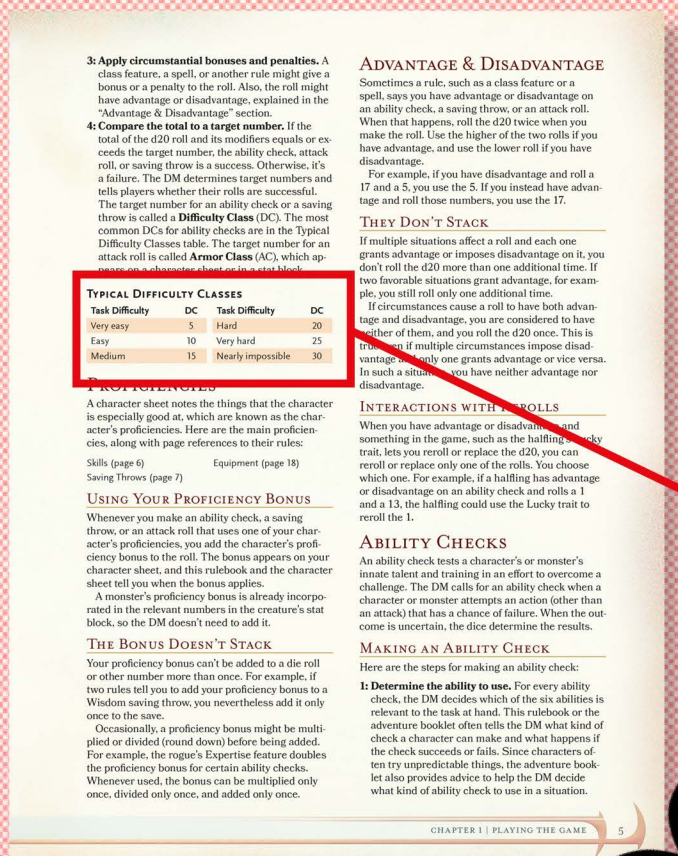


DIFFICULTY CLASS EXAMPLES



The target number for an ability check or a saving throw is called a Difficulty Class (DC). The most common DCs for ability checks are in the Typical Difficulty Classes table (found on page 5 of the Starter Set Rulebook).

TYPICAL DIFFICULTY CLASSES			
Task Difficulty	DC	Task Difficulty	DC
Very easy	5	Hard	20
Easy	10	Very hard	25
Medium	15	Nearly impossible	30

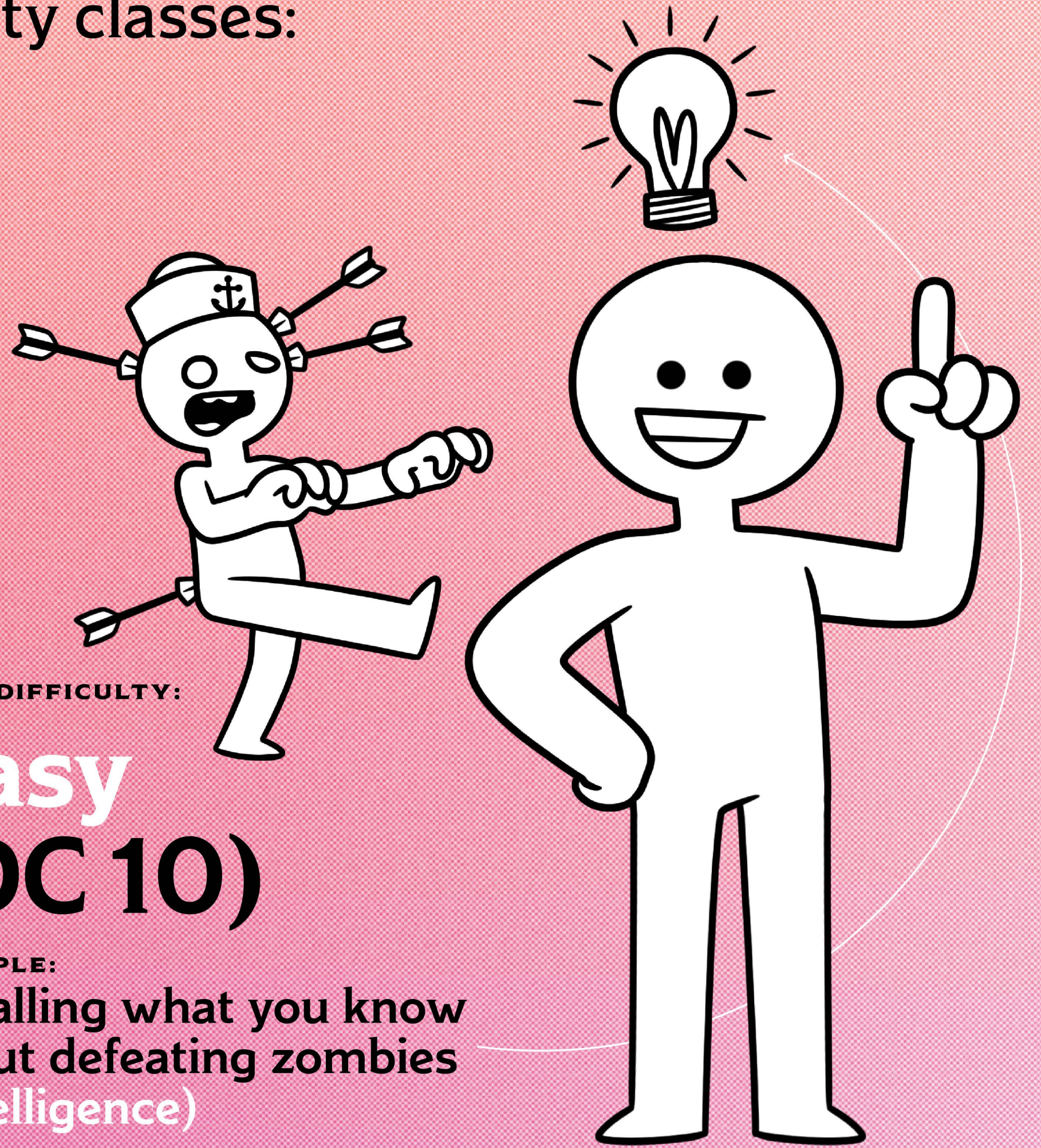
Below we show some examples of difficulty classes:

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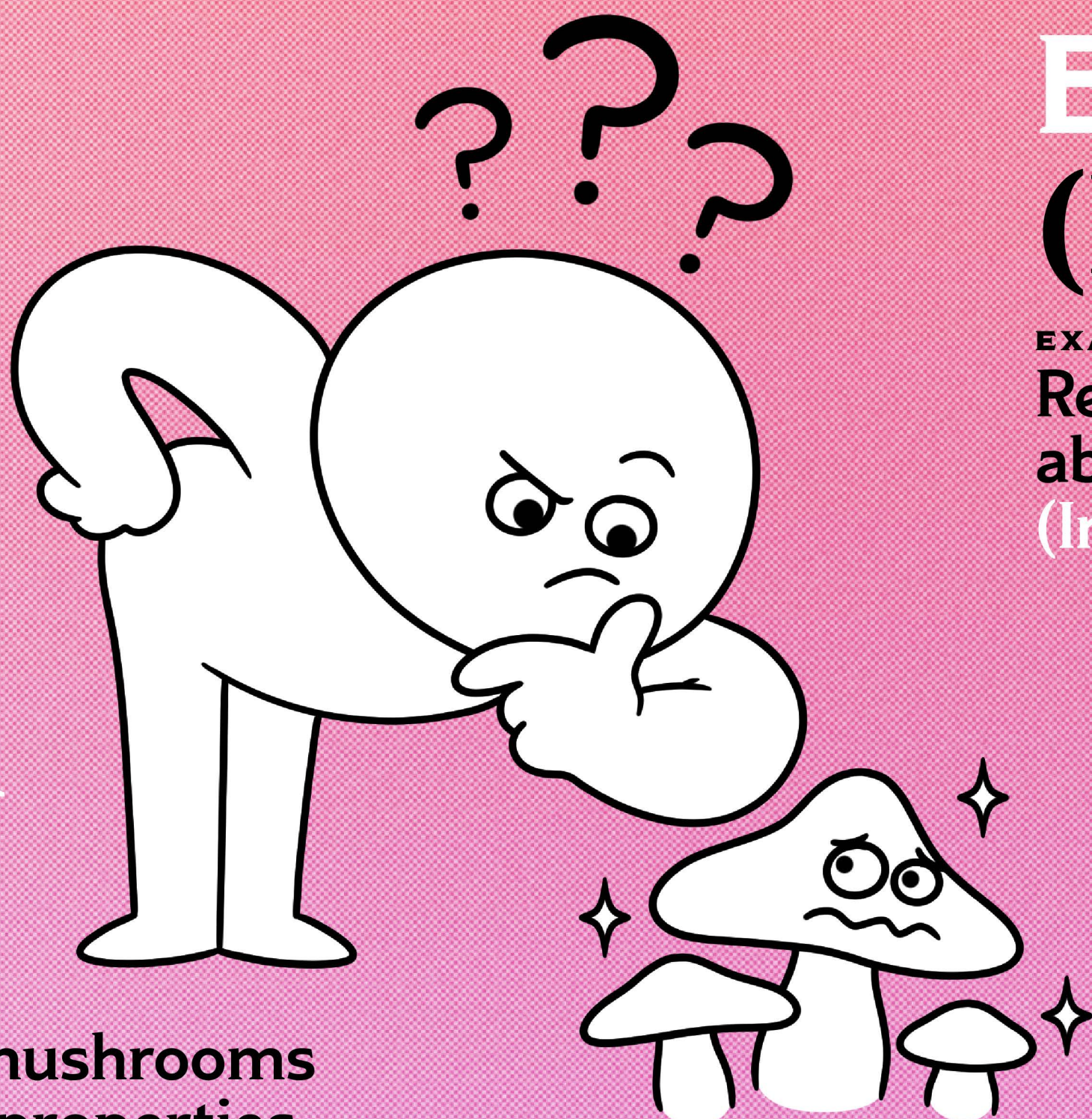
TASK DIFFICULTY:
Very easy
(DC 5)

EXAMPLE:
Climbing a tree to escape a pursuing creature
(Strength: Athletics)



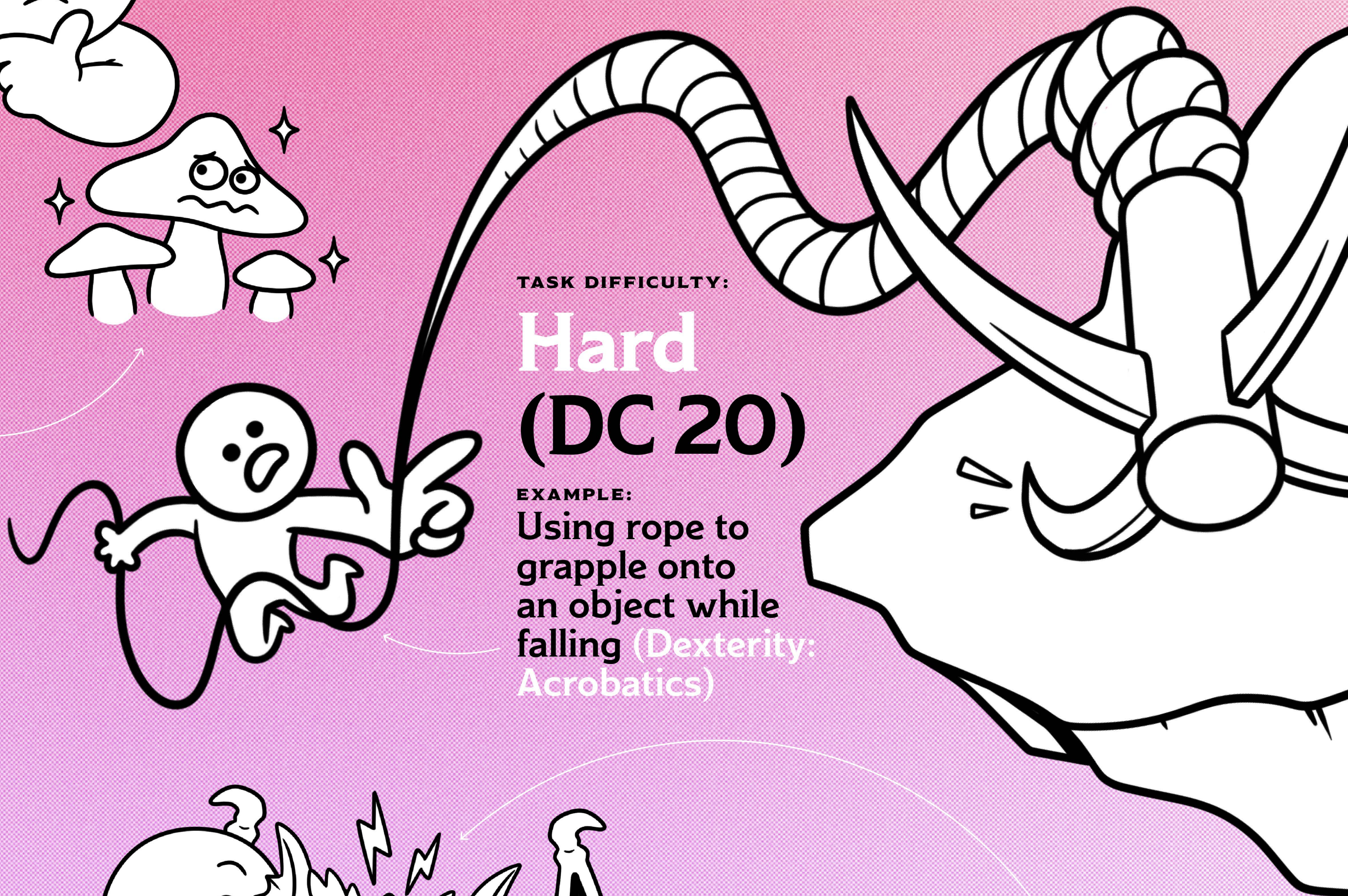
TASK DIFFICULTY:
Easy
(DC 10)

EXAMPLE:
Recalling what you know about defeating zombies
(Intelligence)



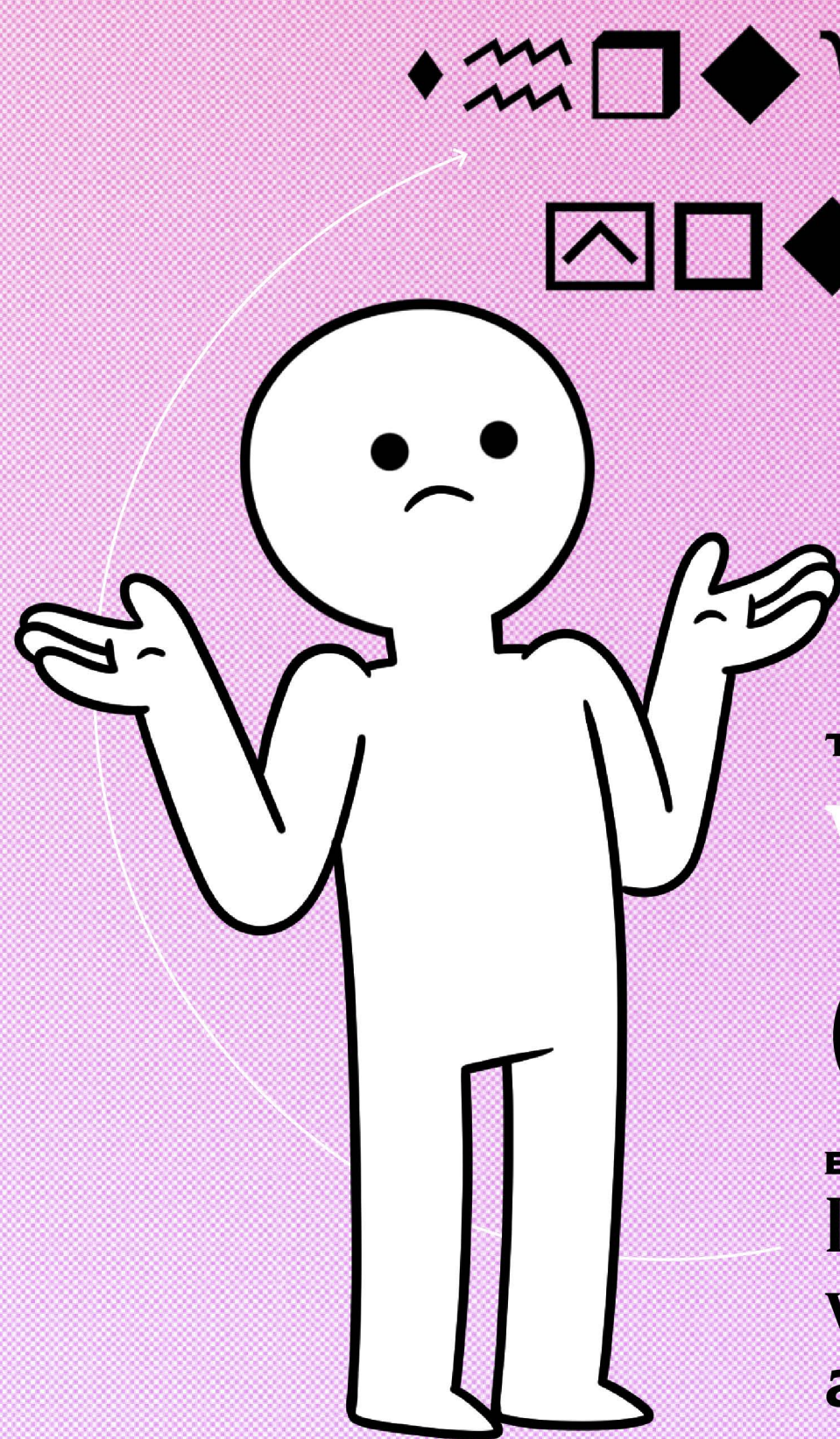
TASK DIFFICULTY:
Medium
(DC 15)

EXAMPLE:
Identifying rare mushrooms and their unique properties
(Intelligence: Nature)



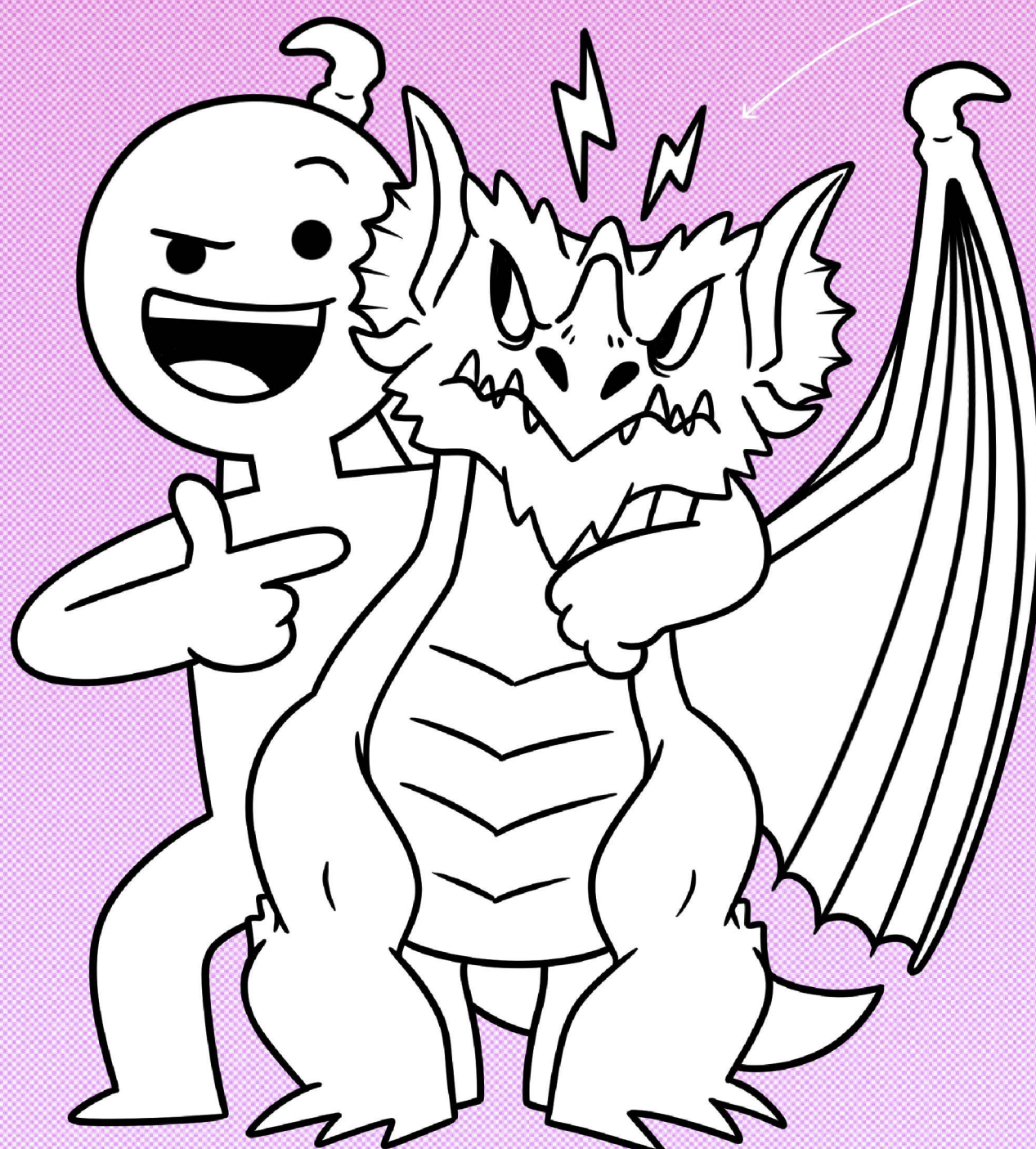
TASK DIFFICULTY:
Hard
(DC 20)

EXAMPLE:
Using rope to grapple onto an object while falling
(Dexterity: Acrobatics)



TASK DIFFICULTY:
Very hard
(DC 25)

EXAMPLE:
Interpreting words written in a language you don't understand
(Intelligence: Arcana)



TASK DIFFICULTY:
Nearly impossible
(DC 30)

EXAMPLE:
Convincing the main Villain that you want to join their plan
(Charisma: Persuasion)