

DM SCREEN FOR DUNGEONS & DRAGONS 5TH EDITION BY THE FORGOTTEN ADVENTURES

THINGS YOU CAN DO ON YOUR TURN

- Move up to your speed.
- Take one Action and Bonus Action
- Communicate with speech, gestures, or both.
- Interact with one object or feature of the environment as you move or take your action. To interact with a second object, take the „Use an Object“ action.

COVER

Cover	Effect
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1/2 Cover	+2 Bonus to AC and Dexterity saving throws
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3/4 Cover	+5 Bonus to AC and Dexterity saving throws
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Full Cover	Can't be targeted by an attack or spell.
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Optional Rule:

If a creature is providing cover for the missed creature and the attack roll exceeds the AC of the covering creature, the covering creature is hit.

CONCENTRATION

Some spells must be maintained with concentration, spell description specifies how long you can concentrate on it. You can end concentration at any time (no action required.) The following factors can break your concentration:

- You cast another spell that requires concentration.
- You take damage. Succeed on a Constitution Saving Throw to maintain your concentration, with a DC equal to 10 or half the damage you take, whichever number is higher.
- You're incapacitated or killed.
- You're overwhelmed by an enormous distraction, such as a wave crashing into you. Succeed on a DC 10 Constitution Saving Throw to maintain your concentration.

STEALTH

- If someone can see you, you can't attempt to hide from them.
- Someone doesn't see you when they're not looking at you.
- Once hidden, you can be detected via sight, hearing or both. If their Passive Perception is higher than your stealth roll, they detect you. They can roll Perception Check if they are actively looking for you.

If you are hidden, you have advantage on attack rolls against the creatures that can't see you. Attacking out of stealth reveals you.

OBSCURED AREAS

Obscureness	Effect	Examples
Lightly obscured	Creatures have Disadvantage on Wisdom (Perception) checks that rely on sight.	Dim light, patchy fog, moderate foliage
Heavily obscured	Vision is blocked; creatures are effectively blinded.	Darkness, opaque fog, dense foliage

SURPRISE

Compare the Dexterity (Stealth) check of anyone hiding with the Passive Wisdom (Perception) score of those on the opposing side.

Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

If neither side tries to be stealthy, they automatically notice each other.

ACTIONS IN COMBAT

ATTACK

Make one melee or ranged attack, a grapple or a shove.

CAST A SPELL

Cast a spell with a casting time of 1 action.

DASH

Gain extra movement equal to your speed.

DISENGAGE

Your movement doesn't provoke opportunity attacks.

DODGE

Until the start of your next turn, any attack against you has Disadvantage if you can see the attacker. You also gain Advantage on DEX Saves.

Benefit is lost if you're incapacitated or if your speed drops to 0.

HELP

Give another creature Advantage on next attack roll (you must be within 5 ft. of the target) or ability check.

HIDE

Stealth (DEX) check to attempt to become hidden.

See Stealth rules for more details.

READY

Take a reaction in response to a defined trigger event, or ready a spell and hold its energy. (req. concentration)

IMPROVISE

Take an Action not described here, providing your DM allows it. E.g.: Break down a door, intimidate foes etc.

SEARCH

Make a Perception (WIS) or Investigation (INT) Check to locate something.

USE AN OBJECT / ITEM

Interact with a second object on your turn (first interaction is free), or magical item.

DISARM

Use an attack to make attack roll opposed by target's Athletics (STR) or Acrobatics(DEX) check. Target has advantage if holding the item with 2 or more hands.

OVERRUN / TUMBLE

Athletics (STR) or Acrobatics (DEX) contest. If you win, you can move through the hostile's space once this turn.

GRAPPLE / SHOVE

Athletics (STR) contested by Athletics (STR) or Acrobatics (DEX). If you win, you can Grapple the target, knock it prone or shove it 5 ft. away from you.

SHOVE ASIDE

Athletics (STR) with Disadvantage contested by Athletics (STR) or Acrobatics (DEX). If you win, you can move the target 5 ft. to a different space within its reach.

SPECIAL ABILITY

Use a class feature or other special ability that requires your action for its use.

MOB ATTACKS (DMG 250)

d20 Roll Needed to hit AC	Attackers Needed for One to Hit
1-5	1
6-12	2
13-14	3
15-16	4
17-18	5
19	10
20	20

CONDITIONS

BLINDED

- Automatically fails any ability checks that requires sight.
- Attack rolls against the creature have Advantage
- The creature has Disadvantage on attack rolls.

CHARMED

- Charmed creature can't target the charmer.
- The charmer has advantage on any ability checks to interact socially with the creature

DEAFENED

- Deafened creature automatically fails any ability checks that requires hearing.

FRIGHTENED

- Creature has Disadvantage on ability checks and attack rolls while the source of its fear is within line of sight
- Creature can't willingly move closer to the source of it's fear.

GRAPPLED

- A grappled creature's speed becomes 0.
- The condition ends if the grappler is incapacitated, or if some effect removes the grappled creature from the reach of the grappler or grappling effect.

INCAPACITATED

- An Incapacitated creature can't take actions or reactions.

INVISIBLE

- An Invisible creature is impossible to see without the aid of magic or a special sense. (Heavily Obscured)
- The creature's location can be detected by any noise it make or any tracks it leaves.
- Attack rolls against the creature have Disadvantage, and the creature's attack rolls have Advantage

PARALYZED

- A Paralyzed creature is Incapacitated and can't move or speak.
- The creature automatically fails Strength and Dexterity Saves.
- Attack rolls against the creature have Advantage.
- Any Attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

PETRIFIED

- A Petrified creature is transformed, along with any nonmagical objects it is wearing/carrying, into a solid inanimate substance.
- The creature is Incapacitated, can't move or speak and is unaware of its surroundings.
- Attack rolls against the creature have Advantage.
- The creature automatically fails Strength and Dexterity saves.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.
- Weight of the creature increases by a factor of 10, and it ceases aging.

POISONED

- A Poisoned creature has Disadvantage on attack rolls and ability checks.

PRONE

- A Prone creature's only movement option is to crawl (half speed), unless it stands up and thereby ends the condition.
- The creature has Disadvantage on attack rolls.
- An attack roll against the creature has Advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has Disadvantage.

RESTRAINED

- A restrained creature's speed becomes 0.
- Attack rolls against the creature have Advantage, and the creature's attack rolls have Disadvantage.
- The creature has Disadvantage on Dexterity saves.

STUNNED

- A Stunned creature is Incapacitated, can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saves.
- Attack rolls against the creature have Advantage.

UNCONSCIOUS

- An Unconscious creature is Incapacitated, can't move or speak, and is unaware of its surrounding.
- The creature drops whatever its holding and falls prone.
- The creature automatically fails Strength and Dexterity saves.
- Attack rolls against the creature have Advantage.
- Any attack that hits the creature is critical hit if the attacker is within 5 feet of the creature.

DAMAGE AND DYING

Unconscious At 0 hit points, you fall unconscious. You become conscious if you regain any hit points.

Death Saves Whenever you start your turn with 0 hit points, you must make a DEATH save (DC10). Third success, you become stable; third failure, you die. Successes and failures don't need to be consecutive, and both are reset when you regain any hit points or become stable.
Natural 1: Counts as two failures.
Natural 20: You regain 1 hit point.

Damage at 0hp Each time a creature with 0 HP takes damage, it suffers a death fail, two from a critical hit. If the damage equals the creature's HP max, it dies.

Stabilizing Creature You can use your action to administer first aid to an unconscious creature and attempt to stabilize it. (DC 10 Medicine Check). Stable unconscious but it doesn't make death saving throws, it regains 1 hit point after 1d4 Hours. If the creature takes any damage in this state, its no longer stable and must start rolling death saving throws again.

Instant Death You die if the remaining damage after 0 equals or exceeds your hit point maximum.

Near Death Experience /Homebrew/ You can drop to 0 hit points once per Short/Long Rest without consequences. After that, every time you are brought back from 0 hit points you also suffer 1 level of exhaustion.

STRENGTH CHECKS

ATHLETICS • CLIMB

Climb	DC 0-5	With sufficient handholds ½ your movement speed
Easy	DC 10	Scale a cliff with plenty of handholds
Moderate	DC 15	Climb a rough stone wall
Hard	DC 20	Climb a sheer surface with scant handholds
Formidable	DC 30	Climb an oiled rope

ATHLETICS • JUMP

Long Jump	DC 0-5	1 foot per STR with 10ft run-up, ½ from standing
High Jump	DC 0-5	3+STR Mod. In feet with 10ft run-up, ½ from standing
Easy	DC 10	Jump a few feet farther than you normally could
Hard	DC 20	Throw a grappling hook in the middle of a long jump

ATHLETICS • SWIM

Swim	DC 0-5	½ your movement speed, each hour you must succeed on DC 10 Constitution saving throw or gain one level of exhaustion
Easy	DC 10	Tread water in rough conditions
Hard	DC 20	Swim in stormy waters
Formidable	DC 30	Swim free of a vortex

IMPROVISED TASKS • BREAK AN OBJECT

Easy	DC 10	Force open a stuck wooden door
Moderate	DC 15	Force open a stuck heavy door
Hard	DC 20	Break open a solid locked door; break rope bonds/manacles
Very Hard	DC 25	Break open a solid barred door or elaborate lock
Formidable	DC 30	Break open a heavy barred door with masterwork lock

IMPROVISED TASKS • MIGHTY STRENGTH

Moderate	DC 15	Push through an earthen tunnel that is too small
Hard	DC 20	Hang on to a wagon while being dragged behind it
Very Hard	DC 25	Tip over a large stone statue; keep a boulder from rolling
Contest (vs. STR)		Push a door open when someone else is holding it

CHARISMA CHECKS

DECEPTION • DECIEVE SOMEONE

Contest (vs. Insight)		Fast-talk or con someone; adopt a disguise; impersonate someone's voice; tell a lie etc.
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INTIMIDATION

Easy	DC 10	Pry information out of a commoner a child
Moderate	DC 15	Pry information out of a scared prisoner
Hard	DC 20	Get an unruly crowd to move out of the way; convincing street thugs to back down
Contest (vs. Insight)		Intimidate to get your way against a strong willed individual

PERFORMANCE • TASK OR PUBLIC ENTERTAINMENT

Easy	DC 10	Entertain a crowd with a tale, music, acting dancing
Moderate	DC 15	Give a calming or inspiring speech

PERSUASION

Moderate	DC 15	Calm and comfort a distraught person; make cordial a request
Hard	DC 20	Convincing a chamberlain to let your party see the King

IMPROVISED TASKS • GATHER INFORMATION

Easy	DC 10	Gather the common gossip in a town or neighborhood;
Moderate	DC 15	Find what you need in a unfamiliar city; find out who's really in power
Hard	DC 20	Discover local information only a few other people know
Very Hard	DC 25	Dig up obscure community news or lore

DEXTERITY CHECKS

ACROBATICS • BALANCE

Easy	DC 10	Walk across an icy surface
Moderate	DC 15	Walk on a narrow ledge
Hard	DC 20	Cross a widely swaying rope bridge
Very Hard	DC 25	Walk across a tightrope; surf down a staircase on a shield

ACROBATICS • TUMBLE

Moderate	DC 15	Swing from a chandelier
Very Hard	DC 25	Somersault over a creature of the same size

SLEIGHT OF HAND • CONCEAL AN OBJECT

Easy	DC 10	Perform a simple feats of sleight of hand
Contest (vs. Percep)		Palm an object while under observation

SLEIGH OF HAND • PLANTING & STEALING OBJECTS

Moderate	DC 15	If creature doesnt know about you
Contest (vs. Percep)		If you are interacting with a creature (Hugging someone)

STEALTH • HIDING FROM SIGHT

Contest (vs. Percep)		Hide in a obscured area from creatures that can't see you
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IMPROVISED TASKS • OPEN A LOCK*

Moderate	DC 15	Pick a simple lock
Hard	DC 20	Pick a typical lock
Very Hard	DC 25	Pick an elaborate lock
Formidable	DC 30	Pick a masterwork lock
Formidable	DC 30	Pick a magical lock (requires feat)

IMPROVISED TASKS • DISARM A TRAP*

Easy	DC 10	Keep a pit trap from opening when its triggered
Moderate	DC 15	Keep a scything blade trap from triggering
Hard	DC 20	Prevent a poison needle or gas trap from springing
Very Hard	DC 25	Disarm an intricate trap
Formidable	DC 30	Disarm a magic trap

* Requires proficiency with Thieves' Tools

CHARACTER ADVANCEMENT

Exp. points	Lvl	Prof. Bonus
0	1	+2
300	2	+2
900	3	+2
2700	4	+2
6500	5	+3
14000	6	+3
23000	7	+3
34000	8	+3
48000	9	+4
64000	10	+4
85000	11	+4
100000	12	+4
120000	13	+5
140000	14	+5
165000	15	+5
195000	16	+5
225000	17	+6
265000	18	+6
305000	19	+6
355000	20	+6

EXHAUSTION

Level 1	Disadvantage on Ability Checks
Level 2	Speed Halved
Level 3	Disadvantage on attack rolls and saving throws
Level 4	Hit point maximum halved
Level 5	Speed reduced to 0
Level 6	Death

FALLING

You take 1d6 Bludgeoning damage for every 10 feet you fell (max 20d6).

You land prone, unless you avoid taking damage from the fall.

SUFFOCATING

You can hold your breath for minutes equal to 1+Con. Modifier (min 30sec).

When you run out of breath or if you are choking, you can survive for a number of rounds equal to your Con. Modifier (min 1 round).

At the start of your next turn, you are dying, drop to 0HP and you can't regain any hit points or be stabilized until you can breath again.

INTELLIGENCE CHECKS

ARCANA, HISTORY, NATURE, RELIGION • RECALL LORE

Easy	DC 10	Recall widely known facts; identify a common symbol
Moderate	DC 15	Recall specific details about widely known facts; recall vague information about slightly obscure facts; identify an uncommon monster;
Hard	DC 20	Recall specific details about obscure facts; recall vague information about truly esoteric facts; identify a spell as it is being cast; understand a dialect of a known language
Very Hard	DC 25	Recall specific details about truly esoteric facts known only to a few; identify an especially rare monster; decipher a simple message in an unfamiliar language; identify the persistent effects of a spell
Formidable	DC 30	Identify a unique monster

INVESTIGATION • SEARCHING FOR CLUES

Easy	DC 10	Find a simple tripwire or a pit covered with branches and leaves
Moderate	DC 15	Find the signs of a creature passing across dry ground and deduce its nature and the direction of its travels; find a hidden compartment in a chest
Hard	DC 20	Find a typical secret door or a pressure plate in the floor;
Very Hard	DC 25	Find a particularly well-hidden secret door or pressure plate

IMPROVISED TASKS • CLEVER SOLUTIONS

Easy	DC 10	Communicate a simple idea to a creature that doesn't share your language
Moderate	DC 15	Deduce what kind of weapon caused an injury; estimate the value of a piece of jewelry; pull together a disguise to help an ally pass as a city guard
Hard	DC 20	Determine how to cause part of a tunnel to collapse; estimate the value of a gemstone
Very Hard	DC 25	Estimate the value of a rare, antique or exotic item
Contest (vs. Insight)		Pass off a forged document as real

FOOD AND WATER

Food

- 1 lb. Per character per day.*
- Half ration: ½ day of starvation per full day.
- After 3+CON Mod. Days of starvation, one level of exhaustion per full day without food, or CON Save (DC 10) vs. exhaustion per full day on half rations.

Water

- 1 Gal. (2 Waterskins) Per character per day.* **
- Half ration: CON Save (DC 15)
- No water for 1 day, one level of exhaustion at the end of the day, if character already has one or more levels of exhaustion, it takes two levels in either case.

*Large x4, Huge x16, Gargantuan x32 **x2 in hot conditions

RESTING

Short rest (At least 1 hour)

You can spend any or all of your Hit Dice during a short rest.

Long rest (At least 8 hours) Only once per 24-hour period.

Sleep or perform light activity; reading, talking, eating, or standing watch for no more than 2 hours of the rest period. If the rest was interrupted, you must start over unless the interruption lasted less than 1 hour. You must have at least 1 hit point to take a long rest.

At the end of the rest, regain all your hit points and half your maximum Hit Dice.

You can remove 1 Level of Exhaustion if you had enough Food and Water for last 24 Hours.

WISDOM CHECKS

ANIMAL HANDLING • CALM OR BEFRIEND AN ANIMAL

Moderate	DC 15	Get animal to keep moving while tired
Hard	DC 20	Train animal for a task; calm aggressive wild animal
Very Hard	DC 25	Calm panicked animal; rear wild animal
Formidable	DC 30	Tame wild animal

INSIGHT • SENSE MOTIVE

Moderate	DC 15	Discern who among a cagey group is the leader; read a person's motives or attitude
Hard	DC 20	Interpret enemies' hand signs
Very Hard	DC 25	Sense an outside influence on a person, such as an enchantment spell

Contest (vs. Deception)

MEDICINE • ADMINISTER A FIRST AID

Easy	DC 10	Identify a common ailment or poison from its symptoms; stabilize a dying creature
Hard	DC 20	Identify a rare ailment or poison

PERCEPTION • LISTEN

Moderate	DC 15	Eavesdrop on a conversation through a door
Very Hard	DC 25	Eavesdrop on a whispered conversation through a door
Contest (vs. Stealth)		Hear someone who's trying to be silent

PERCEPTION • SPOT

Hard	DC 20	Find a tiny item such as gem in a pile of other items
Contest (vs. Stealth)		Spot a creature that is hiding

SURVIVAL • TRACK

Easy	DC 10	Track a creature through snow or mud
Moderate	DC 15	Track a creature through a forest
Hard	DC 20	Track a creature across dirt or grass
Very Hard	DC 25	Track a creature across bare stone
Formidable	DC 30	Track a creature across dirt or grass after rainfall

SURVIVAL • WILDERNESS SURVIVAL

Easy	DC 10	Hunt/forage for food while traveling in the wilderness
Moderate	DC 15	Avoid natural hazards, such as quicksand
Hard	DC 20	Keep from getting lost while traveling in the wilderness

DAMAGE TYPES

Acid	Corrosive substance, magical or alchemical
Bludgeoning	Blunt force attacks (Hammers, Falling, etc.)
Cold	Extreme low temperature and cold magic
Fire	Natural fire/flames and fire magic
Force	Pure magical destructive energy
Lightning	Natural Lightning / Electricity and electric magic
Necrotic	Unholy and corrupted magic
Piercing	Puncturing and impaling attacks
Poison	Venomous stings, spores, substances and gases
Psychic	Mental attacks and psionic magic
Radiant	Holy and Divine magic
Slashing	Slicing / Cutting attacks (Swords, Axes, Claws, etc.)
Thunder	Concussive burst of sound or shock wave

DAMAGE RESISTANCE/VULNERABILITY

Resistance to a damage type	Damage of that type is halved
Vulnerability to a damage type	Damage of that type is doubled

SQUEEZING

You can squeeze through a space one size smaller than you. You must spend 1 extra foot for every foot you move there, while squeezing you have Disadvantage on attack rolls and Dexterity saving throws.

Attack rolls against you have Advantage.

ARMOR

Armor Type	Cost	AC	STR req.	Stealth	Weight
LIGHT ARMOR					
Padded	5 gp	11 + Dex	-	Disadv.	8 lb
Leather	10 gp	11 + Dex	-	-	10 lb
Studded Leather	45 gp	12 + Dex	-	-	13 lb
MEDIUM ARMOR					
Hide	10 gp	12 + Dex (Max +2)	-	-	12 lb
Chain Shirt	50 gp	13 + Dex (Max +2)	-	-	20 lb
Scale Mail	50 gp	14 + Dex (Max +2)	-	Disadv.	45 lb
Breastplate	400 gp	14 + Dex (Max +2)	-	-	20 lb
Half Plate	750 gp	15 + Dex (Max +2)	-	Disadv.	40 lb
HEAVY ARMOR					
Ring Mail	30 gp	14	-	Disadv.	40 lb
Chain Mail	45 gp	16	Str 13	Disadv.	55 lb
Splint	200 gp	17	Str 15	Disadv.	60 lb
Plate	1,500 gp	18	Str 15	Disadv.	65 lb
SHIELD					
Shield	10 gp	+ 2	-	-	6 lb

DONNING/DOFFING ARMOR

CATEGORY	DON	DOFF
Light Armor	1 min	1min
Medium Armor	5 min	1 min
Heavy Armor	10 min	5 min
Shield	1 Action	1 Action

IMPROVISING DAMAGE

Burned by Coals, Hit by falling bookcase	1d10
Struck by lightning, Stumbling into a fire	2d10
Hit by falling rubble, Step in vat of acid	4d10
Wading through lava, Crushed by rocks	10d10
Submerged in lava, Hit by crashing fort	18d10

CURRENCY EXCHANGE RATES

Coin	Cp	Sp	Ep	Gp	Pp
Copper	1	1/10	1/50	1/100	1/1,000
Silver	10	1	1/5	1/10	1/100
Electrum	50	5	1	1/2	1/20
Gold	100	10	2	1	1/10
Platinum	1,000	100	20	10	1

OBJECT ARMOR CLASS

SUBSTANCE	AC
Cloth, Paper, Rope	11
Crystal, Glass, Ice	13
Wood, Bone	15
Stone	17
Iron, Steel	19
Mithril	21
Adamantine	23

OBJECTS AND DAMAGE TYPES

Objects are immune to poison and psychic damage. Some Damage Types are more effective against a particular object or substance than others. For example bludgeoning damage won't cut through rope or leather. Paper or cloth might be vulnerable to fire etc.

OBJECTS DAMAGE THRESHOLD

An object with a damage threshold has immunity to all damage unless it takes an amount of damage from a single Attack or effect equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the object's damage threshold is considered superficial and doesn't reduce the object's hit points.

OBJECT HIT-POINTS

SIZE	FRAGILE	RESILIENT
Tiny (Lock)	1d4	2d4
Small (Chest)	1d6	3d6
Medium (Barrel)	1d8	4d8
Large (Cart)	1d10	5d10

HUGE AND GARGANTUAN OBJECTS

If you track hit points for the object, divide it into Large or smaller sections, and track each section's hit points separately. Destroying one of those sections could ruin the entire object.

LIFESTYLE EXPENSES

LIFESTYLE	PRICE/DAY
Wretched	-
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	4 gp
Aristocratic	10 gp minimum

FOOD, DRINK, LODGING

ITEM	COST
Ale	-
Gallon	2 sp
Mug	4 cp
Inn stay (per day)	-
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4gp
Meals (per day)	-
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	6 sp
Wealthy	8 sp
Aristocratic	2 gp
Wine	-
Common (pitcher)	2sp
Fine (bottle)	10gp

SPELL SERVICES

SPELL LEVEL	PAY
1st	10 gp
2nd	40 gp
3rd	90 gp
4th	160 gp
5th	250gp
6th	360gp

The formula for calculating spellcasting services:

$$(\text{Spell level})^2 * 10 + (\text{Consumed Materials} * 2) + (\text{NonConsumed Materials} * 0.1)$$

Example:
Greater restoration, 5th level consumes 100gp diamond dust

$$(5^2) * 10 + (100*2) = 450 \text{ gp}$$

$$250 + 200 = 450 \text{ gp}$$

Spellcost + Material = Total

ABILITY MODIFIERS

Score	Modifier
1	- 5
2-3	- 4
4-5	- 3
6-7	- 2
8-9	- 1
10-11	0
12-13	+ 1
14-15	+ 2
16-17	+3
18-19	+ 4
20-21	+ 5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10

SERVICES

SERVICE	PAY
Coach cab	-
Between towns	3 cp/mile
Within a city	1 cp
Hireling	-
Skilled	2 gp / day
Unskilled	2 sp / day
Messenger	2 cp / mile
Road/gate toll	1 cp
Ship's passage	1 sp / mile

WEAPONS

Weapon Type Cost [gp] Damage Weight Properties

SIMPLE MELEE WEAPONS

Club	0.1	1d4 B	2	Light
Dagger	2	1d4 P	1	Finesse, Light, Thrown (Range 20/60)
Greatclub	0.2	1d8 B	10	2-handed
Handaxe	5	1d6 S	2	Light, thrown (Range 20/60)
Javelin	0.5	1d6 P	2	Thrown (Range 30/120)
Light Hammer	2	1d4 B	2	Light, Thrown (Range 20/60)
Mace	5	1d6 B	4	-
Quarterstaff	0.2	1d6 B	4	Versatile (1d8)
Sickle	1	1d4 S	2	Light
Spear	1	1d6 S	3	Thrown (Range 20/60), Versatile (1d8)
Unarmed Strike	-	1 B	-	-

SIMPLE RANGED WEAPONS

Crossbow, Light	25	1d8 P	5	Ammo (Range 80/320), Loading, 2-Handed
Dart	0.05	1d4 P	1/4	Finesse, Thrown (Range 20/60)
Shortbow	25	1d6 P	2	Ammo (Range 80/320), 2-Handed
Sling	0.1	1d4 B	-	Ammo (Range 30/120)

MARTIAL MELEE WEAPONS

Battleaxe	10	1d8 S	4	Versatile (1d10)
Flail	10	1d8 B	2	-
Glaive	20	1d10 S	6	Heavy, Reach, 2-Handed
Greataxe	30	1d12 S	7	Heavy, 2-Handed
Greatsword	50	2d6 S	6	Heavy, 2-Handed
Halberd	20	1d10 S	6	Heavy, reach, 2-Handed
Lance	10	1d12 P	6	Reach, Special
Longsword	15	1d8 S	3	Versatile (1d10)
Maul	10	2d6 B	10	Heavy, 2-Handed
Morningstar	15	1d8 P	4	-
Pike	5	1d10 P	18	Heavy, Reach, 2-Handed
Rapier	25	1d8 P	2	Finesse
Scimitar	25	1d6 S	3	Finesse, Light
Shortsword	10	1d6 S	2	Finesse, Light
Trident	5	1d6 P	4	Thrown (Range 20/60), Versatile (1d8)
War Pick	5	1d8 P	2	-
Warhammer	15	1d8 B	2	Versatile (1d10)
Whip	2	1d4 S	3	Finesse, reach

MARTIAL RANGED WEAPONS

Blowgun	10	1 P	1	Ammo (Range 25/100), Loading
Crossbow, Hand	75	1d6 P	3	Ammo (Range 30/120), Loading, Light
Crossbow, Heavy	50	1d10 P	18	Ammo (Range 100/400), Loading, Heavy, 2-Handed
Longbow	50	1d8 P	2	Ammo (Range 150/600), Heavy, 2-Handed
Net	1	-	3	Special, Thrown (Range 5/15)

TRAVEL PACE

Distance traveled per ...

Pace	Minute	Hour	Day	Effect
Fast	400 feet	4 miles	30 miles	-5 to passive Perception (Wis)
Normal	300 feet	3 miles	24 miles	None
Slow	200 feet	2 miles	18 miles	Able to use stealth

WEAPON PROPERTIES

Finesse	Str or Dex for attack and damage rolls.
Heavy	Small creatures have Disadvantage on attack rolls with heavy weapons.
Light	Can be used for two-weapon fighting
Loading	You can only fire once per round from a weapon with this property.
Range	(Normal range/Maximum range) You have disadvantage on attack roll beyond normal range.
Reach	This weapon adds 5 ft. to your reach.
Special	Unusual Rules specific for certain weapon
Thrown	You can make a ranged attack by throwing this weapon for normal damage. Weapon without Thrown property deals 1d4 damage and has Range (20/60).
2-Handed	Requires two hands to use
Versatile	Can be used with one or with two hands for increased damage.

TWO-WEAPON FIGHTING

When you take the Attack action with a Light Melee Weapon, you can use a Bonus Action to attack with a different Light Melee Weapon.

You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If weapon has Thrown property, you can throw it.

MOUNTED COMBAT

(Dis)Mounting costs half your movement speed.

If an effect moves your mount against its will while you are on it or if you are knocked prone, you must succeed on a DC 10 Dexterity Saving Throw or fall off the mount, landing prone on the ground.

If the mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone next to it.

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as dragons, act independently.

Controlled Mount: Initiative changes to match yours. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge.

Independent Mount: Retains its initiative. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes.

If the Mount provokes an Opportunity Attack, attacker can target you or the mount.

LIGHT SOURCES

Source	Bright Light	Dim Light	Duration
Candle	5 ft.	+ 5 ft.	1 hour
Lamp	15 ft.	+ 30 ft.	6 hours
Lantern, bullseye	60 ft. cone	+ 60 ft.	6 hours
Lantern, hooded	30 ft.	+ 30 ft.	6 hours
Lowered hood	—	+ 5 ft.	—
Torch	20 ft.	+ 20 ft.	1 Hour
Magic Light Sources	Check the spell description!		

RESET INITIATIVE

LEVEL PLAYER NAME

HP

AC

PASSIVE PERCEPTION

INSPIRATION

1
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NOTES

BLINDED
CHARMED
DEAFENED
FRIGHTENED
GRAPPLED
INCAPACITATED
INVISIBLE
PARALYZED
PETRIFIED
POISONED
PRONE
RESTRAINED
STUNNED
UNCONSCIOUS

10
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19

LEVEL PLAYER NAME

HP

AC

PASSIVE PERCEPTION

INSPIRATION

NOTES

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20
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LEVEL PLAYER NAME

HP

AC

PASSIVE PERCEPTION

INSPIRATION

NOTES

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CHARMED
DEAFENED
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RESTRAINED
STUNNED
UNCONSCIOUS

Time Tracker

Midnight 12

LEVEL _____ PLAYER NAME _____

HP _____

AC _____

PASSIVE PERCEPTION _____

INSPIRATION _____

NOTES

- BLINDED
- CHARMED
- DEAFENED
- FRIGHTENED
- GRAPPLED
- INCAPACITATED
- INVISIBLE
- PARALYZED
- PETRIFIED
- POISONED
- PRONE
- RESTRAINED
- STUNNED
- UNCONSCIOUS

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Daybreak 6

LEVEL _____ PLAYER NAME _____

HP _____

AC _____

PASSIVE PERCEPTION _____

INSPIRATION _____

NOTES

- BLINDED
- CHARMED
- DEAFENED
- FRIGHTENED
- GRAPPLED
- INCAPACITATED
- INVISIBLE
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- STUNNED
- UNCONSCIOUS

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Noon 12

LEVEL _____ PLAYER NAME _____

HP _____

AC _____

PASSIVE PERCEPTION _____

INSPIRATION _____

NOTES

- BLINDED
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- STUNNED
- UNCONSCIOUS

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Sunset 6