

DUNGEONSLAYERS

AN OLD-FASHIONED ROLEPLAYING GAME

PLAYER:

CHARACTER:

RACE:

LEVEL

PP

TP

CLASS:

RACIAL ABILITIES:

EXPERIENCE POINTS

HERO CLASS:

BODY

MOBILITY

MIND

STRENGTH

AGILITY

INTELLECT

CONSTITUTION

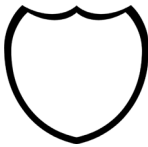
DEXTERITY

AURA



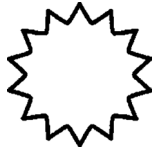
HIT POINTS

BOD+CO+10



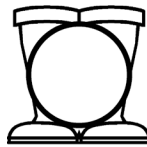
DEFENSE

BOD+CO+AV



INITIATIVE

MOB+AG



MOVEMENT

(MOB/2)+1



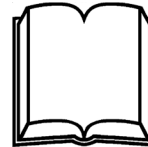
MAT

BOD+ST



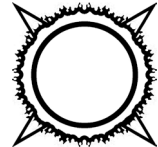
RAT

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	CB			TOTAL	DISTANCE	CP	EFFECT

