



**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**

