

Open Dungeons RPG™

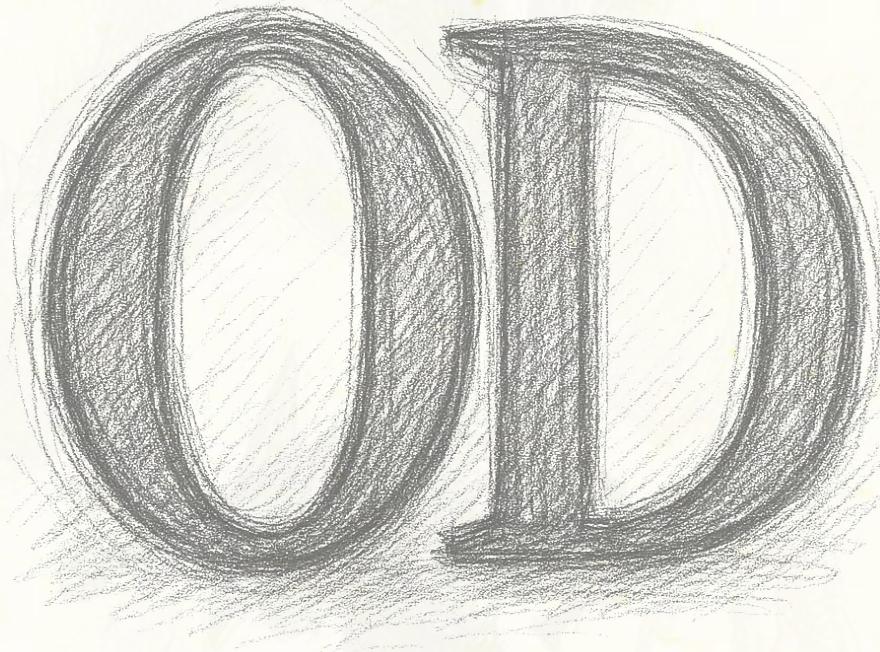


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Cheat Sheets



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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 (physical health)
WIS: Wisdom (awareness + judgement)
INT: Intelligence (reasoning + understanding)
CHA: Charisma (presence and influence)

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.



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

Spell Attack and Defense

Melee Damage

Apply STR Bonus to damage roll of weapon.

Unarmed Damage

1 point of damage or STR Bonus, whichever is greater.

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

Type of Save Roll is suggested in the spell stats, but if DM 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 Constitution. Does not stack.

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.

Money

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

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

Magic Resistance 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

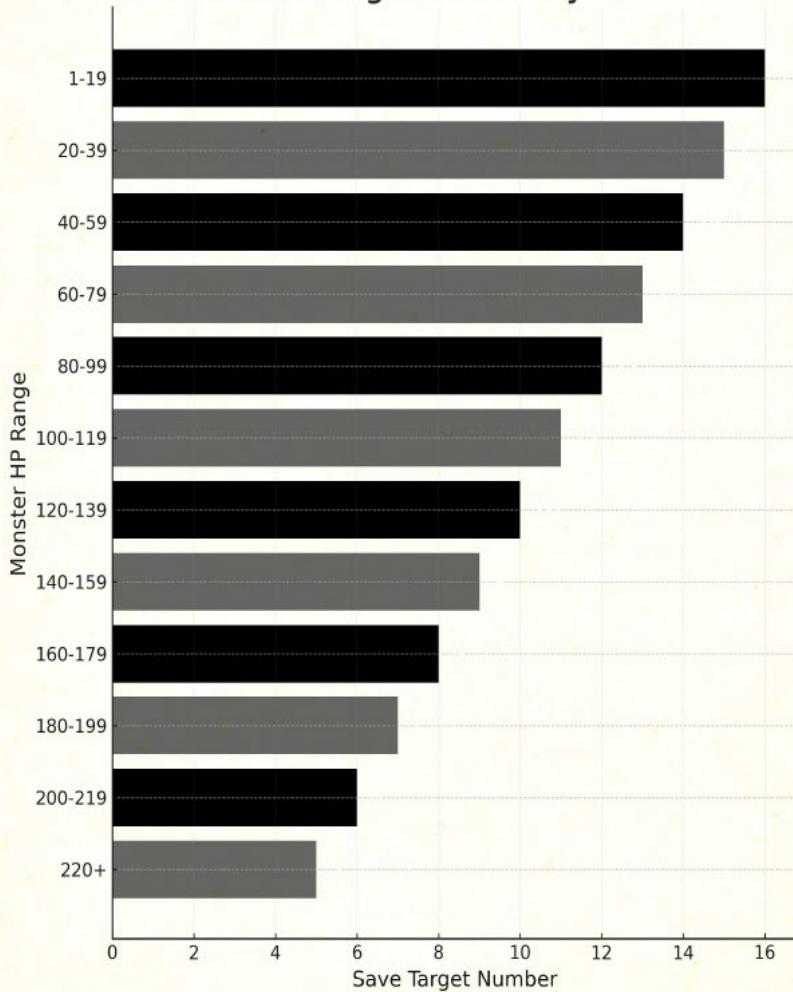
Weary through exhaustion, forced marching, magical effects, etc. you suffer a -2 penalty to all Save Rolls. Rest and recovery remove this condition: a full nights rest of 6 or more hours.

Monster Save Rolls

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

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

Monster Save Target Number by HP



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 + your Constitution Ability Bonus after a full night.

Downtime (one full week without adventuring): Recover all lost HP.

Encounter Formula

Step 1: HP Baseline

Add up monster encounter total HP.

Add up who party HP.

Monster HP \approx $\frac{1}{2}$ party HP = Easy

Monster HP \approx equal party HP = Challenging

Monster HP \approx 1.5 \times party HP = Hard

Monster HP \approx 2 \times + 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.