

DUNGEONSLAYERS

AN OLD-FASHIONED ROLEPLAYING GAME

CHARACTER NAME _____ **PLAYER NAME** _____ **LEVEL** _____ **PP** _____ **TP** _____ **XP** _____

RACE _____ **RACIAL ABILITIES** _____ **CLASS** _____ **HERO CLASS** _____

BODY

MOBILITY

MIND

STRENGTH

AGILITY

INTELLECT

CONSTITUTION

DEXTERITY

AURA



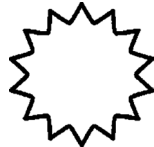
HIT POINTS

BOD+CO+10



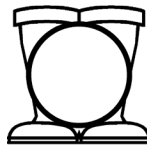
DEFENSE

BOD+CO+AV



INITIATIVE

MOB+AG



MOVEMENT

(MOB/2)+1



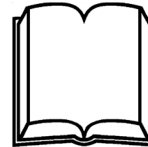
MAT

BOD+ST



RAT

MOB+DX



SPC

MND+AU-AV



TSC

MND+DX-AV

WEAPON	WB			TOTAL	SPECIAL
UNARMED	+0				OPPONENT'S DEFENSE +5

ARMOR	AV	SPECIAL
	+	
	+	
	+	
	+	
SUM AV	=	

SPELL	LEVEL	SM			TOTAL	DISTANCE	CP	EFFECT

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PP RECORD	START/MAX. VALUE	INCREASE	SPECIAL	TOTAL
STRENGTH	/	+ ST (PP)		ST:
CONSTITUTION	/	+ CO (PP)		CO:
AGILITY	/	+ AG (PP)		AG:
DEXTERITY	/	+ DX (PP)		DX:
INTELLECT	/	+ IN (PP)		IN:
AURA	/	+ AU (PP)		AU:
HIT POINTS		+ HP (PP)		HP:
ADDITIONAL TP		+ TP (PP)		
LANGUAGE/ALPHABET	2 / -	(PP)		

EQUIPMENT	WHERE CARRIED?	SPECIAL

TALENT	RANK	EFFECT

LOOT & TREASURE









1 Gold = 10 Silver = 100 Copper

HERBS, POTIONS, ARTIFACTS	EFFECT

CHARACTERISTICS

GENDER:	PLACE OF BIRTH:
DATE OF BIRTH:	AGE:
HEIGHT:	WEIGHT:
HAIR COLOR:	EYE COLOR:
SPECIAL:	
LANGUAGES:	
ALPHABETS:	

NPC COMPANION:		
BOD:	MOB:	MND:
ST:	AG:	IN:
CO:	DX:	AU:

NOTES: