

THE ULTIMATE DUNGEONS AND DRAGONS DUNGEON MASTER CHEAT SHEET

DIFFICULTY CLASS GUIDE

When your players need to make an ability check, skill check, or saving throw, use this helpful guide to know what the DC should be to succeed based on difficulty

| VERY EASY | EASY | MEDIUM |
|-----------|-----------|---------|
| 2-5 | 6-10 | 11-15 |
| HARD | VERY HARD | EXTREME |
| 16-20 | 21-25 | 26-30 |

SKILL GUIDE

For when you need to know what roll needs to be made

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|------------------------|---|
| ACROBATICS | Balancing, Breaking Grapples, Travelling Fragile Environments (Broken Bridges, Ice) |
| ANIMAL HANDLING | Understanding Animal Behavior, Riding Animals, Calming Animals |
| ARCANA | Understanding Magic, Knowing Magical History |
| ATHLETICS | Endurance, Climbing, Jumping, Swimming, Breaking Grapples |
| DECEPTION | Lying, Hiding Information, Conning NPCs |
| HISTORY | Remembering/Knowing Historical Events |
| INSIGHT | Determining Intentions, Motives, Truthfulness |
| INTIMIDATION | Threatening, Coercing |
| INVESTIGATION | Understanding What is Seen, Finding Weak Points, Important Information |
| MEDICINE | Diagnosing Illness, Investigating Death |
| NATURE | Understanding Nature, Safe Plants, Animal Behavior |
| PERCEPTION | Seeing, Hearing Surroundings |
| PERFORMANCE | Entertaining, Performing |
| PERSUASION | Convincing, Hagglng, Inspiring |
| RELIGION | Understanding Religion |
| SLEIGHT OF HAND | Stealing, Hiding Objects on Person, Planting Objects on Others |
| STEALTH | Sneaking, Surprising |
| SURVIVAL | Tracking Footsteps, Foraging |

COVER GUIDE

When a player or NPC is in cover, it can affect their Dex saves and Armor Class (AC)

| HALF COVER | 3/4 COVER | FULL COVER |
|-------------------------------------|----------------------------------|---|
| +2 to AC and Dex Saves | +5 to AC and Dex Saves | Cannot Directly Be Targeted by Ranged Attacks |
| Low Wall, Furniture, Other Creature | Arrow Slit, Thick Tree or Column | When Completely Concealed |

CONDITIONS GUIDE

For when you need to know what conditions do what

| | |
|----------------------|--|
| BLINDED | Can't see. Attacks Against Blinded Have Advantage. Blinded Attacks Have Disadvantage. Fail Any Sight Checks |
| CHARMED | Cannot Attack Charmer. Charmer Has Advantage on Any Social Ability Checks |
| DEAFENED | Cannot Hear, Fails All Hearing Checks |
| FRIGHTENED | Disadvantage on Ability Checks and Attacks When Source of Fear Can be Seen. Can't Move Closer to Source |
| GRAPPLED | Speed Becomes Zero |
| INCAPACITATED | Cannot Take Actions or Reactions |
| INVISIBLE | Cannot Be Seen Without Magic or Sense. Attack Rolls Against Invisible Have Disadvantage. Invisible Has Advantage |
| PARALYZED | Incapacitated. Fails STR and DEX Saves. Attack Rolls Have Advantage Against Paralyzed. If Within 5 Feet, Attacks Against Paralyzed Have Advantage. |
| PETRIFIED | Similar to Paralyzed. Resistance to All Damage. Immune to Poison and Disease. |
| POISONED | Disadvantage on Attack Rolls and Ability Checks |
| PRONE | Disadvantage on Attacks. Disadvantage Against Prone. Standing Uses Half Movement |
| RESTRAINED | Speed Becomes Zero. Disadvantage on Attacks and DEX Saves. Attacks Against Creature Have Advantage |
| STUNNED | Incapacitated, fails STR and DEX. Attacks Against Creature Have Advantage |
| UNCONSCIOUS | Incapacitated. Drop Held Items. Identical to Paralyzed. |

EXHAUSTION LEVELS

| | | |
|-----------------------------------|-----------------|--------------------------------------|
| 1. DISADVANTAGE ON ABILITY CHECKS | 2. SPEED HALVED | 3. DISADVANTAGE ON ATTACKS AND SAVES |
| 4. HP MAX HALVED | 5. SPEED 0 | 6. DEATH |