



# DUNGEONSLAYERS

## AN OLD-FASHIONED ROLEPLAYING GAME

Player \_\_\_\_\_ Character \_\_\_\_\_ Level \_\_\_\_\_ Learning Points \_\_\_\_\_

Race \_\_\_\_\_ Class \_\_\_\_\_ XP \_\_\_\_\_ Talent Points \_\_\_\_\_

**BODY**

**AGILITY**

**MIND**

**STRENGTH**

**REFLEXES**

**REASON**

**TOUGHNESS**

**DEXTERITY**

**AURA**

WEAPON	Weapon bonus	Notes
unarmed	+0	Enemy's Defense +5

ARMOR	Armor value	Notes
<b>AV total</b>		



Hitpoints  
BOD+TO+10



Defense  
BOD+TO+AV



Melee Attack  
BOD+ST+WB



Ranged Attack  
AGI+DX+WB



Dodge  
AGI+RF-AV



Spellcasting  
MIN+AU+CB-AV



Targeted Spells  
MIN+DX+CB-AV

Initiative (AGI+RF)

Speed 1+(AGI/2)



TALENTS	Rank

SPELL	Casting bonus	Distance	Coold.	Effect

