



# DUNGEONSLAYERS

## AN OLD-FASHIONED ROLEPLAYING GAME

Player \_\_\_\_\_ Character \_\_\_\_\_ Level \_\_\_\_\_ Learning points \_\_\_\_\_

Race \_\_\_\_\_ Class \_\_\_\_\_ Experience \_\_\_\_\_

**BODY****AGILITY****MIND****STRENGTH****REFLEXES****REASON****TOUGHNESS****DEXTERITY****AURA**

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

ARMOR	Armor value	Notes
AV total		



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

TALENTS

**SPEED/RD**  
1 + (AGI/2):      m

SPELL	Casting bonus	Distance	Coold.	Effect

