

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

Cover		Mob Attacks (DMG 250)		Things You Can Do on Your Turn			
Cover	Effect	d20 Roll Needed to hit AC	Attackers Needed for One to Hit				
1/2 Cover	+2 Bonus to AC and Dexterity saving throws	1-5	1				
3/4 Cover	+5 Bonus to AC and Dexterity saving throws	6-12	2				
Full Cover	Can't be targeted by an attack or spell.	13-14	3				
Optional Rule:		15-16	4	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.			
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.		17-18	5				
		19	10				
		20	20				
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:							
<ul style="list-style-type: none"> 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. 							
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 creatures 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.						
Actions in Combat							
		Attack		Search			
		Make one melee or ranged attack, a grapple or a shove.		Make a Perception (WIS) or Investigation (INT) Check to locate something.			
		Cast a Spell		Use an Object / Item			
		Cast a spell with a casting time of 1 action.		Interact with a second object on your turn (first interaction is free), or magical item.			
		Dash		Disarm			
		Gain extra movement equal to your speed.		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.			
		Disengage		Overrun / Tumble			
		Your movement doesn't provoke opportunity attacks.		Athletics (STR) or Acrobatics (DEX) contest. If you win, you can move through the hostile's space once this turn.			
		Dodge		Grapple / Shove			
		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.		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. Counts as Attack Action.			
		Benefit is lost if incapacitated or if your speed drops to 0.		Help			
		Help		Give another creature Advantage on next attack roll (you must be within 5 ft. of the target) or ability check.			
		Hide		Hide			
		Stealth (DEX) check to attempt to become hidden.		Stealth (DEX) check to attempt to become hidden.			
		Ready		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)			
		React		Take a reaction in response to a defined trigger event, or ready a spell and hold its energy. (req. concentration)			
		React		Take an Action not described here, providing your DM allows it. E.g.: Break down a door, intimidate foes etc.			

CONDITIONS	STEALTH									
BLINDED <ul style="list-style-type: none"> Automatically fails any ability checks that requires sight. Attack rolls against the creature have Advantage. The creature has Disadvantage on attack rolls. 	PETRIFIED <ul style="list-style-type: none"> 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, 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. 									
CHARMED <ul style="list-style-type: none"> Charmed creature can't target the charmer. The charmer has advantage on any ability checks to interact socially with the creature. 	POISONED <ul style="list-style-type: none"> A Poisoned creature has Disadvantage on attack rolls and ability checks. 									
DEAFENED <ul style="list-style-type: none"> Deafened creature automatically fails any ability checks that requires hearing. 	PRONE <ul style="list-style-type: none"> 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 attacked is within 5 feet of the creature. Otherwise, the attack roll has Disadvantage. 									
FRIGHTENED <ul style="list-style-type: none"> 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 its fear. 	RESTRAINED <ul style="list-style-type: none"> 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. 									
GRAPPLED <ul style="list-style-type: none"> 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. 	STUNNED <ul style="list-style-type: none"> 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. 									
INCAPACITATED <ul style="list-style-type: none"> Incapacitated creature can't take actions /reactions. 	UNCONSCIOUS <ul style="list-style-type: none"> An Unconscious creature is Incapacitated, can't move or speak, and is unaware of its surroundings. The creature drops whatever it's 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 a critical hit if the attacker is within 5 feet of the creature. 									
INVISIBLE <ul style="list-style-type: none"> 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 makes or any tracks it leaves. Attack rolls against the creature have Disadvantage, and the creature's attack rolls have Advantage. 	OBSCURED AREAS <table border="1"> <thead> <tr> <th>Obscureness</th><th>Effect</th><th>Examples</th></tr> </thead> <tbody> <tr> <td>Lightly obscured</td><td>Creatures have Disadvantage on Wisdom (Perception) checks</td><td>Dim light, patchy fog, moderate foliage</td></tr> <tr> <td>Heavily obscured</td><td>Vision is blocked; creatures are effectively blinded.</td><td>Darkness, opaque fog, dense foliage</td></tr> </tbody> </table>	Obscureness	Effect	Examples	Lightly obscured	Creatures have Disadvantage on Wisdom (Perception) checks	Dim light, patchy fog, moderate foliage	Heavily obscured	Vision is blocked; creatures are effectively blinded.	Darkness, opaque fog, dense foliage
Obscureness	Effect	Examples								
Lightly obscured	Creatures have Disadvantage on Wisdom (Perception) checks	Dim light, patchy fog, moderate foliage								
Heavily obscured	Vision is blocked; creatures are effectively blinded.	Darkness, opaque fog, dense foliage								
PARALYZED <ul style="list-style-type: none"> 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. 	SQUEEZING <p>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.</p> <p>Attack rolls against you have Advantage.</p>									
	FALLING <p>You take 1d6 Bludgeoning damage for every 10 feet you fell (max 20d6).</p> <p>You land prone, unless you avoid taking damage from the fall.</p>									

Strength Checks			Dexterity Checks			Intelligence Checks		
Athletics • Climb			Acrobatics • Balance			Arcana, History, Nature, Religion • Recall Lore		
Climb	DC 0-5	With sufficient handholds $\frac{1}{2}$ your movement speed	Easy	DC 10	Walk across an icy surface	Easy	DC 10	Recall widely known facts; identify a common symbol
Easy	DC 10	Scale a cliff with plenty of handholds	Moderate	DC 15	Walk on a narrow ledge	Moderate	DC 15	Recall specific details about widely known facts; recall vague information about slightly obscure facts; identify an uncommon monster;
Moderate	DC 15	Climb a rough stone wall	Hard	DC 20	Cross a wildly swaying rope bridge	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
Hard	DC 20	Climb a sheer surface with scant handholds	Very Hard	DC 25	Walk across a tightrope; surf down a staircase on a shield	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	Climb an oiled rope	Acrobatics • Tumble			Formidable	DC 30	Identify a unique monster
Athletics • Jump			Sleight of Hand • Conceal an Object			Investigation • Searching for Clues		
Long Jump	DC 0-5	1 foot per STR with 10ft run-up, $\frac{1}{2}$ from standing	Easy	DC 10	Perform a simple feats of sleight of hand	Easy	DC 10	Find a simple tripwire or a pit covered with branches and leaves
High Jump	DC 0-5	3+STR Mod. In feet with 10ft run-up, $\frac{1}{2}$ from standing	Contest (vs. Percep)		Palm an object while under observation	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
Easy	DC 10	Jump a few feet farther than you normally could	Moderate	DC 15	If creature doesn't know about you	Hard	DC 20	Find a typical secret door or a pressure plate in the floor;
Hard	DC 20	Throw a grappling hook in the middle of a long jump	Contest (vs. Percep)		If you are interacting with a creature (Hugging someone)	Very Hard	DC 25	Find a particularly well-hidden secret door or pressure plate
Athletics • Swim			Stealth • Hiding from Sight			Improvised Tasks • Clever Solutions		
Swim	DC 0-5	$\frac{1}{2}$ your movement speed, each hour you must succeed on DC 10 Constitution saving throw or gain one level of exhaustion	Contest (vs. Percep)		Hide in a obscured area from creatures that can't see you	Easy	DC 10	Communicate a simple idea to a creature that doesn't share your language
Easy	DC 10	Tread water in rough conditions	Improvised Tasks • Open a Lock*			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	Swim in stormy waters	Moderate	DC 15	Pick a simple lock	Hard	DC 20	Determine how to cause part of a tunnel to collapse; estimate the value of a gemstone
Formidable	DC 30	Swim free of a vortex	Very Hard	DC 20	Pick a typical lock	Very Hard	DC 25	Estimate the value of a rare, antique or exotic item
Improvised Tasks • Break an Object			Very Hard	DC 25	Pick an elaborate lock	Contest (vs. Insight)		Pass off a forged document as real
Easy	DC 10	Force open a stuck wooden door	Formidable	DC 30	Pick a masterwork lock	Light Sources		
Moderate	DC 15	Force open a stuck heavy door	Formidable	DC 30	Pick a magical lock (requires feat)	Source	Bright Light	Dim Light
Hard	DC 20	Break open a solid locked door; break rope bonds/manacles	Improvised Tasks • Disarm a Trap*			Candle	5 ft.	+ 5 ft.
Very Hard	DC 25	Break open a solid barred door or elaborate lock	Easy	DC 10	Keep a pit trap from opening when its triggered	Lamp	15 ft.	+ 30 ft.
Formidable	DC 30	Break open a heavy barred door with masterwork lock	Moderate	DC 15	Keep a scything blade trap from triggering	Lanter, bullseye	60 ft. cone	+ 60 ft.
Improvised Tasks • Mighty Strength			Hard	DC 20	Prevent a poison needle or gas trap from springing	Lanter, hooded	30 ft.	+ 30 ft.
Moderate	DC 15	Push through an earthen tunnel that is too small	Very Hard	DC 25	Disarm an intricate trap	Lowered hood	—	+ 5 ft.
Hard	DC 20	Hang on to a wagon while being dragged behind it	Formidable	DC 30	Disarm a magic trap	Torch	20 ft.	+ 20 ft.
Very Hard	DC 25	Tip over a large stone statue; keep a boulder from rolling	Suffocating					1 Hour
Contest (vs. STR)			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 OHP and you can't regain any hit points or be stabilized until you can breath again.					

SUFFOCATING

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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).

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WISDOM CHECKS			CHARISMA CHECKS			FOOD AND WATER				
ANIMAL HANDLING • CALM OR BEFRIEND AN ANIMAL			DECEPTION • DECEIVE SOMEONE			Food				
Moderate	DC 15	Get animal to keep moving while tired	Contest (vs. Insight)	Fast-talk or con someone; adopt a disguise; impersonate someone's voice; tell a lie etc.		• 1 lb. Per character per day.*				
Hard	DC 20	Train animal for a task; calm aggressive wild animal	INTIMIDATION			• Half ration: $\frac{1}{2}$ day of starvation per full day.				
Very Hard	DC 25	Calm panicked animal; rear wild animal	Easy	DC 10	Pry information out of a commoner a child	• 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.				
Formidable	DC 30	Tame wild animal	Moderate	DC 15	Pry information out of a scared prisoner	Water				
INSIGHT • SENSE MOTIVE			Hard	DC 20	Get an unruly crowd to move out of the way; convincing street thugs to back down	• 1 Gal. (2 Waterskins) Per character per day.* **				
Moderate	DC 15	Discern who among a cagey group is the leader; read a person's motives or attitude	Contest (vs. Insight)			• Half ration: CON Save (DC 15)				
Hard	DC 20	Interpret enemies' hand signs	PERFORMANCE • TASK OR PUBLIC ENTERTAINMENT			• 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.				
Very Hard	DC 25	Sense an outside influence on a person, such as an enchantment spell	Easy	DC 10	Entertain a crowd with a tale, music, acting dancing	*Large x4, Huge x16, Gargantuan x32 **x2 in hot conditions				
Contest (vs. Deception)			Moderate	DC 15	Give a calming or inspiring speech	RESTING				
MEDICINE • ADMINISTER A FIRST AID			Moderate	DC 15	Calm and comfort a distraught person; make cordial a request	Short rest (At least 1 hour)				
Easy	DC 10	Identify a common ailment or poison from its symptoms; stabilize a dying creature	Hard	DC 20	Convincing a chamberlain to let your party see the King	You can spend any/all Hit Dice during a short rest.				
Hard	DC 20	Identify a rare ailment or poison	PERSUASION			Long rest (At least 8 hours) Only once per 24-hour period.				
PERCEPTION • LISTEN			Contest (vs. Stealth)			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.				
Moderate	DC 15	Eavesdrop on a conversation through a door	Very Hard	DC 25	IMPROVISED TASKS • GATHER INFORMATION	At the end of the rest, regain all your hit points and half your maximum Hit Dice.				
Very Hard	DC 25	Eavesdrop on a whispered conversation through a door	Easy	DC 10	Gather the common gossip in a town or neighborhood;	You can remove 1 Level of Exhaustion if you had enough Food and Water for last 24 Hours.				
Contest (vs. Stealth)			Moderate	DC 15	Find what you need in a unfamiliar city; find out who's really in power	EXHAUSTION				
PERCEPTION • SPOT			Hard	DC 20	Discover local information only a few other people know	Level 1	Disadvantage on Ability Checks			
Hard	DC 20	Find a tiny item such as gem in a pile of other items	Very Hard	DC 25	Dig up obscure community news or lore	Level 2	Speed Halved			
Contest (vs. Stealth)			DAMAGE TYPES			Level 3	Disadvantage on attack rolls and saving throws			
SURVIVAL • TRACK			Acid	Corrosive substance, magical or alchemical		Level 4	Hit point maximum halved			
Easy	DC 10	Track a creature through snow or mud	Bludgeoning	Blunt force attacks (Hammers, Falling, etc.)		Level 5	Speed reduced to 0			
Moderate	DC 15	Track a creature through a forest	Cold	Extreme low temperature and cold magic		Level 6	Death			
Hard	DC 20	Track a creature across dirt or grass	Fire	Natural fire/flames and fire magic		DAMAGE RESISTANCE/VULNERABILITY				
Very Hard	DC 25	Track a creature across bare stone	Force	Pure magical destructive energy		Resistance to a damage				
Formidable	DC 30	Track a creature across dirt or grass after rainfall	Lightning	Natural Lightning / Electricity and electric magic		Damage of that type is				
SURVIVAL • WILDERNESS SURVIVAL			Necrotic	Unholy and corrupted magic		Vulnerability to a damage				
Easy	DC 10	Hunt/forage for food while traveling in the wilderness	Piercing	Puncturing and impaling attacks		Damage of that type is				
Moderate	DC 15	Avoid natural hazards, such as quicksand	Poison	Venomous stings, spores, substances and gases						
Hard	DC 20	Keep from getting lost while traveling in the wilderness	Psychic	Mental attacks and psionic magic						
IMPROVISING DAMAGE			Radiant	Holy and Divine magic						
Burned by Coals, Hit by falling bookcase			Slashing	Slicing / Cutting attacks (Swords, Axes, Claws)						
Struck by lightning, Stumbling into a fire			Thunder	Concussive burst of sound or shock wave						
Hit by falling rubble, Step in vat of acid										
Wading through lava, Crushed by rocks										
Submerged in lava, Hit by crashing fort										

Character			Armor						Objects and Damage Types							
Advancement			Armor Type	Cost	AC	STR req.	Stealth	Weight	Objects Damage Threshold							
Exp. points	Lvl	Prof. Bonus	Light Armor						Huge and Gargantuan Objects							
0	1	+2	Padded	5 gp	11 + Dex	-	Disadv.	8 lb	Objects are immune to poison and psychic damage. Some Damage Types are more effective against a particular object or substance than others.							
300	2	+2	Leather	10 gp	11 + Dex	-	-	10 lb	For example bludgeoning damage wont cut through rope or leather. Paper or cloth might be vulnerable to fire etc.							
900	3	+2	Studded Leather	45 gp	12 + Dex	-	-	13 lb	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.							
2700	4	+2	Medium Armor													
6500	5	+3	Hide	10 gp	12 + Dex (Max +2)	-	-	12 lb								
14000	6	+3	Chain Shirt	50 gp	13 + Dex (Max +2)	-	-	20 lb								
23000	7	+3	Scale Mail	50 gp	14 + Dex (Max +2)	-	Disadv.	45 lb								
34000	8	+3	Breastplate	400 gp	14 + Dex (Max +2)	-	-	20 lb								
48000	9	+4	Half Plate	750 gp	15 + Dex (Max +2)	-	Disadv.	40 lb	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.							
64000	10	+4	Heavy Armor													
85000	11	+4	Ring Mail	30 gp	14	-	Disadv.	40 lb								
100000	12	+4	Chain Mail	45 gp	16	Str 13	Disadv.	55 lb								
120000	13	+5	Splint	200 gp	17	Str 15	Disadv.	60 lb								
140000	14	+5	Plate	1,500 gp	18	Str 15	Disadv.	65 lb								
165000	15	+5	Shield						Object Hit-Points							
195000	16	+5	Shield	10 gp	+ 2	-	-	6 lb								
225000	17	+6	Donning/Doffing Armor													
265000	18	+6														
305000	19	+6														
355000	20	+6														
Ability Modifiers		Tavern / Inn Prices							Object AC							
Score	Modifier	Category						Item								
1	- 5	Don						Ale								
2-3	- 4	Doff						Gallon								
4-5	- 3	Light Armor						Mug								
6-7	- 2	Medium Armor						Inn stay (per day)								
8-9	- 1	Heavy Armor						Squalid								
10-11	0	Shield						Poor								
12-13	+ 1	1 min						Modest								
14-15	+ 2	1 min						Comfortable								
16-17	+ 3	10 min						Wealthy								
18-19	+ 4	5 min						Aristocratic								
20-21	+ 5	1 Action						Meals (per day)								
22-23	+ 6	1 Action						Squalid								
24-25	+ 7	1 Action						Poor								
26-27	+ 8	1 Action						Modest								
28-29	+ 9	1 Action						Comfortable								
30	+ 10	1 Action						Wealthy								
Currency Exchange Rates		2						Aristocratic								
Coin		Cp	Sp	Ep	Gp	Pp	3									
Copper		1	1/10	1/50	1/100	1/1,000	4									
Silver		10	1	1/5	1/10	1/100	5									
Electrum		50	5	1	1/2	1/20	6									
Gold		100	10	2	1	1/10	7									
Platinum		1,000	100	20	10	1	8									
Potions		9						10								
Potion of..		11						12								
Healing		13						14								
Greater Healing		15						16								
Superior Healing		17						18								
Climbing		19						20								
Poison (looks like healing)		21						22								
Currency Exchange Rates		23						24								
Coin		Cp	Sp	Ep	Gp	Pp	25									
Copper		1	1/10	1/50	1/100	1/1,000	26									
Silver		10	1	1/5	1/10	1/100	27									
Electrum		50	5	1	1/2	1/20	28									
Gold		100	10	2	1	1/10	29									
Platinum		1,000	100	20	10	1	30									
Potions		31						32								
Potion of..		33						34								
Healing		35						36								
Greater Healing		37						38								
Superior Healing		39						40								
Climbing		41						42								
Poison (looks like healing)		43						44								
Currency Exchange Rates		45						46								
Coin		Cp	Sp	Ep	Gp	Pp	47									
Copper		1	1/10	1/50	1/100	1/1,000	48									
Silver		10	1	1/5	1/10	1/100	49									
Electrum		50	5	1	1/2	1/20	50									
Gold		100	10	2	1	1/10	51									
Platinum		1,000	100	20	10	1	52									
Potions		53						54								
Potion of..		55						56								
Healing		57						58								
Greater Healing		59						60								
Superior Healing		61						62								
Climbing		63						64								
Poison (looks like healing)		65						66								
Currency Exchange Rates		67						68								
Coin		Cp	Sp	Ep	Gp	Pp	69									
Copper		1	1/10	1/50	1/100	1/1,000	70									
Silver		10	1	1/5	1/10	1/100	71									
Electrum		50	5	1	1/2	1/20	72									
Gold		100	10	2	1	1/10	73									
Platinum		1,000	100	20	10	1	74									

WEAPONS

Weapon Type	Cost [gp]	Damage	Weight	Properties
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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)

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)

WEAPON PROPERTIES

Finesse	You can choose 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 with this weapon.
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.

TRAVEL PACE

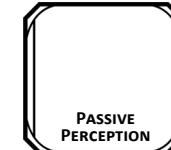
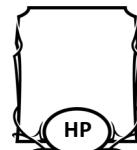
Distance traveled per ...

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

RESET**INITIATIVE**

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2 _____
3 _____
4 _____
5 _____
6 _____
7 _____
8 _____
9 _____

LEVEL PLAYER NAME



NOTES

BLINDED

PARALYZED

CHARMED

PETRIFIED

DEAFENED

POISONED

FRIGHTENED

PRONE

GRAPPLED

RESTRAINED

INCAPACITATED

STUNNED

INVISIBLE

UNCONSCIOUS

10 _____
11 _____
12 _____
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LEVEL PLAYER NAME



NOTES

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DEAFENED

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STUNNED

INVISIBLE

UNCONSCIOUS

20 _____
21 _____
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28 _____
29 _____
30 _____

LEVEL PLAYER NAME



NOTES

BLINDED

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PETRIFIED

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POISONED

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GRAPPLED

RESTRAINED

INCAPACITATED

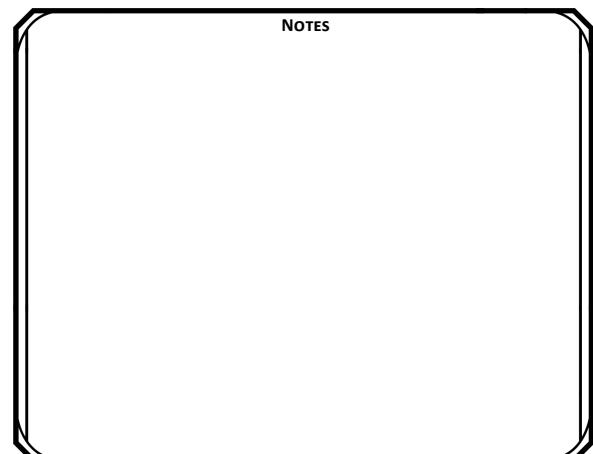
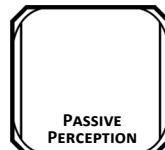
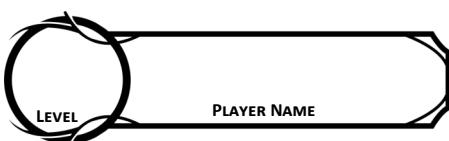
STUNNED

INVISIBLE

UNCONSCIOUS

Time Tracker

Midnight 12



BLINDED

PARALYZED

1

CHARMED

PETRIFIED

2

DEAFENED

POISONED

3

FRIGHTENED

PRONE

4

GRAPPLED

RESTRAINED

5

INCAPACITATED

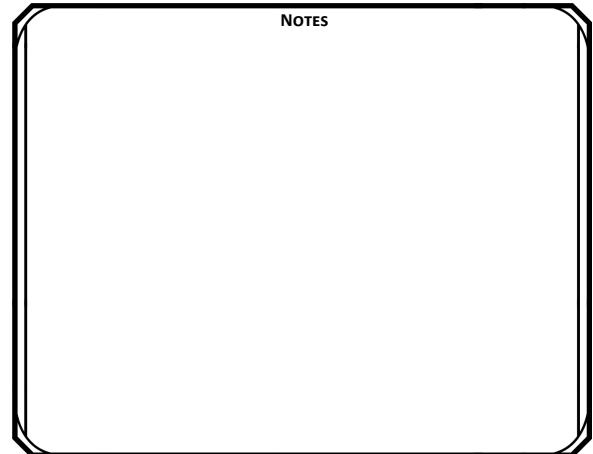
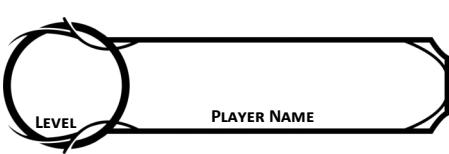
STUNNED

Daybreak 6

INVISIBLE

UNCONSCIOUS

7



BLINDED

PARALYZED

10

CHARMED

PETRIFIED

11

DEAFENED

POISONED

FRIGHTENED

PRONE

Noon 12

GRAPPLED

RESTRAINED

1

INCAPACITATED

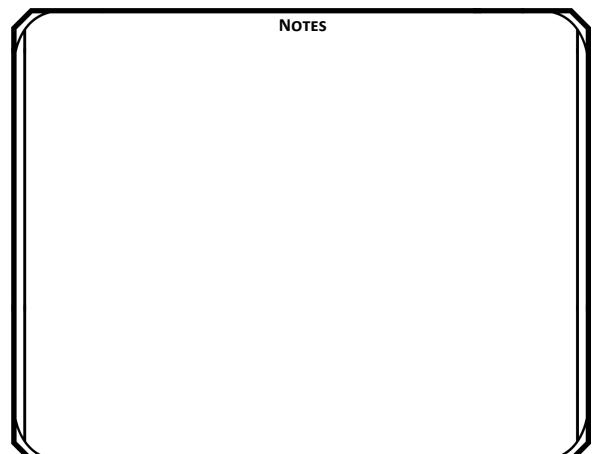
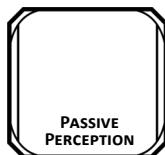
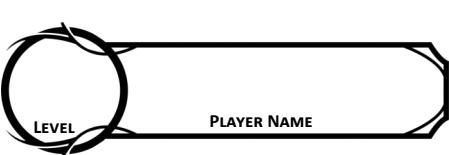
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2

INVISIBLE

UNCONSCIOUS

3



BLINDED

PARALYZED

Sunset 6

CHARMED

PETRIFIED

7

DEAFENED

POISONED

FRIGHTENED

PRONE

8

GRAPPLED

RESTRAINED

9

INCAPACITATED

STUNNED

10

INVISIBLE

UNCONSCIOUS

11