



**DUNGEONSLAYERS**  
AN OLD-FASHIONED ROLEPLAYING GAME

## MODIFIERS

**routine +6**  
**very easy +4**  
**easy +2**  
**normal +0**  
**difficult -2**  
**very difficult -4**  
**extremely difficult -6**

## STANDARD CHECKS

Bash in doors: BOD+ST  
Climbing: AGI+ST  
Dancing: AGI+RF  
Decipher script: MIN+RE  
Disarm traps: AGI+DX  
Flirting: MIN+AU  
Jumping: AGI+RF  
Knowledge: MIN+RE  
Lighting a fire: MIN+DX  
Open locks: AGI+DX  
Open secret doors: MIN+DX  
Perception: MIN+RE  
Pick pockets: AGI+DX  
Read tracks: MIN+RE  
Resist poison: BOD+TO  
Riding: BOD+RF  
Sneaking: AGI+RF

## NATURAL HEALING

Injured characters regenerate damage on a successful BOD+TO check. The amount of damage healed is equal to the roll result. Every 4h of bed rest grant a +1 bonus to this check.

## STANDARD ACTIONS

Awake an unconscious character  
Bash door  
Cast a normal spell  
Cast a targeted spell  
Change active spell  
Concentrate on a spell  
Dodge  
Draw/switch weapons  
Melee Attack  
Open a lock  
Quaff a potion  
Ranged Attack  
Run (double move)  
Stand up and/or draw weapon  
Take some healing herbs

## FALLING DAMAGE

Falling damage is equal to the falling distance x 3 in meters (e.g. 12 points of damage for a 4m fall). Defense applies as usual.

## FIRE & ACID

Size of fire	Damage/Rnd
torch (like club)	Attack result
burning clothes	d20
campfire	d20
in a burning house	2d20
inferno	5d20
wet clothes	-d20
Amount of acid	Damage/Rnd
jet of acid	Attack result
bucket	d20
whole body	2d20

## SCROLLS

Spells can be activated (regardless of level) directly from the scroll. In both cases the spell disappears from the parchment.

## TAVERN & TEMPLE

In the tavern	Cost
“Company”	5SP
Feast for one person	2SP
Mug of wine	2CP
Mug of beer	1CP
Regular meal	3CP
Room for a night	5CP
Stable space	1CP

In the temple	Cost
Bandages (heal 1 HP)*	5SP
Greater Healing (spell)	100GP**
Healing potion (d20 HP)	10GP
Healing spell (cost per 1 HP)	1SP**
Holy water*** (spell)	5SP**
Pendant with holy symbol	1GP
Resurrection (spell)	500GP**

\*: Per day HP equal to BOD can be bandaged  
\*\*: Donation necessary if PC is unknown/disliked  
\*\*\*: Damage for demons/undead (check value d20)

**1 GOLD = 10 SILVER = 100 COPPER**

