Cheatography

DM Screen, D&D 5e Keyboard Shortcuts

by aleora via cheatography.com/39991/cs/12354/

Basic Mechanics

Ability Check	d20 + Ability modifier (+ proficiency)
Advantage	Roll 2d20, take better roll
Armor Class	No Armor: 10 + Dex modifier (+2 for shield) Armor: Armor AC + Dex modifier (+2 for shield)
Contest	Both parties roll, higher wins. Ties leave situation unchanged.
Disadv-antage	Roll 2d20, take worse roll.
Fractions	Round down unless otherwise indicated
Group Check	If half the group beats DC, success.
Initiative	d20 + Dex modifier
Inspiration	Advantage for 1 roll, may be gifted.
Pass. Check	10 + modifiers (+5 for advantage, -5 for disadvantage)
Saving Throw	d20 + Ability modifier (+ proficiency)
Spell Save	DC: 8 + caster's proficiency bonus + casting ability modifier

Skills

Strength: Physical power, Force

> Athletics

Dexterity: Agility, Reflexes, Balance

> Acrobatics, Sleight of Hand, Stealth

Intelligence: Book smarts, knowledge

> Arcana, History, Investigation, Nature, Religion

Wisdom: Street smarts, Reason, Deduction

> Animal Handling, Insight, Medicine, Perception, Survival

Charisma: Force of character, Likeability

> Deception, Intimidation, Performance, Persuasion

Constitution: Physical endurance, Toughness

Spellcasting Abilities

Bard	Charisma	**Ranger**	Wisdom
Cleric	Wisdom	**Sorcerer**	Charisma
Druid	Wisdom	**Warlock**	Charisma
Paladin	Charisma	**Wizard**	Intelligence

Conditions

Blinded	Auto-fails checks with sight. Attack rolls against have adv. Attack rolls have disadv.
Charmed	Can't harm charmer. Charmer has adv on social checks.
Deafened	Auto-fails checks with hearing.
Frightened	Disadv on ability checks and attack rolls while source of fear in line of sight. Can't willingly move closer.
Grappled	Speed becomes 0, no bonuses. Ends if grappler incapacitated or moved out of reach.
Incapacit.	Can't take actions or reactions.
Invisible	Not seen normally but can make tracks or noise. Heavily obscured for hiding. Attack rolls against have disadv, attack rolls have adv.
Paralyzed	Incapacitated, can't move or speak. Auto-fail Str and Dex saving throws. Attacks against have adv, attacks that hit crit if within 5 ft
Petrified	Transformed (self+stuff) to stone, weight x10, no aging. Incapacitated, can't move or speak, unaware. Attacks against have adv, auto-fails Str and Dex saves. Resistance to damage, immune to poison and disease (if already in system, suspended not gone).
Poisoned	Disadv on attacks and checks.
Prone	Can crawl or stand up. Standing ends condition. Attacks against have adv within 5 ft, else disadv. Disadv on attack rolls.
Restrained	Speed becomes 0, no bonuses. Attacks against have adv, attacks have disadv. Disadv on Dex saves.
Stunned	Incapacitated, can't move, speaks falteringly. Auto-fail Str and Dex saves. Attacks against have adv.
Uncons-cious	Incapacitated, can't move or speak, unaware. Drops held things, falls prone. Auto-fail Str and Dex saves. Attacks against have adv, attacks that hit crit within 5 ft.

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