
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
- No modifiers
- Fictional positioning (*Advantage* or *Disadvantage*) influences both likelihood of success and impact of outcome
- Roll of 1 always succeeds, 20 always fails

EQUIPMENT

- 12 inventory slots
- Most items 1 slot, bulky items 2
- Max 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 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, character dies

HEALING

- HP restored after encounter
- Ability loss more serious injury

MAGIC

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

CORRUPTION

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