

DUNGEONSLAYERS

AN OLD-FASHIONED ROLEPLAYING GAME

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

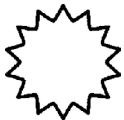
RACE	RACIAL ABILITIES		CLASS	HERO CLASS	
BODY	<input type="text"/>	MOBILITY	<input type="text"/>	MIND	<input type="text"/>
STRENGTH	<input type="text"/>	AGILITY	<input type="text"/>	INTELLECT	<input type="text"/>
CONSTITUTION	<input type="text"/>	DEXTERITY	<input type="text"/>	AURA	<input type="text"/>



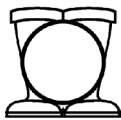
HIT POINTS
BOD+CO+10



DEFENSE
BOD+CO+AV



INITIATIVE
MOB+AG



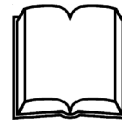
MOVEMENT
(MOB/2)+



MAT
BOD+ST



RAT
MOB+DX



SPC
MND+AU-AV



TSC
MND+DX-AV



MANA
MND+AU+Level

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

ARMOR	AV	SPECIAL
	+	
	+	
	+	
	+	
SUM AV	=	


SPELL	MP	SM			TOTAL	DISTANCE	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)		

LOOT & TREASURE


GOLD


SILVER


COPPER

1 Gold = 10 Silver = 100 Copper

EQUIPMENT	WHERE CARRIED?	SPECIAL

HERBS, POTIONS, ARTIFACTS	EFFECT









TALENT	RANK	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: