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| Strength Tasks | Dexterity Tasks | Default Difficulty |
|---|--|--|
| Break an Object Easy (DC 10): Force open a stuck window door. Hard (DC 20): Break open a solid door held by a lock. Very Hard (DC 25): Break open a solid door held by a wooden bar or slab-iron lock. Fearsome (DC 30): Break chains or manacles. Extreme: Push a door open when someone else is holding it closed (against Strength). | Balance Easy (DC 10): Walk across an icy surface. Moderate (DC 15): Walk on a narrow ledge. Hard (DC 20): Carry a bulky, swinging rope bridge. Very Hard (DC 25): Walk across a tightrope. Cancel an Object Easy (DC 10): Perform simple feat of sleight of hand. Moderate: Palm an object while under close observation (against Wisdom). Disarm a Trap* Easy (DC 10): Keep a pit trap from opening when it's triggered. Moderate (DC 15): Keep a spring blade trap from triggering. Hard (DC 20): Prevent a poison needle or gas trap from triggering. Very Hard (DC 25): Disarm an active fire trap. Fearsome (DC 30): Disarm a magic trap. Disarm Moderate (DC 15): Control a heavy laden cart on a steep descent. Hard (DC 20): Steer a chariot around a tight turn or around an obstacle on your path. Open Lock* Moderate (DC 15): Pick a simple lock. Hard (DC 20): Pick a typical lock. Very Hard (DC 25): Pick an elaborate lock. Fearsome (DC 30): Pick a masterwork lock. Fearsome (DC 30): Pick a magical lock (requires feat). Sneak Extreme: Hide in an observed area (against Wisdom). Tumble Moderate (DC 15): Spring from a chandelier. Very Hard (DC 25): Squeeze into a crevice of the same size. Improved Tasks Easy (DC 10): Securely tie up a prisoner. Hard (DC 20): Wriggle free of rope bonds. Very Hard (DC 25): Slip out of manacles. Extreme: Wriggle free of a grapple (against Strength). | Class Task DC Surprise Tavern 5 Easy 10 Moderate 15 Hard 20 Very Hard 25 Fearsome 30 Nearly Impossible 35 Alertness Distracted 20 Unfocused 15 Distracted 10 Vigilant 5 Focused 0 Constitution Tasks Improve 4 Tasks Easy (DC 10): Quaff an entire stein of ale in one go. Moderate (DC 15): March steadily for twelve hours in a day. Roll down a steep slope without taking damage. Hard (DC 20): Stay awake for forty hours. Swim for an hour straight. Very Hard (DC 25): March steadily for eighteen hours in a day. Swim for three hours straight. Fearsome (DC 30): March steadily for twenty-four hours. Damage and Dying Instant Death: You die if the remaining damage after 0 equals or exceeds your hit point maximum. Falling Unconscious: At 0 hit points you fall unconscious. Ends if you regain any hit points. Death Saving Throws: Whenever you start your turn with 0 hit points, you must make a CON save (DC 10). Three successes, you become stable. On your third failure, you die. The successes and failures do not need to be consecutive, and the number of fails is reset to zero when you regain any hit points or become stable. Minimal: 1. Counts as two failures. Minimal 20: you regain 1 hit point. Damage at 0 Hit Points: Each time a creature with 0 hit points takes damage, it suffers a death saving throw failure. If the damage equals the creature's hit point maximum, it dies. |
| Swim Easy (DC 10): Tread water in rough conditions. Hard (DC 20): Swim in strong currents. Fearsome (DC 30): Swim free of a vortex. Improved Tasks Moderate (DC 15): Push through an active 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 falling. | Travel Pace Pace Readiness DC Max. Distance per Turn 5 min. 1 hour 1 day Bombard 15 1,000 ft. 3 miles 25 miles Fast 10 900 ft. 2 miles 15 miles Moderate 5 450 ft. 1 mile 10 miles Content 0 200 ft. 0.5 mile 5 miles | |

Abilities and Skills (PHB)
You have a score from 3-20 for each of your abilities. You will also have an ability modifier, which will range from -5 to +5 or so.
Strength (STR) - Physical power and force.
Dexterity (DEX) - Agility, reflexes, balance.
Constitution (CON) - Physical endurance, toughness.
Intelligence (INT) - Book smarts, knowledge.
Wisdom (WIS) - Street smarts, reasoning and deduction.
Charisma (CHA) - Force of character, persuasion, ability, influence.

Dungeons and Dragons 5th Edition Cheat Sheet

Abilities and Skills (PHB)
You have a score from 3-20 for each of your abilities. You will also have an ability modifier, which will range from -5 to +5 or so.
Strength (STR) - Physical power and force.
Dexterity (DEX) - Agility, reflexes, balance.
Constitution (CON) - Physical endurance, toughness.
Intelligence (INT) - Book smarts, knowledge.
Wisdom (WIS) - Street smarts, reasoning and deduction.
Charisma (CHA) - Force of character, persuasion, ability, influence.
Weapon Attack Ability Modifiers (PHB)
Normally, you use STR for melee weapons, and DEX for ranged weapons. If a weapon has the finesse property, you can use DEX instead. If a missile weapon has the thrown property, you can make a ranged attack with it instead, using the same ability score you would use for a melee attack.
Unconscious and Dying (PHB)
If you drop to 0 HP, you are unconscious. Each turn you must make a death saving throw (DST). Roll a d20, if 10 or higher, you succeed; otherwise, you fail. Three successes means you stabilize. Three failures mean you die. A 1 counts as two failures. If you roll a 20, you regain 1 HP (and regain consciousness).
Any damage you take counts as a failed DST. If a creature lands a critical hit on you, counts as two failed DSTs.
If your total damage beyond 0 HP matches or exceeds your total HP, you die.
DMs refer to page numbers in the Basic Rules.



