Challenge DUNGEON RPG

DUNGEON SHEET

Dungeon creator

LEVEL

NUMBER IN PARTY

Quest name	
Location	

CLIENT	Profession
Gender	Age
Personality	Appearance

MISSION

FEE G

MONSTERS

CODE	NAME	HP(Hit Points)	MP(Mind Points)

BOSS

TRAPS

MAP ICON	Name	Scoting Chance	Success	Activation Methoo, Effect etc.

Notes

DUNGEON Characteristics(Environment etc.)

MAP

SCALE 0m 5m 10m

MAP KEY

BOUNDARIES: WALL, DOUR, OUTSIDE

TERRAIN: FLOOR, WATER, VEGETATION, DARKNESS

STARTING POSITIONS: PCs, MONSTER, BOSS MONSTER

DISCOVERED / NEUTRALISED TRAP

TREASURE CHEST