

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

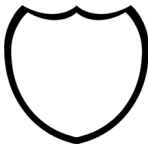
DEXTERITY

AURA



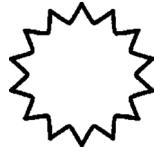
HIT POINTS

BOD+CO+10



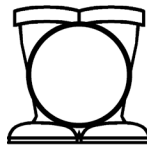
DEFENSE

BOD+CO+AV



INITIATIVE

MOB+AG



MOVEMENT

(MOB/2)+1



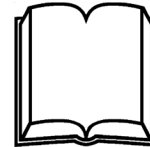
MAT

BOD+ST



RAT

MOB+DX



SPC

MND+AU-AV



TSC

MND+DX-AV

| WEAPON | WB | | | TOTAL | SPECIAL |
|---------|----|--|--|-------|-----------------------|
| UNARMED | +0 | | | | OPPONENT'S DEFENSE +5 |
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| ARMOR | AV | SPECIAL |
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| SUM AV | = | |

| TALENT | RANK | EFFECT |
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| TALENT | RANK | EFFECT |
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