HAMMER & HALFING

D&D 5E COMPATIBLE

DM SCREEN INSERTS

The screen inserts included in PDF bundle are intended for use with 8.5 x 11 inch Landscape-oriented DM screens. I designed these as an upgrade from the original D&D 5E Screen when mine started to fall apart. They do not include all of the data contained on that screen, so might not be suitable for new DMs. Veteran DMs have a lot of the information on that screen memorized, so don't particularly need three paragraphs about concentration, or the different shapes of a spell, etc. By consolidationg down to only information I find the most consistently useful, it leaves screen pages free for additional customization.

I really wanted to incorporate dry erase capabilities and magnets into this design, and if you don't know that, some of my layout choices might seem a bit odd. The design is intended for use with a screen that allows for inserts via an open-top plastic sleeve. The idea was to slide a magnetic sheet in behind the tracker page so a whiteboard magnet could be used to work through the initiative order without needing to mess around with little bits of paper or cards, or other nonsense that need to be attached, or folded over or pinned to the top of the screen, which can all get pretty clunky. I knock fold over trackers off all the time. I misplace sheets of paper. Things behind the DM screen just plain get crowded. The use of clips or magnets to hold things on top of the screen works, but there's more wear and tear and you still have to move things around every time you need to double check the average cost of an ale or the effects of a condition. I wanted something much more streamlined and condensed that would incorporate a lot of the little odds and ends so I could keep the table in front of me focused on monster stats and dice.
(Note: You will need a strong magnet to work through a sheet of plastic and paper to the magnetic sheet. A weak magent will just fall off.)

There are, at the time of this screen build, two DM screens that I am aware of that should work very well with these sheets. I am not affiliated with either company, but I am going to note them here anyway, because there just aren't a lot of companies making landscape-oriented screens, much to the chagrin of short DMs like myself, who have some smartass elf next to us saying 'shall I describe it to you, or would you like me to find you a box?' every time we are trying to see our players or the battle map.

I built my personal screen using Forged Gaming's 'Premium DM Screen', and this has worked out pretty well. Three panels is plenty for my purposes. However, if you require a fourth panel for world maps or other game-specific notations, you might prefer HammerDog's World's Best Screen (Landscape), which is a bit wider. Both screens ought to be short enough for a pint-sized DM to see over. No portrait orientation version of the included inserts is currently planned, as I really have no use for a DM screen that creates an impassable wall of darkness between me and my players.

These inserts are compatible with borderless printing. You will lose everything past the golden frame , but I print them this way and no important data is lost.

Combat Actions

Attack
Cast a Spell
Dash
Disengage
Dodge
Help
Hide
Ready
Search
Use an Item/Object
Use a Special Ability

Jumping

Long Jump: Move at least 10 ft and jump your STR score # of feet. A standing long jump covers only half of that distance.

High Jump: Move at least 10 feet and jump your STR Modifier # of feet. A standing high jump only covers half of that distance.

Cover

Half Cover: +2 bonus to AC and DEX saves against relevant attacks and effects.

Three-Quarters Cover: +5 bonus to AC and DEX saves against relevant attacks and effects.

Total Cover: Cannot be targeted by an attack or spell.

Light Sources

Candle: 5 ft (bright), +5 ft (dim), 1 hr duration

Lamp: 15 ft (bright), +30 ft (dim), 6 hr duration

Lantern, bullseye: 60 ft cone (bright), +60 ft dim, 6 hr duration

Lantern, hooded: 30 ft (bright), +30 ft (dim), 6 hr duration. With hood lowered, 5 ft dim light only.

Torch: 20 ft (bright), +20 ft (dim), 1 hr duration

Light Cantrip: 20 ft (bright), +20 ft (dim), 1 hr duration

Dancing Lights: 10 ft dim light per orb, maximum of 4 orbs. 1 min. duration

Daylight: 60 ft (bright), +60 ft (dim), 1 hr duration

Conditions

Blinded: Can't see. Automatically fail any ability check that relies on sight. Attack rolls against blinded creatures have advantage, and blinded creatures attack at disadvantage.

Charmed: Can't attack their charmer or target them with harmful abilities or effects. The Charmer has advantage on ability checks to interact socially with the charmed creature.

Deafened: Can't hear and automatically fail any check that relies on hearing.

Frightened: Has disadvantage on ability checks and attack rolls while the source of fear is within line of sight. Frightened creatures can't willingly move closer to the source of their fear.

Grappled: Speed becomes 0 and cannot benefit from any speed bonus. The condition ends if the grappler becomes incapacitated or if the grappled creature is removed from the grappling effect. An action can be used to try a contested check to break the grapple.

Incapacitated: Cannot take actions or reactions.

Invisible: Is impossible to see without using magic or a special sense. For the purpose of hiding, invisible creatures are heavily obscured. Their location can still be detected by noise or tracks. Attack rolls against invisible creatures have disadvantage, and they have advantage on attack rolls against others.

Paralyzed: Incapacitated and can't move or speak. Automatically fail STR and DEX saves. Attack rolls against paralyzed creatures have advantage. Melee attacks that hit automatically crit.

Petrified: Transformed into a solid substance, along with anything worn or carried. Petrified creatures' weight increases by a factor of ten, and aging ceases. They are incapacitated, can't move or speak, and are unaware of their surroundings. Attack rolls against petrified creatures have advantage. Petrified creatures automatically fail STR and DEX saves, have resistance to all damage, and are immune to poison and disease. Any poisons or diseases already in their system are suspended, not neutralized.

Poisoned: Has disadvantage on attack rolls and ability checks.

Prone: Only movement option is to crawl, unless the prone creature uses half of its movement to stand. Prone creatures have disadvantage on attack rolls. Melee attack rolls against them have advantage.

Restrained: Speed becomes 0, and cannot benefit from any speed bonuses. Attack rolls against restrained creatures have advantage, and they attack others at disadvantage. Restrained creatures also have disadvantage on DEX saves.

Stunned: Incapacitated, can't move, and can speak only falteringly. Stunned creatures automatically fail STR and DEX saves. Attack rolls against them have advantage.

Suffocating: Creatures can hold their breath for a number of minutes equal to 1 + their CON modifier (minimum of 30 seconds). When creatures run out of breath or are choking, they can survive for a number of rounds equal to their CON modifier (minimum of 1 round). At the start of their next turn, they drop to 0 hit points, are dying, and can't regain hit points or be stabilized until they can breathe again.

Unconscious: Incapacitated, can't move or speak, and are unaware of their surroundings. Unconscious creatures drop whatever they are holding and fall prone. They automatically fail STR and DEX saves. Attack rolls against them have advantage. Melee attacks that hit unconscious creatures automatically crit.

Exhaustion

Level 1: *Disadvantage on ability checks.*
Level 2: *Speed halved.*
Level 3: *Disadvantage on Attack Rolls and Saving Throws.*
Level 4: *Hit Point maximum halved.*
Level 5: *Speed reduced to 0.*
Level 6: *Death.*

Pricing Guide

FOOD, DRINK & LODGING

Ale, Gallon..2 sp
Ale, Mug..4 cp
Wine, common (pitcher)...........................2sp
Wine, fine (bottle)....................................10 gp
Banquet (per person)...............................10 gp
Bread, Loaf...2 cp
Cheese, Hunk...1 sp
Meat, Chunk...3 sp

MEALS (Per Day)
Squalid...3 cp
Poor..6 cp
Modest..3 sp
Comfotable...5 sp
Wealthy...8 sp
Aristocratic..2 gp

INN STAY (Per Day)
Squalid...7 cp
Poor...1 sp
Modest..5 sp
Comfortable...8 sp
Wealthy..2 gp
Aristocratic...4 gp

SERVICES

Coach, Cab (between towns)................,.....3 cp/mile
Coach, Cab (within a city)...........................1 cp
Toll (Road or Gate).......................................1 cp
Ship Passage...1 sp/mile

Hireling, skilled.................................,..........2 gp/day
Hireling, untrained..........................,...........2 sp/day
Messenger..,.............2 cp/mile

OBJECT AC

Cloth, Paper, Rope..11
Crystal, Glass, Ice...13
Wood, Bone..15
Stone...17
Iron, Steel..19
Mithral...21
Adamantine..23

OBJECT HP

	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 - 10'x10', window)	5(1d10)	27(5d10)

INITIATIVE

PC INFORMATION

NAME: _____

HP:_____ AC: _____

Notes:_____

NAME: _____

HP:_____ AC: _____

Notes:_____

NAME: _____

HP:_____ AC: _____

Notes:_____

NAME: _____

HP:_____ AC: _____

Notes:_____

NAME: _____

HP:_____ AC: _____

Notes:_____

NAME: _____

HP:_____ AC: _____

Notes:_____

NPC Overview

Name:_____

Notes:_____

_____

HP: _____ AC:_____ Hit Dice:_____

Name:_____

Notes:_____

_____

HP: _____ AC:_____ Hit Dice:_____

Name:_____

Notes:_____

_____

HP: _____ AC:_____ Hit Dice:_____

Name:_____

Notes:_____

_____

HP: _____ AC:_____ Hit Dice:_____

Name:_____

Notes:_____

_____

HP: _____ AC:_____ Hit Dice:_____

Name:_____

Notes:_____

_____

HP: _____ AC:_____ Hit Dice:_____

Session Notes

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____