
DUNGEONEERS

RULES SUMMARY

CHARACTERS

- Three Abilities, 3d6
 - **Brawn**: constitution & strength
 - **Finesse**: charisma & dexterity
 - **Intellect**: intelligence & wisdom
- Hit Protection (HP)
 - 1d6
 - HP quickly restored
 - Some equipment increases max HP
- Classless, role determined by Abilities and equipment carried
- No levels or XP, in-world improvement through Scars and adventuring

ACTIONS

- Player directed through narrative and description
- Ability Saves, only if risky or opposed

SAVES

- Roll d20 LESS THAN Ability score
 - Advantage/Disadvantage
 - Roll of 1 always succeeds, 20 always fails
- Fictional positioning influences:
 - Likelihood of success
 - Impact of an outcome

EQUIPMENT

- 12 inventory slots
- Most items 1 slot, bulky items 2
- Full inventory, HP 0

COMBAT

- Attacks always hit; just roll damage
 - Damage by weapon
 - Armour reduces damage
- Zones: hand, close, near, far, distant
- Heroic Deeds: ad-hoc combat manoeuvres instead of damage
- Sundered shield: blocks damage

DAMAGE

- Damage is taken to HP
 - After HP 0, damage to Brawn
 - HP reduced to exactly 0, roll Scar
 - Brawn damage, Save to avoid Critical Injury
- Brawn reduced to 0, the character dies

HEALING

- HP restored after an encounter
- Ability loss more severe injury

MAGIC

- Spells are items carried in inventory
- Casting adds Fatigue to inventory
- Miscasting adds Corruption

CORRUPTION

- Exposure to sorcery and ancient horrors adds Corruption
- Accumulation of Corruption causes unpredictable mutations