



Explore.
Roll. Survive.

OPEN DUNGEONS

One-Page Player Guide

Concise player reference. Dungeon Narrator has final say.

Submitted by *MelissaPlaysRPGs*



Learn in minutes,
play tonight.

WHAT YOU DO

You play one adventurer. Say what they try. The Dungeon Narrator (DN) describes the world and calls for rolls when something is risky. There is no "perfect option" buried on your sheet — act like a person in a dangerous place.

THE THREE ROLLS

Chance Roll (check).

Risky task anyone might try. DN sets a Target Number (TN). Roll d20 + the matching Ability bonus. Meet or beat the TN.

Save Roll.

React to danger you did not choose. Three kinds only: Dex Quick, Con Tough, Wis Mind. TN = 16 — your level (level 1 = 15). Roll d20 + the matching Ability bonus and meet or beat TN.

Attack Roll.

d20 vs the target's Armor Class. Meet or beat AC to hit. Weapon attacks do not add an Ability bonus to the roll (class features and magic can).

ABILITY SCORES

Roll 4d6, drop the lowest, six times. Assign freely. Each class needs 16 in its prime Ability.

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

STR Melee damage, heaving, climbing, jumping, grappling.

DEX AC, Quick saves, sneaking, balance.

CON Tough saves, poison, breath, endurance.

WIS Mind saves, noticing danger, common sense.

INT Search, recall, investigation.

CHA Persuade, lie, intimidate, perform.

COMBAT

- Your turn is about 5 seconds. You may move and take one significant action (attack, cast, help, use an item, etc.).
- A round ends when every character and monster has had a turn. The DN decides who goes first from the scene.
- Melee damage = weapon die + Strength bonus. Then subtract the target's DR.
- Ranged damage = weapon die only. Strength bonus applies to thrown weapons and composite bows.
- Range: Near 0–30 ft (no penalty). Far 31–90 ft (–1 to hit; none at 4th). Extreme 91–180 ft (–3 to hit; none at 6th). Most thrown weapons cannot reach Extreme.
- Shooting in melee: –4 to hit (–2 at 5th). Bows, light crossbows, and hand crossbows fire every round. Medium crossbow every 2nd round; heavy every 3rd (reload drops by 1 at 5th).
- Natural 20 on a weapon attack: ignore DR and deal double damage.
- 0 HP = dead. There are no death saves.

UNARMED, GRAPPLE, TWO WEAPONS

- Unarmed to-hit: d20 + STR bonus + level vs AC. Damage is 1 or your STR bonus, whichever is higher (DR still applies).
- Grapple: both roll d20 + STR + level; higher result wins and may restrain, knock down, or hold.
- Natural 20 unarmed: DN may let you knock down, stagger (lose next action), or shove 5 ft.
- Two one-handed weapons (Dual-Wielding): no shield (lose +2 AC). If your primary melee attack misses, immediately roll an off-hand attack. Base weapon damage only: no STR bonus; natural 20 does not double this damage. Off-hand momentum: 1 time per 2 turns (cannot use on your next turn).

SAMPLE CHANCE TNS

Task (examples only — the DN sets the TN)	Ability	TN
Climb a tree or wall	STR	12
Jump a pit	STR	10
Sneak past a guard	DEX	15
Search and find a trap	INT	13
Notice a trap by chance	WIS	16
Recall ancient lore	INT	14
Tell a convincing lie	CHA	16

ARMOR CLASS & DAMAGE REDUCTION

AC = 10 + Dexterity bonus + shield (+2 if you use one). Attackers must meet or beat AC. DR subtracts from damage after a hit. It reduces bludgeoning, piercing, slashing, fire, cold, lightning, thunder, acid, force, radiant, and necrotic damage. It does not reduce psychic, poison, disease, curse, or suffocation. Natural 20 ignores DR.

Armor	DR
Unarmored	–1
Padded / robe	0
Leather / studded	1
Hide / chain shirt / scale	2
Chainmail / breastplate	3
Splint / banded / half plate	4
Full plate	5

Unarmored DR –1 means you take +1 extra damage.

SAVE ROLLS — PICK BY ESSENCE

- Dex Quick** Dive, leap, dodge bursts, lines, cones, rays, volleys, pits, swinging blades, falling rubble, slick floors, lightning you can see coming.
- Con Tough** Venom or poison gas, disease, fire, cold, thunder, acid, necrotic burn, petrify; may also cover drowning or exhaustion (DN discretion).
- Wis Mind** Charm, fear, sleep, hold, illusion, suggestion, possession, vampire gaze, hallucinations.
- Spells:** the caster just casts. You make the listed save. Success is half or none, as the spell says.
 - Ongoing effects:** save again at the end of each of your turns to shake it off early.
 - Each Wizard/Cleric level adds +1 to the target's Save Roll TN.
 - Natural 1 save:** take 25% more damage or a worse condition (DN choice per spell).
 - Magical Backlash:** a natural 20 save may trigger Magical Backlash only if the spell, magic item, enchanted zone, or specific rule says backlash applies. The DN decides the rebound or twist.

THE FOUR CLASSES

Fighter • STR 16 • 12 HP / level

Any weapon, any armor. Starts with 150 gp and bare knuckles. Default: Weapon Supremacy, Second Wind, Mighty Heave, Combat Focus. Fearless vs weaker foes. Pick 2 level-up bonuses each level.

Cleric • WIS 16 • 8 HP / level

Blunt weapons only; armor up to chainmail. Starts with 150 gp and a holy symbol. Default: Divine Ward, Blessing, Sanctify, Divine Call, Turn Undead. Divine spells. Pick 1 level-up bonus each level.

Wizard • INT 16 • 5 HP / level

Simple arms only (dagger, staff, sling, dart). Padded armor or robe only — other armor interferes with spells. Starts with 150 gp and a spellbook. Default: Arcane Focus, ritual/codex work, Arcane Overload (costly). Arcane Sense. Lose the book, you cannot prepare new spells.

Thief • DEX 16 • 7 HP / level

Padded, leather, or studded leather; no shield; one-handed weapons plus short bows, hand crossbows, and slings. Starts with 150 gp and a dagger. The only class that reliably picks locks, removes traps, pickpockets, moves silently, hides in shadows, and backstabs. Non-thieves may still attempt some thief-like tasks at flat chances, but backstab, pick locks, and remove traps remain thief territory.

REST, WEALTH, CONDITIONS

- Full night (6+ hours).
- Unsafe rest (dungeon, camp): recover 25% of max HP.
- Safe rest (inn, stronghold): recover 25% of max HP + (Constitution bonus × level) after a full night.
- One full week off the road: all HP.
- Weariness: –2 to all saves until a full night's rest.
- Money: 10 CP = 1 SP • 10 SP = 1 GP • 10 GP = 1 PP.
- Resistant = half damage. Immune = none.

MAGIC STACKING

No more than two magical effects (spells or items) apply to the same destination — one stat or value such as AC, a save, damage, or an Ability. If any single modifier to that destination is +3 or higher, only the highest applies. Same limit for penalties and area effects.

LEVELING (PLAYER VIEW)

Everyone starts at level 1. Typical XP: 100 per hour at the table. Level 2 = 2,000 XP; Level 3 = 4,000; then +2,000 per level through 10. Levels are gained after adventures, not mid-dungeon, unless the DN says otherwise. Alignment does not bind player characters — play the person.

TABLE MANNERS THAT MATTER

- Describe the attempt, not the rule. "I brace the door with the bench" beats "I want a Strength check."
- Listen when someone else has the spotlight. Ask the DN before grabbing extra rolls.
- Stay in class bounds: a wizard in plate does not cast; a cleric with a sword does not get the path's blessing.
- The DN's call at the table is the rule. Look it up after the scene, not during it.

