

# 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**

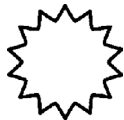
**AURA**



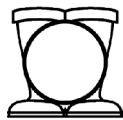
**HIT POINTS**  
BOD+CO+10



**DEFENSE**  
BOD+CO+AV



**INITIATIVE**  
MOB+AG



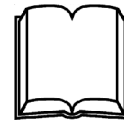
**MOVEMENT**  
(MOB/2)+



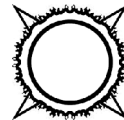
**MAT**  
BOD+ST



**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
	+	
	+	
	+	
	+	
	+	
	+	
	+	
	+	
	+	
<b>SUM AV</b>	=	

TALENT	RANK	EFFECT

TALENT	RANK	EFFECT

