

Skill Checks	
Strength	
Athletics	break, climb, swim, jump
Push, Drag, Lift	You can push, drag, or lift objects weighing up to twice your Carrying Capacity. Pushing or dragging weight greater than your Carrying Capacity reduces speed by 5 feet.
Dexterity	
Acrobats	balance, tumble, dodge
Sleight of Hand	put/pick pocket, hide object
Stealth	move silently, hide in shadows
Intelligence	
Arcana	Get info about Magic, Planes, Magic Creatures
History	Get info about past events or people
Investigation	Search for clues, identify hidden object, trap
Nature	Get info about plants, animals, nature in general
Religion	Get info about rites, rituals, cults, temples
Wisdom	
Animal Handling	ride mount through difficult situation/combat, calm creature
Insight	Detect lying, sense motive, read person
Medicine	Bandage wounds, stabilize, treat sickness
Perception	Spot at a glance, listen through wall/door, detect hidden objects
Survival	build shelter, find food, track creatures
Charisma	
Deception	Lie, bluff, mislead, disguise
Intimidation	Threat of violence to persuade
Performance	Entertain, distract, improve morale
Persuasion	Diplomacy, convince, resolve dispute
Working Together	Creature with the higher skill level gains advantage
Group Checks	Whole prty makes skill check. If half pass, the group passes
Intelligence Benchmarks	
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 ID a spell as it's being cast (higher-level spell may be harder) Understand a dialect of a known language
Very Hard (DC 25)	Recall specific details about 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 • Inspect or Search	
Easy (DC 10)	Find a simple tripwire or a pit covered with branches and
Moderate (DC 15)	Find the signs of a creature passing across dry ground and deduce its nature and the direction of its travel. Find a hidden compartment in a chest
Hard (DC 20)	Find a typical secret door Find a typical pressure plate in the floor; locate a tripwire
Very Hard (DC 25)	Find a particularly well-hidden secret door or well-disguised pressure plate
Improvised Tasks • Clever Ingenuity	
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. INT)	Pass off a forged document as real

Difficulty Class (DC)	
Trivial	5
Easy	10
Moderate	15
Hard	20
Very Hard	25
Formidable	30
Nearly Impossible	35
Passive Checks	10 + Ability Mods + Misc Mods Advantage (+5) or Disadvantage (-5)
Strength Benchmarks	
Athletics • Climb	
Easy (DC 10)	Scale a cliff with plenty of handholds
Moderate (DC 15)	Scale a cliff with plenty of handholds
Hard (DC 20)	Climb a sheer surface with scant handholds
Formidable (DC 30)	Climb an oiled rope
Athletics • Jump	
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	
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
Hard (DC 20)	Break open a solid locked door; break rope bonds
Very Hard (DC 25)	Break open a solid barred door or elaborate lock
Formidable (DC 30)	Break open a heavy door held by a metal bar or masterwork lock; break chain bonds or manacles
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
Dexterity Benchmarks	
<i>* Requires proficiency with thieves' tools</i>	
Acrobatics • Balance	
Easy (DC 10)	Walk across an icy surface
Moderate (DC 15)	Walk on a narrow ledge
Hard (DC 20)	Cross a wildly swaying rope bridge
Very Hard (DC 25)	Walk across a tightrope; surf down 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 simple feats of sleight of hand
Contest (vs. WIS)	Palm an object while under close observation
Stealth • Hide or Sneak	
Contest (vs. WIS)	Hide in an obscured area; sneak past guards
Improvised Tasks • Disarm a Trap*	
Easy (DC 10)	Keep a pit trap from opening when it's 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
Improvised Tasks • Drive	
Moderate (DC 15)	Control a heavily laden cart on a steep descent
Hard (DC 20)	Steer a chariot around a tight turn or around an obstacle
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; Pick a magical lock (requires feat)
Improvised Tasks • Nimble Agility	
Very Hard (DC 25)	Escape from chain bonds
Contest (vs. DEX)	Escape from rope bonds; secure rope bonds
Contest (vs. STR)	Stay on an unwilling mount

Wisdom Benchmarks	
Animal Handling • Deal with 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. CHA)	Recognize a lie; see through a disguise
Medicine •Administer 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. DEX)	Notice a sneaking creature
Perception • Spot	
Moderate (DC 15)	Detect that a makeshift ambush is about to be sprung
Hard (DC 20)	Find a tiny item such as a gem in a pile of other items
Contest (vs. DEX)	Notice a hiding creature
Survival • Track (ranger class feature)	
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 a 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

General Survival				
Food	Character needs 1 lbs of food per day 3+ Con mod days without food adds 1 level Exhaustion			
Water	Character needs 1 gal of water per day, 2 if weather is hot Drinking half required means DC 15 Con save or gain Exhaustion Drinking less means automatic Exhaustion			
Suffocating	Creatures may hold breath for 1+ Con Mod minutes (min 30 secs) Withour air, survive [Con Mod] rounds (min 1 round) After rounds, creature drops to 0 HP and is dying			
Travel Pace & Movement				
Pace	Minute	Hour	Day	Effect
Fast	400 feet	4 miles	30 miles	-5 to passive Wis
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Stealth Possible
Climbing, crawling, difficult terrain, squeezing, swimming		Add 1 foot of movement per foot of movement		
Standing during combat		Use ½ movement to stand from prone		
Forced March	After 8 hours, DC10 + 1 (per hour) Con save or gain Exhaustion.			
Falling	Take 1d6 bludgeoning damage per 10 feet fallen, max 20d6. Land prone unless damage is avoided.			
Squeezing	A creature or player can move through spaces one size smaller Suffer disadvantage on attack rolls and Dexterity saves Attacks against a squeezed creature have advantage			
Long Jump	With 10ft run, creature may jump as many ft as their str score Standing jump is ½ that			
High Jump	With 10 ft run, creature may jump 3+Str Mod ft Standing jump is ½ that May reach an additional ½ height higher			

Charisma Benchmarks	
Deception • Beguile and Bluff	
Contest (vs. WIS)	Fast-talk or con someone; adopt a disguise Impersonate someone's voice Give false assurance to dull suspicion
Intimidation • Hector and Bluster	
Hard (DC 20)	Get an unruly crowd to move out of the way Badger allied soldiers into a fighting mood
Contest (vs. WIS)	Pry information out of a prisoner
Performance • Astound and Fascinate	
Easy (DC 10)	Entertain a crowd; give a pleasing performance
Moderate (DC 15)	Give a rousing or inspiring performance
Hard (DC 20)	Give a masterful performance
Persuasion • Smooth Talking	
Moderate (DC 15)	Calm and comfort a distraught person
Contest (vs. WIS)	Persuade someone to do something; convince someone to back down from a confrontation
Improvised Tasks • Gather Information	
Easy (DC 10)	Gather the common gossip in a town or neighborhood Learn about the local power figures
Moderate (DC 15)	Find what you need in an unfamiliar city Find out who's really in power
Hard (DC 20)	Grasp out local information only a few people know
Very Hard (DC 25)	Dig up obscure community news or lore

NPC Reactions	
<i>Influencing a creature generally requires a CHA check.</i>	
Friendly NPC	
Default	The NPC will do as you wish for requests that don't involve risk or sacrifice
DC 10	The NPC accepts a minor risk or sacrifice to do as you wish
DC 20	The NPC accepts a significant risk or sacrifice to do as you wish
Indifferent NPC	
Default	The NPC offers no help or harm
DC 10	The NPC will do as you wish except will not take any risks or make any sacrifices
DC 20	The NPC accepts a minor risk or sacrifice to do as you wish
Hostile NPC	
Default	The NPC opposes your actions and may take risks to do so
DC 10	The NPC offers no help or harm
DC 20	The NPC will help you as long as there are no risks or sacrifices involved

Exchange Rates					
Coin	CP	SP	EP	GP	PP
Copper (cp)	1	1/10	1/50	1/100	1/1000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	½	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1000	100	20	10	1
Misc DM Notes					
Fractions	All fractional results should be rounded down				
Carrying Capacity	You can carry 15 x Strength pounds. For each size category above Medium, double the Carrying Capacity. For Tiny creatures, halve it.				
Alt Capacity Rules	Carrying weight > 5 x Str = -10 ft move speed Carrying weight > 10 x Str = -20 ft move speed Disadvantage on ability checks, attack rolls, and saving throws using Str, Dex, or Con				
Selling Loot	Equipment in good condition generally sells for half value. Gems, jewelry and art, as well as trade goods, sell for full value. Magic items vary by type; the more wondrous, the less readily a buyer can be found.				
Misc Drops	May be found from basic player rules Pg 54				
Living Expenses	May be found from basic player rules Pg 53				
Food & Lodging	May be found from basic player rules Pg 53				