

Dm Screen Cheat Sheet

Actions

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action you improvise.

Different types of actions are.

- ...You may take the **Attack action** which is the most common. Certain features, such as the Extra Attack feature, allow you to make more than one attack with this action.
- ...You may use the **Cast Spell action** as long as that spell has a casting time of 1 action (not a reaction or bonus action).
- ...You may take the **Dash action** to double your movement speed for that turn. Any increase or decrease to your speed changes this additional movement by the same amount.
- ...You may use the **Disengage action** to move without provoking opportunity attacks for the rest of the turn.
- ...You may use the **Dodge action** to give your attackers disadvantage on any attack rolls made against you and you make Dexterity saving throws with advantage.
- ...You may take the **Help action** to give a creature advantage on their next ability check or advantage against a creature within 5 feet of you (this benefit ends at the beginning of your next turn).
- ...You may take the **Hide action** to attempt to Stealth.
- ...You may take the **Ready action** to gain the benefits of a reaction later in the round (see the reaction section).
- ...You may take the **Search action** and devote your attention to finding something. Depending on the nature of the search, you might have to make a Perception or Investigation check.
- ...You may take the **Use an Object action** to interact with specific items that require your attention to use (see some examples below) or to interact with more than one object on the same turn.
- ...Applying poisons to weapons.
- ...Drinking or administering a potion.
- ...Improvised attacks.
- ...Spread a bag of caltrops.

Movement and Positioning

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand. Your movement can include many different things, including...

- Climbing, jumping and swimming
- Drawing or sheathing a sword
- Opening or closing a door
- Withdrawing a potion from your backpack
- Pick up a dropped weapon
- Plant a banner in the ground
- Throw a lever or a switch
- Take a book from a shelf you can reach
- Hand an item to another character

Reactions

A reaction is an instant response to a trigger of some kind, which can occur on your turn or someone else's. The opportunity attack is the most common type of reaction.

Different types of reactions are.

- ...You can make an **opportunity attack** when a hostile creature that you can see moves out of your reach. Use your reaction to make a melee attack against the creature. You cannot opportunity attack a creature when they are taking the Disengage action, teleporting or when someone or something moves them without them using their movement, action or reaction.
- ...A **readied action** gives you the ability to take an action later in the round. You must specify what likely circumstance will trigger your reaction and what action you will choose to respond with "If the goblin steps next to me, I move away". You can ready a spell with a casting time of 1 action which requires the caster's concentration.
- ...Various **class features and other abilities** let you take a reaction on your turn.

Bonus Actions

You can take only one bonus action on your turn, and only when a special ability, spell, or other feature of the game states that you can do something as a bonus action.

Different types of bonus actions are.

- ...A **spell cast** with a bonus action is especially swift. You must use a bonus action on your turn to cast the spell. You can't cast another spell during the same turn, except for a cantrip with a casting time of 1 action.
- ...An **off hand attack** can be made when you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you are holding in your other hand. You don't add your ability modifier to the damage of the bonus attack, unless the modifier is negative.
- ...Various **class features and other abilities** let you take a bonus action on your turn.
- ...You cannot ready a bonus action.

Encounter Multipliers

XP Thresholds by Character Level

Level	Easy	Medium	Hard	Deadly
1st	25	50	75	100
2nd	50	100	150	200
3rd	75	150	225	300
4th	125	250	375	500
5th	250	500	750	1,000
6th	500	1,000	1,500	2,000
7th	750	1,500	2,250	3,000
8th	1,000	2,000	3,000	4,000
9th	1,250	2,500	3,750	5,000
10th	1,500	3,000	4,500	6,000
11th	1,750	3,500	5,250	7,000
12th	2,000	4,000	6,000	8,000
13th	2,250	4,500	6,750	9,000
14th	2,500	5,000	7,500	10,000
15th	2,750	5,500	8,250	11,000
16th	3,000	6,000	9,000	12,000
17th	3,250	6,500	9,750	13,000
18th	3,500	7,000	10,500	14,000
19th	3,750	7,500	11,250	15,000
20th	4,000	8,000	12,000	16,000

Number of Monsters

Number of Monsters	Multiplier	Number of Monsters	Multiplier
1	x 1	7-10	x 3.5
2	x 1.5	11-14	x 3
3-6	x 2	15 or more	x 4

Damage Severity by Level

Level	Easy	Medium	Hard	Deadly
1st-4th	1d4	2d4	3d4	4d4
5th-10th	2d4	3d4	4d4	5d4
11th-16th	3d4	4d4	5d4	6d4
17th-20th	4d4	5d4	6d4	7d4

Examples

- 1d4: Burned by coals, hit by a falling bookcase, pricked by a poison needle.
- 2d4: Being struck by lightning, stumbling into a fire pit, splashed with acid.
- 3d4: Hit by falling rubble in a collapsing tunnel, bludgeoned by a cart of acid.
- 4d4: Crushed by compacting walls, hit by whirling steel blades, wading through a lava stream.
- 5d4: Being submerged in lava, being hit by a crashing flying fortress.
- 6d4: Tumbling into a vortex of fire on the Elemental Plane of Fire, being crushed in the jaws of a godlike creature or a moon-sized monster.

Four Dice (2d4 and 4d4) Bonus

Damage	Level	Multiplier
1d4	1-10	x 1.5
2d4	11-15	x 2
3d4	16-20	x 3

DM screen cheat sheet is an essential tool for any Dungeon Master (DM) looking to streamline their gameplay experience, enhance storytelling, and maintain the flow of their sessions. This handy reference guide provides quick access to vital game mechanics, rules, and tables, enabling DMs to make swift decisions without interrupting the immersive experience of their players. In this article, we will delve into the various components of a DM screen cheat sheet, discuss its importance, and provide tips on how to create and customize your own.

What is a DM Screen Cheat Sheet?

A DM screen cheat sheet is essentially a condensed reference guide that a Dungeon Master can use during a role-playing game session. It typically includes important information that helps speed up gameplay, such as rules summaries, encounter tables, and quick-reference charts. The cheat sheet is usually placed behind the DM screen, allowing the DM to consult it discreetly while maintaining the illusion of the game world for the players.

Why Use a DM Screen Cheat Sheet?

There are several compelling reasons to utilize a DM screen cheat sheet:

- **Efficiency:** A cheat sheet allows for quick look-ups, reducing downtime during sessions.
- **Organization:** It organizes essential information in one place, ensuring that the DM has key

details at their fingertips.

- **Improved Gameplay:** By having rules and mechanics easily accessible, DMs can maintain the flow of the game and keep players engaged.
- **Customization:** DMs can tailor the cheat sheet to their specific campaign, including only the most relevant information.

Key Components of a DM Screen Cheat Sheet

To create an effective DM screen cheat sheet, consider including the following elements:

1. Basic Rules Summary

A condensed summary of the core rules can be invaluable. Include information such as:

- Action economy (actions, bonus actions, reactions)
- Movement rules
- Combat mechanics (attacks, damage, critical hits)
- Spellcasting rules (spell slots, casting times)

2. Encounter Tables

Encounter tables are crucial for quick NPC generation and monster selection. You might want to include:

- Random encounter tables based on terrain (forest, dungeon, urban)
- Suggestions for monster difficulty levels based on party size and level
- NPC traits and quirks for quick character creation

3. Condition Effects

Understanding various conditions and their effects is vital during gameplay. Include a list of common conditions and their descriptions:

- Blinded
- Charmed
- Frightened
- Paralyzed
- Stunned

Each condition should include the effects on gameplay, duration, and any saving throws involved.

4. Combat and Initiative Tracking

Tracking combat can be chaotic, especially during intense battles. Your cheat sheet should contain:

- A simple turn order tracker
- Rules for handling surprise rounds
- Critical hit and fumble tables

5. Spell and Item References

Quick access to spells and items can save time, particularly for spellcasters. Include:

- Commonly used spells with brief descriptions (effects, range, duration)
- Popular magical items and their effects
- Rules for identifying magical items

6. Environmental Effects

The environment plays a significant role in gameplay. Your cheat sheet should include:

- Rules for difficult terrain
- Environmental hazards (fire, poison, traps)
- Weather effects on gameplay

Tips for Creating Your DM Screen Cheat Sheet

Now that you know what to include in your DM screen cheat sheet, here are some tips for creating your own:

1. Tailor to Your Campaign

Customize your cheat sheet to reflect the specific themes, settings, and rules of your campaign. If you're running a high-magic setting, include more spell references. For a gritty survival campaign, focus on environmental hazards and resource management.

2. Use Clear Formatting

Ensure your cheat sheet is easy to read and navigate. Utilize bullet points, tables, and headings to organize information effectively. This will help you locate information quickly during the session.

3. Keep It Concise

Avoid overwhelming yourself with too much information. Aim for brevity while ensuring all necessary details are included. A clutter-free sheet will enhance your efficiency during gameplay.

4. Regularly Update Your Cheat Sheet

As your campaign progresses, your needs may change. Regularly revisit and update your cheat sheet to reflect new rules, spells, and items that may come into play.

5. Gather Player Feedback

After sessions, ask your players for feedback on the flow of the game. They may have suggestions for additional information that could enhance your cheat sheet.

Conclusion

A well-crafted **DM screen cheat sheet** is a game-changer for Dungeon Masters, providing quick access to essential information that keeps the game flowing smoothly. By including key components such as rules summaries, encounter tables, and spell references, you can enhance your gameplay experience for both yourself and your players. Take the time to customize and refine your cheat sheet, and you'll find that your sessions become more engaging and enjoyable for everyone involved. Whether you're a seasoned DM or new to the role, investing in a DM screen cheat sheet is a step towards a more organized and dynamic gaming experience.

Frequently Asked Questions

What is a DM screen cheat sheet?

A DM screen cheat sheet is a quick reference guide used by Dungeon Masters (DMs) in tabletop role-playing games to streamline gameplay. It typically contains essential rules, tables, and information for easy access during sessions.

What are the benefits of using a DM screen cheat sheet?

Using a DM screen cheat sheet helps DMs save time by providing quick access to important information, enhances game flow, reduces the need for extensive rule look-ups, and allows DMs to maintain focus on storytelling and player engagement.

What information should be included in a DM screen cheat sheet?

A DM screen cheat sheet should include key rules, encounter guidelines, combat mechanics, condition descriptions, treasure tables, NPC stats, and any other relevant information that DMs frequently reference during gameplay.

How can I create my own DM screen cheat sheet?

To create your own DM screen cheat sheet, first identify the rules and information you use most often, then organize it into categories. You can design it digitally or handwrite it on cards, ensuring it's concise and easy to read during sessions.

Are there any online resources for DM screen cheat sheets?

Yes, there are various online resources, including community forums, gaming websites, and social media groups where DMs share their cheat sheets. Websites like D&D Beyond, Roll20, or even

platforms like Pinterest often feature downloadable templates and examples.

Can a DM screen cheat sheet be customized for different RPG systems?

Absolutely! A DM screen cheat sheet can be tailored to fit any RPG system by focusing on that system's specific rules, mechanics, and play style. DMs can adjust content to suit their needs, whether it's for Dungeons & Dragons, Pathfinder, or other tabletop games.

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