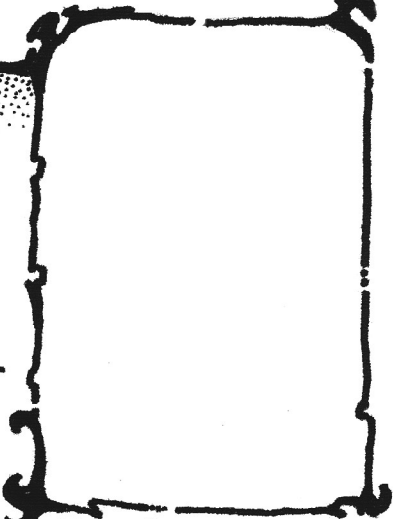
CHARACTER SHEET



HELMET  
SHIELD  
ARMOR CLASS



MAX  
HD  
CURRENT  
HIT POINTS



SIR  
DEX  
CON  
INT  
WIS  
CHA

NAME

CLASS

LEVEL

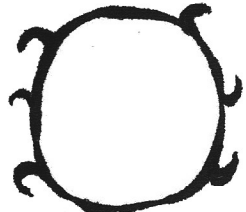
PORTRAIT/SYMBOL

RACE

ALIGNMENT

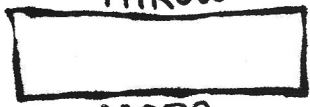


NOTES/BACKGROUND:



SAVING THROW

XP



MODS

XP BONUS

## EQUIPMENT

## WEAPONS/ARMOR

## SPELLS/ABILITIES

Circle either A or B (50gp)

**Pack A:** Backpack, bedroll, flint and steel, 12 torches, 50' rope, crowbar, 7 days rations and waterskin, 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 waterskin, 2x30lb sacks.

Extra:

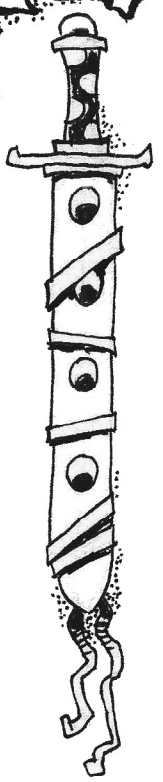
Unarmored 10 (+ DEX) = \_\_\_\_  
 Leather +2  
 Chain +4  
 Plate +6  
 Shield +1  
 Helmet (can save from 1 critical hit then damaged)

**Weapon Melee:**

Bonus to hit + STR =

**Weapon Range:**

Bonus to hit + DEX =



LANGUAGES:

TO HIT  
DAC  
AAC

9	8	7	6	5	4	3	2	1	∅
10	11	12	13	14	15	16	17	18	19



Gold: \_\_\_\_\_ Copper: \_\_\_\_\_  
 Silver: \_\_\_\_\_ Gems: \_\_\_\_\_