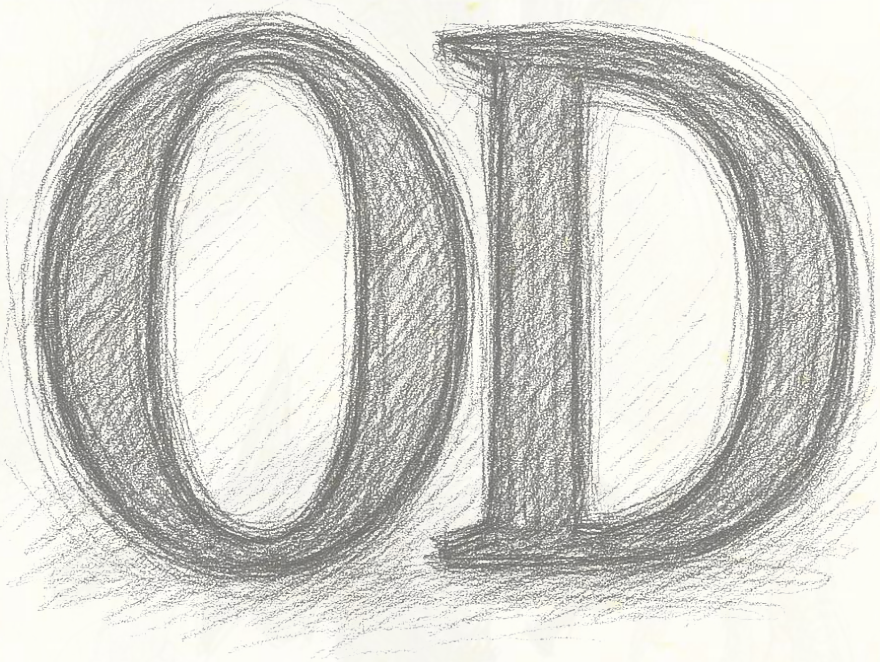
Open Dungeons RPG™

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Designed
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Cheat Sheets



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Save Rolls:
Reacting to (danger).

Chance Rolls (check rolls):
Do something and see if it works.

Probability Roll:
Out of your control, fate decides.

Save Rolls

DEX Quick - dodge/evade
CON Tough - endure harm
WIS Mind - resist influence

Armor Class (AC):
10 + Dexterity bonus + shield.
Attack rolls must meet or beat a target's AC to land a hit to cause damage

Damage Reduction (DR):
DR reduces physical damage attack.

Abilities and Score Bonus:
STR: Strength
DEX: Dexterity (reaction speed)
CON: Constitution (phsyical health)
WIS: Wisdom (awareness + judgement)
INT: Intelligence (reasoning + understanding)
CHA: Charisma (presence and influence)

Score	Bonus
3	-3
4 - 5	-2
6 - 8	-1
9 - 10	0
11 - 12	+1
13 - 14	+2
15 - 16	+3
17 - 18	+4
19+	+5

Armor Type	DR
Unarmored	-1
Padded or Robe	0
Leather	1
Studded Leather	1
Hide	2
Chain Shirt	2
Scale Mail	2
Chainmail	3
Breastplate	3
Splint Mail	4
Banded Mail	4
Half Plate	4
Full Plate	5

-1 DR = +1 extra damage

Melee Combat
Roll d20 vs target AC.
Range Combat
Roll d20 vs target AC.
Unarmed Combat
Roll d20 + STR Bonus + your level vs target AC.
Wrestling
Both roll d20 +STR Bonus + your level. Highest roll win.

Melee Damage
Apply STR Bonus to damage roll of weapon.
Unarmed Damage
1 point of damage or STR Bonus, whichever is greater.

Magic Stacking

No more than 2 magical effects (spells or items) can apply to the same destination. A destination is any single stat or value, such as AC, attack bonus, damage bonus, a specific Save Roll, a skill, an ability score, etc. All versions of the same thing count as the same destination. This limit also applies to area effects.

Within a destination, you can benefit from up to 2 modifiers, but only if each one is +2 or lower. Any single modifier to that destination is +3 or higher, only that highest modifier applies. This also applies to penalties.

Spell Attack and Defense

Spell caster casts at target, target makes Save Roll against spell type.

Type of Save Roll is suggested in the spell stats, but if DN decides otherwise: Pick the Save Roll by spell essence, with this guide below:

Dex Quick - dodging stuff you can physically avoid: Bursts, lines, cones, rays, volleys, falling rubble, slick floors.
Con Tough - withstanding harm to the body: Fire, cold, thunder, acid, necrotic burn, petrify, poison gas, disease.
Wis Mind - resisting influence on thoughts or senses: Charm, fear, sleep, hold, suggestion, possession, illusions.

Magical Backlash

Target Save Roll is a natural 20, causing -1 to Constituion. Does not stack.

Money
10 CP = 1 SP • 10 SP = 1 GP • 10 GP = 1 PP

100 CP = 1 GP or 1,000 CP = 1 PP

Magic Reistance vs Immune
Resistant to a damage type, you take half damage from that source. If you're Immune, you take no damage at all.

Weary
Weary through exhaustion, forced marching, magical effects, etc. you suffer a -2 penalty to all Save Rolls. Rest and recovery remove this condition: a full nights rest of 6 or more hours.

Resting and Hit Point Recovery

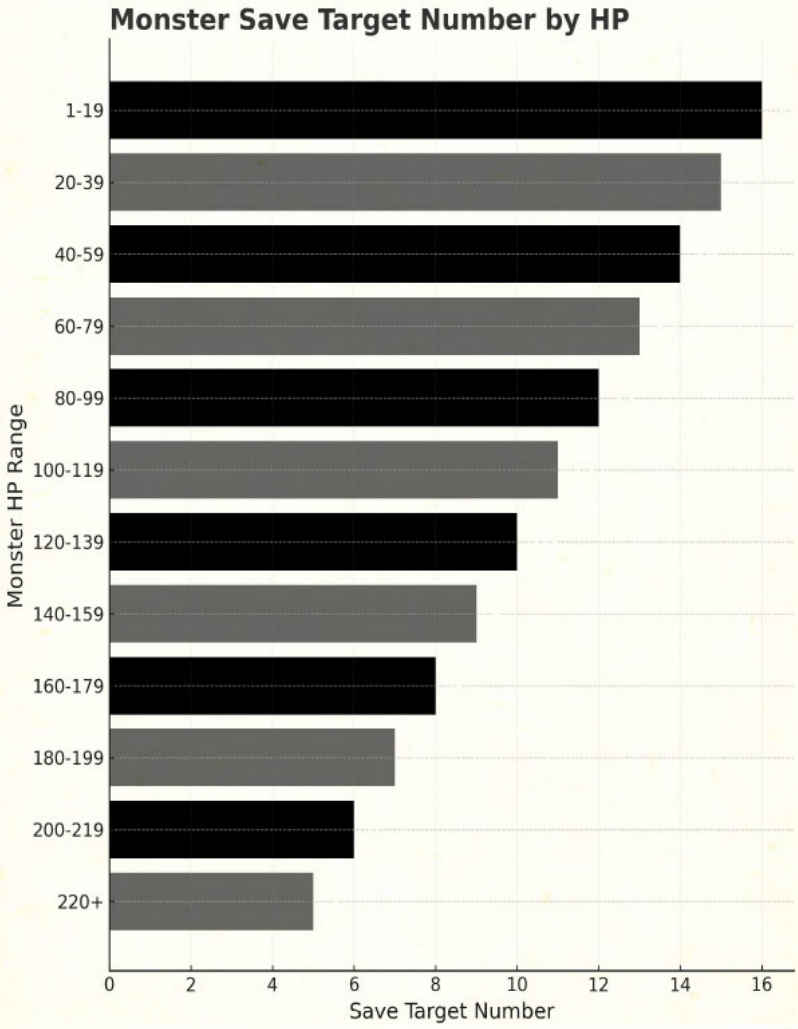
Hit Point recovery occurs organically with a full night's rest of 6 or more hours.

Unsafe Rest (cavern, dungeon, camp, etc.): Recover 25% of your maximum HP after a full night.
Safe Rest (inn, stronghold, etc.): Recover 25% of your maximum HP + (Constitution Bonus x Level) after a full night.
Downtime (one full week without adventuring): Recover all lost HP.

Monster Save Rolls

Monster Save Target Number =
16 - (Monster HP ÷ 20, rounded down)

Note: 5 is the lowest, no matter how much HP.



Encounter Formula

Step 1: HP Baseline

Add up monster encounter total HP.

Add up who party HP.

Monster HP ≈ ½ party HP = Easy

Monster HP ≈ equal party HP = Challenging

Monster HP ≈ 1.5× party HP = Hard

Monster HP ≈ 2×+ party HP = Deadly

Step 2: Action Check

Drop 1 step when Monsters has fewer actions than party's total.

Raise 1 step if Monsters has more actions (multi-attacks) per round than party's total.

Step 3: Spice Bump

Raise 1 step if monsters have strong control, resistances, flight/range, or other tactical edge.

Drop 1 step if they're fragile, with no defenses or tricks.

For each level a Wizard or Cleric gains, add +1 to the target's Save Roll TN.