BEN’S DM SCREEN OF GREATER REFERENCING



For Dungeons and Dragons Fifth Edition

This is a four panel screen for 5th edition D&D. I designed this screen for use in my own games, keeping in mind the things that I specifically need quick access to or am constantly forgetting. I’m releasing it here in case other people have similar needs as me and have found themselves unsatisfied with other available screens. If you find this useful, please consider supporting me by re-purchasing the screen and leaving a donation.

Page 1: Actions in Combat, Advancement, Conditions, Cover, Donning & Doffing Armor, Exhaustion, Stealth, Resting, and Travel Pace.

Page 2: Stat tracker for up to 8 players, Area of Effect Calculator, Common Advantage and Disadvantage scenarios, Death & Dying, Spellcasting cheat-sheet, and Vision.

Page 3: Abilities and Skills, Container Capacity, Environment Hazards, Food & Lodging, Harnesses & Tack, Lifestyle Expenses, Mounts, Services, Special Movement, and Vehicles.

Page 4: Creature Stats by Challenge Rating, Encounter Exp. Thresholds and Multipliers, Mob Attacks, Improvised Damage, Random Feature Table, and Size Categories.

This zip file includes a color PDF, black-and-white PDF, and a .docx file so that you can customize my layout to suit your needs. The .docx file does not include the parchment background, as that asset is taken from the Creator’s Parchment Paper Background Kit by Arcana Games. Fonts used are Andada SC Bold and Tex Gyre Bonum Regular, both available for free.

Credits:

Material used from the Player’s Handbook, Dungeon Master’s Guide, Monster Manual, and Character Sheet.

Creator’s Parchment Paper Background Kit by Arcana Games: <http://www.dmsguild.com/product/189367/Creators-Parchment-Paper-Background-Kit>

Andada SC: <http://www.1001fonts.com/andada-font.html>

TeX Gyre-Bonum: <http://www.1001fonts.com/tex-gyre-bonum-font.html>

**Changelog:**

**v.1.01**: Corrected typos and inconsistencies.

**v.1.02**: Clarified Prone Added notes on adjusting offensive and defensive challenge ratings.

**v.1.03**: Removed XP threshold box, added HP multiplier for resistances and immunities.

**v.1.04:** Added portrait version of the screen. Clarified spellcasting rules. Fixed a minor table alignment issue.

**v.1.05:** Fixed fourth page of B&W landscape version

**v.1.06:** Clarified Dodge rules

**v.1.07:** Fixed Dodge action, clarified Grapple action, clarified Overwhelming Distraction circumstances for breaking concentration, moved the Concentration rules to a slightly more prominent position so that maybe I’ll actually remember to make my players make their checks