

# 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

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, Haggling, 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 Charmed. Charmed 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