WHITE BOX
CHARACTER SHEET

HELMET 13 SHIELD
ARMOR CLASS

MAX 9
2 HD CURRENT
HIT POINTS


PORTRAIT/SYMBOL

NAME

10 STR	
14 DEX	
12 CON	
15 INT	
8 WIS	
13 CHA	

Antiquarian — CLASS
3 — LEVEL
Human — RACE
Neutral — ALIGNMENT

12
SAVING THROW

NOTES/BACKGROUND:
The Antiquarian is a scholar, researcher, and keen archaeologist. She is relying on the power of the innumerable ancient charms and relics she has collected in her travels.

2500 XP

None
XP BONUS

+2 vs traps
MODS

SPELLS/ABILITIES
Backstab (+2 to hit roll damage twice)

Treasure Hunter (+1 on treasure tables)

EQUIPMENT
Bedroll
Rations (1 week)
Lantern & Oil
Luck Charm
Trinket of Protection (+1 AC)
Health vial (d6)

WEAPONS/ARMOR
Robes
Dagger (d6-1)
Censer (special)
- invigorating fumes (+1 to hit for next turn)
- flash powder (enemy loses next turn on 5+ on d6)

LANGUAGES: Common

To Hit	10	11	12	13	14	15	16	17	18	19
DAC	9	8	7	6	5	4	3	2	1	0
AAC	10	11	12	13	14	15	16	17	18	19

Gold: 72 Copper:
Silver: Gems:

4W

WHITE BOX
CHARACTER SHEET

HELMET 12 SHIELD
ARMOR CLASS

MAX 9
2 HD CURRENT
HIT POINTS


PORTRAIT/SYMBOL

NAME

Occultist	3
CLASS	LEVEL
Human	Neutral
RACE	ALIGNMENT

8	STR
12	DEX
10	CON
15	INT
14	WIS
12	CHA

13
SAVING THROW

NOTES/BACKGROUND:
A lifetime of scholarly inquest into ancient and forbidden lore has opened the Occultist's mind to the powers of the void.

5000
XP

+5%
XP BONUS

+2 vs spells
MODS

SPELLS/ABILITIES
- Read Magic
- Detect Magic
- Charm Person
- Light
- Levitate
- Cure Light Wounds

Can cast 3 spells/day

EQUIPMENT
- Spellbook
- Bedroll
- Rations (1 week)
- Lantern & Oil
- Tinderbox
- Candle, black

WEAPONS/ARMOR
- Robes
- Dagger (1d6-1)
- Arcane Blast (d6)

LANGUAGES: Common

To HIT	10	11	12	13	14	15	16	17	18	19
DAC	9	8	7	6	5	4	3	2	1	Ø
AAC	10	11	12	13	14	15	16	17	18	19

Gold: 65 Copper:
Silver: Gems:

4W

WHITE BOX
CHARACTER SHEET

HELMET 1 SHIELD 7 — ARMOR CLASS

MAX 9 — 2 HD — CURRENT — HIT POINTS



PORTRAIT/SYMBOL

NAME

13 STR	
15 DEX	
14 CON	
10 INT	
8 WIS	
12 CHA	

Arbalest — CLASS

3 — LEVEL

Human — RACE

Neutral — ALIGNMENT

12 — SAVING THROW

NOTES/BACKGROUND: Clad in heavy armor and able to vanquish foes with her massive crossbow, the Arbalest is like a living embodiment of a cannon.

2500 — XP

+5% — XP BONUS

+2 vs traps — MODS

SPELLS/ABILITIES

Backstab (+2 to hit roll damage twice)
Fast Loading
High Dexterity (+1 to hit with ranged weapons; +1 AC)

EQUIPMENT

Bedroll
Rations (1 week)
Lockpicks
Bolts (20)
Healing vial (d6)
Backpack

WEAPONS/ARMOR

Chain Armor
Crossbow, heavy (d6+1)

LANGUAGES: Common

To Hit	10	11	12	13	14	15	16	17	18	19
DAC	9	8	7	6	5	4	3	2	1	0
AAC	10	11	12	13	14	15	16	17	18	19

Gold: 36 Copper: ____
Silver: ____ Gems: ____

4W

WHITE BOX
CHARACTER SHEET

HELMET 14 SHIELD
ARMOR CLASS

MAX 9
2 HD CURRENT
HIT POINTS


PORTRAIT/SYMBOL

NAME

13 STR	
14 DEX	Jester — CLASS
12 CON	3 — LEVEL
10 INT	Human — RACE
8 WIS	Neutral — ALIGNMENT
15 CHA	

12
SAVING THROW

2500
XP

None
XP BONUS

+2 vs traps
MODS

NOTES/BACKGROUND:
In the darkest depths of these twisted lands few things are as welcomed as a good laugh, a merry song, and razor sharp blade. The Jester brings all of these in spades

SPELLS/ABILITIES
Backstab (+2 to hit roll damage twice)
Inspiring Music (+1 on to hit/saves)
Dual Wield (may attack with both weapons every 2nd turn)

EQUIPMENT
Bedroll
Rations (1 week)
Lute
Bottle of Wine
Ink & Paper
Small sack

WEAPONS/ARMOR
Leather Armor
Dirk (d6-1)
Sickle (d6-1)

LANGUAGES: Common

To Hit	10	11	12	13	14	15	16	17	18	19
DAC	9	8	7	6	5	4	3	2	1	Ø
AAC	10	11	12	13	14	15	16	17	18	19

Gold: 15 Copper:
Silver: Gems:

4W

WHITE BOX
CHARACTER SHEET

HELMET 15 SHIELD
ARMOR CLASS

MAX 9
2 HD CURRENT
HIT POINTS


PORTRAIT/SYMBOL

NAME

10 STR	
15 DEX	
12 CON	
13 INT	
10 WIS	
14 CHA	

Highwayman — CLASS
3 — LEVEL
Human — RACE
Neutral — ALIGNMENT

2500 XP
+5% XP BONUS

12 SAVING THROW
+2 vs traps MODS

NOTES/BACKGROUND:
A bandit seeking redemption on an old road, the Highwayman has honed his skills with dirk and flintlock to devastating effect

SPELLS/ABILITIES
Backstab (+2 to hit roll damage twice)
Thievery (5+)
High Dexterity (+1 to hit with ranged weapons; +1 AC)

EQUIPMENT
Bedroll
Rations (1 week)
Lockpicks
Shotbag (100)
Pipe
Tobacco
Rope, 50 ft
Small sack

WEAPONS/ARMOR
Leather Armor
Dirk (d6-1)
Pistol, flintlock (d6+1)

LANGUAGES: Common

To Hit	10	11	12	13	14	15	16	17	18	19
DAC	9	8	7	6	5	4	3	2	1	0
AAC	10	11	12	13	14	15	16	17	18	19

Gold: 29 Copper:
Silver: Gems:

4W

WHITE BOX
CHARACTER SHEET

HELMET +1
SHIELD
15
ARMOR CLASS

MAX 9
2 HD
CURRENT
HIT POINTS


PORTRAIT/SYMBOL

NAME

14 STR	
15 DEX	
12 CON	
13 INT	
10 WIS	
8 CHA	

Bounty Hunter — CLASS
3 — LEVEL
Human — RACE
Neutral — ALIGNMENT

12
SAVING THROW

2500
XP

+5%
XP BONUS

+2 vs traps
MODS

NOTES/BACKGROUND:
Sinister and precise, the Bounty Hunter specializes in targeting a single foe to deliver its head for the reward.

SPELLS/ABILITIES
- Backstab (+2 to hit roll damage twice)
- Thievery (5+)
- High Dexterity (+1 to hit with ranged weapons; +1 AC)

EQUIPMENT
- Bedroll
- Rations (1 week)
- Waterskin
- Manacles
- Crowbar
- Rope, 50 ft
- Small sack

WEAPONS/ARMOR
- Leather Armor
- Axe (d6)
- Grappling Hook (1d6-1)

LANGUAGES: Common

To Hit	10	11	12	13	14	15	16	17	18	19
DAC	9	8	7	6	5	4	3	2	1	Ø
AAC	10	11	12	13	14	15	16	17	18	19

Gold: 12 Copper:
Silver: Gems:

4W

WHITE BOX
CHARACTER SHEET

HELMET 1 SHIELD 6 = 16 ARMOR CLASS

MAX 12 — 3 HD — CURRENT = HIT POINTS



PORTRAIT/SYMBOL

NAME

14	STR		
13	DEX	Crusader	3
12	CON	CLASS	LEVEL
10	INT	Human	Law
15	WIS	RACE	ALIGNMENT
8	CHA		

3000 XP

+10% XP BONUS

13 SAVING THROW

+2 vs poison & paralysis MODS

NOTES/BACKGROUND:

Every cause needs a champion, a hero to rally otherwise common men to a righteous cause and lead them to victory. The Crusader is that champion.

SPELLS/ABILITIES

Turn Undead

Spell scrolls (3 each)
- Cure Light Wnd.
- Light

EQUIPMENT

- Bedroll
- Rations (1 week)
- Waterskin
- Holy symbol, silver
- Holy Book
- Small leather pouch

WEAPONS/ARMOR

- Chain Armor
- Greatsword (d6+1)
- Dagger (1d6-1)

LANGUAGES: Common

To Hit	10	11	12	13	14	15	16	17	18	19
DAC	9	8	7	6	5	4	3	2	1	Ø
AAC	10	11	12	13	14	15	16	17	18	19

Gold: 25 Copper: _____

Silver: _____ Gems: _____

4W

WHITE BOX
CHARACTER SHEET

HELMET 16 SHIELD
ARMOR CLASS

MAX 6
1 HD CURRENT
HIT POINTS


PORTRAIT/SYMBOL

NAME

8 STR	
10 DEX	
10 CON	
10 INT	
8 WIS	
7 CHA	

Abomination — CLASS
0 — LEVEL
Human — RACE
Neutral — ALIGNMENT

0 XP

None — XP BONUS

14 SAVING THROW

+2 vs death & poision — MODS

NOTES/BACKGROUND:
Beaten, branded and imprisoned for untold decades, this furtive vagrant hides a terrible secret. The Eldritch poison coursing through his veins has given him unspeakable power, at a terrible cost.

SPELLS/ABILITIES
Transformation (Takes 1 combat round to change and ends after combat)

EQUIPMENT
Bedroll
Rations (1 week)
Waterskin
Manacles
Chain, 20 feet
Lock (x2)
Small sack

WEAPONS/ARMOR
Chain armor
Manacle chains (d6-1)

LANGUAGES: Common

To HIT	10	11	12	13	14	15	16	17	18	19
DAC	9	8	7	6	5	4	3	2	1	Ø
AAC	10	11	12	13	14	15	16	17	18	19

Gold: 2 Copper:
Silver: Gems:

4W

WHITE BOX
CHARACTER SHEET

HELMET 14 SHIELD
ARMOR CLASS

MAX 19
4 HD CURRENT
HIT POINTS


PORTRAIT/SYMBOL

NAME

Abomination	3
CLASS	LEVEL
Abomination	Chaos
RACE	ALIGNMENT

18	STR
10	DEX
15	CON
5	INT
8	WIS
7	CHA

4000
XP

+5%
XP BONUS

14
SAVING THROW

+2 vs death & poision
MODS

NOTES/BACKGROUND:
Beaten, branded and imprisoned for untold decades, this furtive vagrant hides a terrible secret. The Eldritch poison coursing through his veins has given him unspeakable power, at a terrible cost.

SPELLS/ABILITIES
Combat Fury (1 attack per level against enemies with one HD or less)
Exceptional Strength (+2 to damage and +2 to hit)

EQUIPMENT
Bedroll
Rations (1 week)
Waterskin
Manacles
Chain, 20 feet
Lock (x2)
Small sack

WEAPONS/ARMOR
Hide
Claws (1d6+2)
+ Bile (1d6)

LANGUAGES: Common

To HIT	8	9	10	11	12	13	14	15	16	17
DAC	9	8	7	6	5	4	3	2	1	0
AAC	10	11	12	13	14	15	16	17	18	19

Gold: 2 Copper:
Silver: Gems:

4W

WHITE BOX
CHARACTER SHEET

HELMET + SHIELD = 16 ARMOR CLASS

MAX 12 / 3 HD / CURRENT — HIT POINTS



PORTRAIT/SYMBOL

NAME

Man-at-arms	3
CLASS	LEVEL
Human	Neutral
RACE	ALIGNMENT

15	STR
10	DEX
14	CON
10	INT
13	WIS
8	CHA

12 SAVING THROW

+2 vs death & poision — MODS

4000 XP

+5% XP BONUS

NOTES/BACKGROUND:

An old, battle-scarred veteran, the Man-at-Arms has seen enough war and bloodshed to last more than a dozen lifetimes.

SPELLS/ABILITIES

Combat Fury (1 attack per level against enemies with one HD or less)

High Strength (+1 to damage and +1 to hit)

EQUIPMENT

Bedroll
Rations (1 week)
Waterskin
Mallet
Tobacco
Pipe
Map, local
Small sack

WEAPONS/ARMOR

Chain Armor
Shield
Morningstar (1d6)

LANGUAGES: Common

To Hit	8	9	10	11	12	13	14	15	16	17
DAC	9	8	7	6	5	4	3	2	1	0
AAC	10	11	12	13	14	15	16	17	18	19

Gold: 43 Copper: _____
Silver: _____ Gems: _____

4W

WHITE BOX
CHARACTER SHEET

HELMET 15 SHIELD
ARMOR CLASS

MAX 12
3 HD
CURRENT
HIT POINTS


PORTRAIT/SYMBOL

NAME

15 STR	
8 DEX	
10 CON	
14 INT	
12 WIS	
10 CHA	

Leper — CLASS
3 — LEVEL
Human — RACE
Law — ALIGNMENT

12
SAVING THROW

4000
XP

+5%
XP BONUS

+2 vs death & poision
MODS

NOTES/BACKGROUND:
The Leper is a ruined man, a warrior, and a poet. The terrible affliction he carries makes him a loner and an outcast.

SPELLS/ABILITIES
Combat Fury (1 attack per level against enemies with one HD or less)
High Strength (+1 to damage and +1 to hit)

EQUIPMENT
Bedroll
Rations (1 week)
Waterskin
Holy Book
Soap
Ink & Paper
Scroll Case
Small sack

WEAPONS/ARMOR
Chain Armor
Broken greatsword (d6+1)

LANGUAGES: Common

To HIT	8	9	10	11	12	13	14	15	16	17
DAC	9	8	7	6	5	4	3	2	1	Ø
AAC	10	11	12	13	14	15	16	17	18	19

Gold: 10 Copper:
Silver: Gems:

4W

WHITE BOX
CHARACTER SHEET

HELMET 14 SHIELD
ARMOR CLASS

MAX 12
3 HD CURRENT
HIT POINTS


PORTRAIT/SYMBOL

NAME

15	STR
13	DEX
14	CON
10	INT
8	WIS
12	CHA

Hellion — CLASS
3 — LEVEL
Human — RACE
Neutral — ALIGNMENT

4000 XP
+5% XP BONUS

12 SAVING THROW
+2 vs death & poision MODS

NOTES/BACKGROUND:
Wild, unpredictable, and utterly ruthless, the Hellion thrills to the spilling of blood! Her massive glaive affords her impressive reach in combat.

SPELLS/ABILITIES
Combat Fury (1 attack per level against enemies with one HD or less)
High Strength (+1 to damage and +1 to hit)

EQUIPMENT
Bedroll
Rations (1 week)
Waterskin
Tinderbox
Bottle of Ale (x3)
Backpack

WEAPONS/ARMOR
Leather Armor
Glaive (d6+1)

LANGUAGES: Common

To HIT	8	9	10	11	12	13	14	15	16	17
DAC	9	8	7	6	5	4	3	2	1	Ø
AAC	10	11	12	13	14	15	16	17	18	19

Gold: 10 Copper:
Silver: Gems:

4W

WHITE BOX
CHARACTER SHEET

HELMET + SHIELD = 15 ARMOR CLASS

MAX 9 — 2 HD — CURRENT HIT POINTS



PORTRAIT/SYMBOL

NAME

12	STR	Grave Robber	3
15	DEX	CLASS	LEVEL
14	CON	Human	Neutral
10	INT	RACE	ALIGNMENT
13	WIS		
8	CHA		

2500 XP

+5% XP BONUS

12 SAVING THROW

+2 vs traps MODS

NOTES/BACKGROUND:

The Grave Robber is restless, always on the lookout for trinkets and baubles. She tends to entertain those with a similarly morbid sense of humor with a biting and ironic wit.

SPELLS/ABILITIES

Backstab (+2 to hit roll damage twice)

Thievery (5+)

High Dexterity (+1 to hit with ranged weapons; +1 AC)

EQUIPMENT

Bedroll

Rations (1 week)

Waterskin

Torches (x3)

Tinderbox

Shovel

Small backpack

Vial, empty

WEAPONS/ARMOR

Leather Armor

Pickaxe (d6)

Throwing Knives (x4, 1d6-1)

Dart, poisoned (x1)

LANGUAGES: Common

To Hit	10	11	12	13	14	15	16	17	18	19
DAC	9	8	7	6	5	4	3	2	1	0
AAC	10	11	12	13	14	15	16	17	18	19

Gold: 35 Copper:

Silver: Gems:

4W

WHITE BOX
CHARACTER SHEET

HELMET SHIELD 14 ARMOR CLASS

MAX 11 2 HD CURRENT HIT POINTS


PORTRAIT/SYMBOL

NAME

10 STR	
14 DEX	
15 CON	
12 INT	
8 WIS	
13 CHA	

Houndmaster — CLASS
3 — LEVEL
Human — RACE
Neutral — ALIGNMENT

2500 XP

None XP BONUS

12 SAVING THROW

+2 vs traps MODS

NOTES/BACKGROUND:
A tough and uncommonly compassionate ex-lawman, the Houndmaster and his faithful Wolfhound work in tandem to bring down their enemies and protect the innocent.

SPELLS/ABILITIES
Backstab (+2 to hit roll damage twice)
Command Hound (Hound attacks on a successful CHA check; new hounds require a Loyalty check)

EQUIPMENT
Bedroll
Rations (1 week)
Waterskin
Chain, 50 ft
Lock & Key
Whistle
Small sack

WEAPONS/ARMOR
Leather Armor
Club (d6)
Hound (AC 14, HD 1, HP 7, Dmg d6)

LANGUAGES: Common

To Hit	10	11	12	13	14	15	16	17	18	19
DAC	9	8	7	6	5	4	3	2	1	Ø
AAC	10	11	12	13	14	15	16	17	18	19

Gold: 17 Copper:
Silver: Gems:

4W

WHITE BOX
CHARACTER SHEET

HELMET / SHIELD: 12 — ARMOR CLASS

MAX 12 — 3 HD — CURRENT — HIT POINTS



PORTRAIT/SYMBOL

NAME

8	STR		
13	DEX		
12	CON		
14	INT		
15	WIS		
10	CHA		

Plague Doctor — CLASS

3 — LEVEL

Human — RACE

Law — ALIGNMENT

3000 — XP

+10% — XP BONUS

13 — SAVING THROW

+2 vs poison & paralysis — MODS

NOTES/BACKGROUND:

A doctor, researcher and alchemist who prefers to hang back, the Plague Doctor is eating away at her foes with toxic clouds & plague-filled grenades.

SPELLS/ABILITIES

Turn Undead
Curse
Purify Food & Drink

Can cast 2 spells/day

EQUIPMENT

Bedroll
Rations (1 week)
Waterskin
Holy symbol, wood
Vial, empty (x3)
Small leather bag
Book (research notes)
Bag with various alchemical ingredients

WEAPONS/ARMOR

Robes & Mask
Vials:
Holy water (d6)
Oil & Fire (d6)
Poison gas* (d3)

* affects group of enemies

LANGUAGES: Common

To Hit	10	11	12	13	14	15	16	17	18	19
DAC	9	8	7	6	5	4	3	2	1	0
AAC	10	11	12	13	14	15	16	17	18	19

Gold: 55 — Copper: ____

Silver: ____ — Gems: ____

4W

WHITE BOX
CHARACTER SHEET

HELMET 14 SHIELD
ARMOR CLASS

MAX 12
3 HD
CURRENT
HIT POINTS


PORTRAIT/SYMBOL

NAME

14	STR	Vestal	3
10	DEX	CLASS	LEVEL
12	CON	Human	Law
13	INT	RACE	ALIGNMENT
15	WIS		
8	CHA		

13
SAVING THROW

NOTES/BACKGROUND:
The Vestal is a sister of battle. Pious and unrelenting. She channels her zeal for battle into healing abilities and holy judgements.

3000
XP

+10%
XP BONUS

+2 vs poison & paralysis
MODS

SPELLS/ABILITIES
Turn Undead

Cure Light Wounds
Bless

Can Cast 2 spells/day

EQUIPMENT
Bedroll
Rations (1 week)
Waterskin
Holy symbol, silver
Holy Book
Small leather bag

WEAPONS/ARMOR
Armored Robes
Mace (d6)

LANGUAGES: Common

TO HIT	10	11	12	13	14	15	16	17	18	19
DAC	9	8	7	6	5	4	3	2	1	Ø
AAC	10	11	12	13	14	15	16	17	18	19

Gold: 19 Copper:
Silver: Gems:

4W