



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

ARMOUR	Armour 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






EQUIPMENT

Player _____

Character _____

EQUIPMENT	Location	Notes

WEALTH

1 Gold = 10 Silver = 100 Copper

HERBS & POTIONS	Effect

MAGIC ITEMS	Effect

MISCELLANEOUS WEAPONS & ARMOUR

WEAPON	Weapon bonus	Notes

ARMOUR	Armour value	Notes
AV total		