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	

WEAPONS & ARMOR	BONUS	NOTES
unarmed	+0	Enemy's Defense +5

Initiative (AGI+RF)

Speed 1+(AGI/2)

TALENTS	RANK

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

SPELL	Level	CB	Distance	Cooldown	Effect

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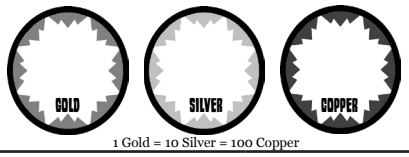
EQUIPMENT

Player

Character

EQUIPMENT	Location	Notes

WEALTH



1 Gold = 10 Silver = 100 Copper

HERBS & POTIONS	Effect

MAGIC ITEMS	Effect

MISCELLANEOUS WEAPONS & ARMOR

WEAPON	Weapon bonus	Notes

ARMOR	Armor value	Notes
AV total		

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