

Dungeon Master Screen for D&D 5e by AL8B8

NPC CHARACTERISTICS (DMG 89)

1d20	Characteristic
1	Absentminded
2	Arrogant
3	Boorish
4	Chews something
5	Clumsy
6	Curious
7	Dim witted
8	Fiddles and fidgets nervously
9	Frequently uses the wrong word
10	Friendly
11	Irritable
12	Prone to prediction of certain doom
13	Pronounced scar
14	Slurs words, lisps, or stutters
15	Speaks loudly or whispers
16	Squints
17	Stares into distance
18	Suspicious
19	Uses colorful oaths and exclamations
20	Uses flowery speech or long words

NPC IDEALS (DMG 90)

1d6	Good Ideal (1)	Evil Ideal (2)
1	Beauty	Domination
2	Charity	Greed
3	Greater good	Might
4	Life	Pain
5	Respect	Retribution
6	Self-sacrifice	Slaughter
1d6	Lawful Ideal (3)	Chaotic Ideal (4)
1	Community	Change
2	Fairness	Creativity
3	Honor	Freedom
4	Logic	Independence
5	Responsibility	No limits
6	Tradition	Whimsy
1d6	Neutral Ideal (5)	Other Ideals (6)
1	Balance	Aspiration
2	Knowledge	Discovery
3	Live and let live	Glory
4	Moderation	Nation
5	Neutrality	Redemption
6	People	Self-knowledge

NPC BONDS (DMG 91)

1d10	Bond
1	Dedicated to fulfill a personal goal
2	Protective of close family members
3	Protective of colleagues or compatriots
4	Loyal to a benefactor, patron or employer
5	Captivated by a romantic interest
6	Drawn to a special place
7	Protective of a sentimental keepsake
8	Protective of a valuable possession
9	Out for revenge
10	Roll twice, ignoring result of 10

NPC FLAWS AND SECRETS (DMG 91)

1d12	Flaw or secret
1	Forbidden love or susceptibility to romance
2	Enjoys decadent pleasure
3	Arrogance
4	Envis another creature
5	Overpowering greed
6	Prone to rage
7	Has powerful enemy
8	Specific phobia
9	Shameful or scandalous story
10	Secret crime or misdeed
11	Possession of forbidden lore
12	Foolhardy bravery

NPC NAME GENERATOR

1d20	Beginning	Middle	End
1	—	nar	—
2	—	ched	-a
3	—	dell	-ac
4	—	far	-ai
5	A-	gran	-al
6	Be-	hal	-am
7	De-	jen	-an
8	El-	kel	-ar
9	Fa-	lim	-ea
10	Jo-	mor	-el
11	Ki-	net	-er
12	La-	penn	-ess
13	Ma-	quil	-ett
14	Na-	rond	-ic
15	O-	sark	-id
16	Pa-	shen	-il
17	Re-	tur	-in
18	Si-	yash	-is
19	Ta-	yor	-of
20	Va-	zen	-us

TAVERN NAME GENERATOR (DMG 113)

1d20	First Part	Second Part
1	The silver	Eel
2	The golden	Dolphin
3	The staggering	Dwarf
4	The laughing	Pegasus
5	The prancing	Pony
6	The gilded	Rose
7	The running	Stag
8	The howling	Wolf
9	The slaughtered	Lamb
10	The leering	Demon
11	The drunken	Goat
12	The leaping	Spirit
13	The roaring	Horde
14	The frowning	Jester
15	The lonely	Mountain
16	The wandering	Eagle
17	The mysterious	Satyr
18	The barking	Dog
19	The black	Spider
20	The gleaming	Star



CONVERSATION REACTION (DMG 244)

DC	Friendly Creature's Reaction
0	The creature does as asked without taking risk or making sacrifices.
10	The creature accepts a minor risk or sacrifice to do as asked.
20	The creature accepts a significant risk or sacrifice to do as asked.
DC	Indifferent Creature's Reaction
0	The creature offers no help but does no harm.
10	The creature does as asked as long as no risk or sacrifices are involved.
20	The creature accepts a minor risk or sacrifice to do as asked.
DC	Hostile Creature's Reaction
0	The creature opposes the adventurers' actions and might take risks to do so.
10	The creature offers no help but does no harm.
20	The creature does as asked as long as no risk or sacrifices are involved.

CONDITIONS (PHB 290)

Blinded

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Deafened

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Frightened

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Grappled

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated.
- The condition also ends if an 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. For the purpose of hiding, the creature is 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.

Paralyzed

- A paralyzed creature is incapacitated and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- 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.

Prone

- A prone creature's only movement option is to crawl, 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.

Petrified

- A petrified creature is transformed, along with any non-magical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- 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 STR and DEX saving throws.
- 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.

Poisoned

- A poisoned creature has disadvantage on attack rolls and ability checks.

Restrained

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

Stunned

- A stunned creature is incapacitated, can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

Unconscious

- 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 STR and DEX saving throws.
- 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.

EXHAUSTION (PHB 291)

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

ABILITIES AND SKILLS (PHB 171)

Strength

- Athletics

Dexterity

- Acrobatics
- Sleight of the Hand
- Stealth

Constitution

Intelligence

- Arcana
- History
- Investigation
- Nature
- Religion

Wisdom

- Animal Handling
- Insight
- Medicine
- Perception
- Survival

Charisma

- Deception
- Intimidation
- Performance
- Persuasion

SETTING A DC (DMG 238)

Difficulty	DC
Very Easy	5
Easy	10
Moderate	15
Hard	20
Very Hard	25
Nearly Impossible	30



THE COMBAT ROUND (PHB 189)

Movement

Move up to the character speed, the movement can be break up into multiple motions.

Interaction

You can interact with object or the environment, like talk or open a door, sheathe/unsheathe a weapon, within DM scrutiny.

Action

Attack

You can perform an attack or multiple attacks if you are able to do so.

Cast a Spell

Spellcasters can use their action to cast a spell that has a casting time of an action.

Dash

Gain extra movement, this increase equals to your speed, after applying any modifiers.

Disengage

Your movement doesn't provokes attacks of opportunity for the rest of the turn.

Dodge

Attacks against you have disadvantage, an you make DEX saving throws with advantage.

Help

Lend aid to another character, and provide advantage on a single ability check or attack.

Hide

You make a Dexterity (stealth) check in an attempt to hide, following normal hide rules.

Ready

You hold you action, so you can act later in the round using your reaction.

Search

You can make a Wisdom (Perception) or Intelligence (Investigation) check

Use an object

Use certain object or magic item, or even you may also try to perform another interaction

Bonus Action

Special features and fast actions. You may only take one bonus action per round.

Reaction

A special kind of action that takes place during another character round, like an attack of opportunity or certain spells. Only once per round.

COVER (DMG 251)

Half Cover

+2 bonus to AC and Dexterity Saving throws against attacks and effects that originate on the opposite side of cover

Three-quarters cover

+5 bonus to AC and Dexterity Saving throws against attacks and effects that originate on the opposite side of cover

Total cover

Can't be targeted directly by an attack or a spell

SPECIAL ACTIONS

Climb onto a bigger creature. (DMG 271) Use a STR (Athletics) or DEX (Acrobatics) vs. the defender DEX (Acrobatics) to climb.

Disarm. (DMG 271) Make an attack roll against the defender STR (Athletics) or DEX (Acrobatics) to disarm opponent.

Grappling. (PHB 195) Use a STR (Athletics) check against a STR (Athletics) or DEX (Acrobatics) check to grapple a creature.

Mark. (DMG 271) Allows to mark a target, in order to gain advantage in attacks of opportunity and not use a reaction.

Overrun. (DMG 272) Compete with opposed STR (Athletics) checks in order to move to another creature space. Size differences grant advantage / disadvantage.

Shoving a creature. (PHB 195) Make a STR (Athletics) check vs. a STR (Athletics) or DEX (Acrobatics) to either knock the target prone, or move it 5 ft away (to the side, rolls with disadvantage).

Tumble. (DMG 272) Use a DEX (Acrobatics) check against the defenders DEX (Acrobatics) check to move trough it's space.

DAMAGE TYPES (PHB 196)

Acid Corrosive substances, magical or alchemical.

Bludgeoning Blunt force hits (hammer, falling, etc).

Cold Extreme low temperature and magic attacks.

Fire Fire breaths and fire based spells and magic.

Force Pure magical energy focused in damaging form.

Lighting A lightning bolt, or electricity spells.

Necrotic Deal by certain undeads and corrupted magic.

Piercing Puncturing and impaling attacks and weapons.

Poison Venomous stings, spores, substances and gases.

Psychic Mental attacks and damage like psionic abilities.

Radiant Holy damage, like divine spells or creatures.

Slashing Swords, axes, and monster claws that slash.

Thunder Concussive burst of sound or shock wave.

OBJECT ARMOR CLASS (DMG 246)

Substance	AC
Cloth, paper, rope	11
Crystal, glass, ice	13
Wood, bone	15
Stone	17
Iron, Steel	19
Mithral	21
Adamantine	23

OBJECT HIT POINTS (DMG 246)

Size	Fragile	Resilient
Tiny (bottle, lock)	2 (1d4)	5 (2d4)
Small (chest, lute)	3 (1d6)	10 (3d6)
Medium (barrel, chandelier)	4 (1d8)	18 (4d8)
Large (cart, 10x10ft window)	5 (1d10)	27 (5d10)

TRAP SAVE DC AND ATTACK BONUS (DMG 249)

Trap Danger	Save DC	Attack Bonus
Setback	10-11	+3 to +5
Dangerous	12-15	+6 to +8
Deadly	16-20	+9 to +12

DAMAGE BY LEVEL AND SEVERITY (DMG 249)

Level	Setback	Dangerous	Deadly
1-4	1d10	2d10	4d10
5-10	2d10	4d10	10d10
11-16	4d10	10d10	18d10
17-20	10d10	18d10	24d10



TARGETS IN AREAS OF EFFECT (DMG 249)

Area	Number of targets
Cone	Size ÷ 10 (round up)
Cube or square	Size ÷ 5 (round up)
Cylinder	Radius ÷ 5 (round up)
Line	Length ÷ 30 (round up)
Sphere or circle	Radius ÷ 5 (round up)

RANDOM WEATHER (DMG 109)

1d20	Temperature
1-14	Normal for the season
15-17	4d6 °C colder than normal
18-20	4d6 °C hotter than normal
1d20	Wind
1-12	None
13-17	Light
18-20	Strong
1d20	Precipitation
1-12	None
13-17	Light rain or snowfall
18-20	Heavy rain or snowfall



SOMETHING HAPPENS!

1d20	Event
1	A door opens
2	A fire starts
3	A meteor shoots across the sky
4	A monster appears
5	A screech pierces the air
6	A storm begins
7	A strange star appears in the sky
8	A strong gust of wind blows through
9	A tremor shakes the ground
10	Someone experiences déjà vu
11	Someone gets angry
12	Someone glimpses the future
13	Someone has a sense of foreboding
14	Someone has to go to the bathroom
15	Something spills or falls to the ground
16	Something isn't where it's supposed to be
17	The lights go out
18	The sun comes out
19	There's a foul smell in the air
20	Unexplained magic occurs

QUICK FINDS

1d12	Find
1	Artwork
2	Body
3	Food or drink
4	Jewelry
5	Key
6	Letter
7	Magic herbs
8	Map
9	Monster parts
10	Secret message
11	Signet or insignia
12	Tome

OBSCURED AREAS

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

LIGHT

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	30 ft	+ 20 ft	1 hour

TRAVEL PACE (DMG 242)

	Distance Traveled Per...			
Pace	Minute	Hour	Day	Effect
Fast	400 ft	4 miles	30 miles (50 km)	-5 to passive wisdom (Perception)
Normal	300 ft	3 miles	24 miles (40 km)	--
Slow	200 ft	2 miles	18 miles (30 km)	Able to use Stealth

ENCOUNTER DISTANCE

Terrain	Encounter distance
Arctic, desert, farmland, or grassland	6d6 x 10 feet
Forest, swamp, or woodland	2d8 x 10 feet
Hills or wastelands	2d10 x 10 feet
Jungle	2d6 x 10 feet
Mountains	4d10 x 10 feet
Audible Distance	
Trying to be quiet	2d6 x 5 feet
Normal noise level	2d6 x 10 feet
Very loud	2d6 x 50 feet
Visibility outdoors	
Clear day, no obstructions	2 miles (3.2km)
Rain	1 mile (1.6km)
Fog	100 to 300 feet
From a height	X 20

FOOD, DRINK AND LODGING (PHB 158)

Item	Cost
Ale	
Gallon	2 sp
Mug	4 cp
Banquet (per person)	10 gp
Bread, loaf	2 cp
Cheese, hunk	1 sp
Inn stay (per day)	
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4 gp
Meals (per day)	
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp
Meat, chunk	3 sp
Wine	
Common (pitcher)	2 sp
Fine (bottle)	10 gp