

Open Dungeons

RPG™

BEGIN

Just Starting?

Learn the Words

BEFORE THE
CORE GUIDE

Who's at the Table

Player – you, a real person playing the game.
Character – the individual you control in game.
Dungeon Narrator (DN) – storyteller.
Party – the group of **Characters** adventuring.

Non-Player-Character (NPC):

others and monsters controlled by the DN.

How Play Works

Encounter – a dangerous or tense situation.
Action – character attempts to do something.
Turn – When all characters and NPCs have taken an action.

Combat

Attack – you attempt to harm or affect a target.

Defense – reducing or avoiding harm.

Armor Class (AC) – How hard a target is to hit.

Damage Reduction (DR) – How much damage armor or toughness blocks.

Hit Points (HP) – How much damage a character or creature can take.

Resting

Rest – Time spent recovering Hit Points.

Meditation – How a Cleric regains spent spells.

Studying – How a Wizard regains spent spells.

Dice & Rolls

Roll – Rolling dice to see what happens.

Target Number (TN) – Rolling dice, the number you must meet or beat to succeed.

Chance Roll (Check Roll) – A roll to see if attempting something works.

Probability Roll – A roll used when the outcome is pure chance, not skill or ability.

Save Roll – roll to dodge attacks or spells.

Save Rolls: Quick / Tough / Mind – types of saves used in the game relative to ability.

Quick Save Roll: how fast you can dodge or react.

Tough Save Roll: ability to resist physically.

Mind Save Roll: ability to resist mental effects like fear, charm, illusions, control, etc.

Gear & Wealth

Equipment – Everything your character carries.

Weapon – Gear used to make attacks.

Armor – Gear that provides Damage Reduction.

Shield – Gear that adds additional protection.

Currency – Money: copper pieces (**CP**), silver pieces (**SP**), gold pieces (**GP**) and platinum pieces (**PP**).

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

Character

Ability Scores – What your character is naturally good or bad at.

Strength (STR) – Physical.

Dexterity (DEX) – Speed, balance, and reflexes.

Constitution (CON) – Endurance and health.

Wisdom (WIS) – Awareness and judgement.

Intelligence (INT) – Reasoning and memory.

Charisma (CHA) – Presence and influence.

Class – What your character is trained to do (Fighter, Cleric, Wizard, Thief).

Experience (XP) – Progress earned through play that gains you Levels.

Level – How experienced your character is.