

Warwar

CHARACTER NAME

7 Warlock (The First Vampire)

LEVEL & CLASS

Andrew

PLAYER NAME

Soldier

BACKGROUND

Warforged

RACE

23,000

EXPERIENCE

34,000

Next Level

STRENGTH

+2

15

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

-1

8

WISDOM

0

10

CHARISMA

+3

16

+2 STR ☐ -1 INT
+2 DEX ☒ +3 WIS
+2 CON ☒ +6 CHA

RESISTANCES

Poison

Magic can't put me to sleep;
Immune to disease and magical
aging effects; Adv. on saves vs.
poison; Adv. on Con
(Concentration) saves

SAVING THROWS

+2 Acrobatics (Dex)
0 Animal Handling (Wis)
-1 Arcana (Int)
+5 Athletics (Str)
+6 Deception (Cha)
-1 History (Int)
0 Insight (Wis)
+6 Intimidation (Cha)
+2 Investigation (Int)
0 Medicine (Wis)
-1 Nature (Int)
0 Perception (Wis)
+3 Performance (Cha)
+3 Persuasion (Cha)
-1 Religion (Int)
+5 Sleight of Hand (Dex)
+2 Stealth (Dex)
0 Survival (Wis)
+5 Thieves' Tools (Dex)

SKILLS

52

MAXIMUM
HIT POINTS

+3

PROFICIENCY
BONUS

17

ARMOR
CLASS

Temporary Hit Points: 8

59

CURRENT HIT POINTS

+2

INITIATIVE

SUCCESSES

FAILURES

DEATH
SAVES

LEVEL DIE USED

7 d8+2

HIT DICE

ENCUMBERED

20 ft

30 ft

SPEED

FEATURE

Creature of the Night

MAX

Cha Mod

RECOVER

LR

USED

Mirror image
5, 8, 1

Blindless 1 LR
out of phase 1 LR
Artistic form 1 LR

LIMITED FEATURES

AC

14

DESCRIPTION

Armor Breastplate

Shield

2

Dex ☒ Medium Armor ☐ Heavy Armor

Magic

1

Misc Integrated Protection

Misc

ARMOR

INSPIRATION

14

ABILITY
SAVE DC

CHARISMA

ARMOR

☒ Light ☒ Medium ☐ Heavy ☒ Shields

WEAPONS

☒ Simple ☐ Martial ☐ Other Weapons:

LANGUAGES

Common

TOOLS & OTHERS

Thieves' Tools

Ostoyan

Dice

Vehicles (land)

PROFICIENCIES

ACTIONS

Pact of the Blade

False Life

Vampire Polymorph

BONUS ACTIONS

Drain Life

REACTIONS

ACTIONS

ATTACK NAME

Pact Longbow

PROF ABILITY

✓ Dex

RANGE

150/600 ft

TO HIT

+6

DAMAGE

1d8+3

DAMAGE TYPE

Piercing

Ammunition, heavy, two-handed; Counts as magical

DESCRIPTION

Pact Greatsword

✓ Str

Melee

+6

2d6+3

Slashing

Heavy, two-handed; Counts as magical

Shadow Blade

✓ Str

Melee, 20/60 ft

+5

2d8+2

Psychic

Finesse, light, thrown; +1d8 at SL3/5/7; Adv. if target in dim light/darkness

Pact Maul

✓ Str

Melee

+6

2d6+3

Bludgeoning

Heavy, two-handed; Counts as magical

Drain Life

✓ Cha

Melee

+6

3

Necrotic

Magical (1d6 + cha mod (3))

ATTACKS: WEAPONS & CANTRIPS

10

PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME

Arrows

TOTAL

20

AMMUNITION

NAME

TOTAL

AMMUNITION

Warlock (The First Vampire), level 7:

- Pact Magic (Warlock 1, PHB 107) [3 cantrips & 8 spells known; 2× 4th-level spell slot]
I can cast warlock cantrips/spells that I know, using Charisma as my spellcasting ability
I can use an arcane focus as a spellcasting focus for my warlock spells
I regain these spell slots on a short rest
- Drain Life (The First Vampire 1, GH 72)
When I use the Attack action or cast a spell, I can use a bonus action on the same turn to make a melee spell attack against a creature within 5 feet of me. My attack deals necrotic damage equal to 1d6 + my Charisma ability modifier on a hit.
When I hit a creature with this feature, I can expend a warlock spell slot to deal an extra 1d8 necrotic damage to the target, plus another 1d8 per level of the spell slot. When I expend a spell slot to enhance the attack in this way, I regain hit points equal to the total damage dealt.
- Nocturnal Predator (The First Vampire 1, GH 72)
I have darkvision out to a range of 60 feet. If I already have darkvision, increase the range by 60 feet.
- Eldritch Invocations (Warlock 2, PHB 107) [4 invocations known]
Use the "Choose Feature" button above to add Eldritch Invocations to the third page
Whenever I gain a warlock level, I can replace an invocation I know with another
- Pact of the Blade (Warlock 3, PHB 107)
As an action, I can create a pact weapon in my empty hand; I'm proficient in its use
I can choose the type of melee weapon every time I create it, and it has those statistics
The weapon disappears if it is more than 5 ft away from me for 1 minute
The weapon counts as magical; I can transform a magic weapon into my pact weapon
This occurs over an hour-long ritual that I can perform during a short rest
I can use an action to re-summon it in any form and can dismiss it as no action
- Creature of the Night (The First Vampire 6, GH 72) [Cha Modlong rest]
I can use my action to cast polymorph on myself, transforming into a bat or wolf. While I am in either of these forms, I retain my Intelligence, Wisdom, and Charisma scores.
I can use this feature a number of times equal to my Charisma modifier, regaining all spent uses upon completion of a long rest.

1: Artificial form v2
2: out of phase
3: out of phase
4: Bolentress endurance

CLASS FEATURES

I approach problems head-on. A simple, direct course is the best path to a solution. I can stare down a owlbear without flinching.

PERSONALITY TRAITS

Nation: My city, state, or people are the only things that matter.
(Any)

IDEALS

Those who fight with me are those worth laying down my life for.

BONDS

I uphold the law, even if the law causes suffering.

FLAWS

Feature Name: Military Rank

I have a military rank from my career as a soldier. Soldiers loyal to my former military organization still recognize my authority and influence. I can invoke my rank to influence soldiers and temporarily requisition simple equipment or horses. I can usually gain access to friendly military encampments and fortresses where my rank is recognized.

BACKGROUND FEATURE

Warforged (+2 Constitution and +1 to one other ability score)
Warforged Resilience: I do not need to sleep, eat, drink, or breathe.
Sentry's Rest: To benefit from a long rest, I need to enter an inactive state for 6 hours, during which I am not rendered unconscious and can see and hear as normal.
Integrated Protection: I gain +1 AC and I can don only armor with which I'm proficient. To don or doff armor, I must (un)incorporate it into my body over the course of 1 hour, which can be done during resting. Donned armor can't be removed against my will while I'm alive.

RACIAL TRAITS

ADVENTURING GEAR	#	LB
Backpack, with:		5
- Crowbar		5
- Hammer		3
- Pitons	10	0.25
- Torches	10	1
- Tinderbox		1
- Rations, days of	10	2
- Waterskin		5
- Hempen rope, feet of	50	0.2

Heaving Potion	3	
2d4 + 2		
Greater Healing	2	
4d4 + 4		
Lesser Healing		
Boat		
Deputy Ring		
SUBTOTAL	61.5	

ADVENTURING GEAR	#	LB
10k Paints		
1cft		
3 Town Guard Badges		
Masterwork Greatsword	6	

Bear Trap (alive)		
mur Breed		
Head		
Forged dragon stone		
Kink's Hedd		
SUBTOTAL		

ADVENTURING GEAR	#	LB
Common clothes		3
Insignia of rank		
Trophy from fallen enemy		
Bone dice or playing cards		
Belt pouch (with coins)		1
Light Crossbow	1	5
Crossbow bolts	20	0.08
Breastplate		20

24d4 Core, Bolt		
adamantine Helm	1	
ATTUNED MAGICAL ITEMS		
Sargeon's		
Hurtin		
Potion 8d4 + 8		
SUBTOTAL	30.5	

1241	CP
233	SP
8	EP
93	GP
31	PP
WEIGHT CARRIED	
92 lb	
+22	
169	
CARRYING CAPACITY	
225 lb	
PUSH/DRAW/LIFT	
226 - 450 lb	

- I have advantage on my Constitution saving throws to maintain concentration on a spell



Warwar

CHARACTER NAME

Plant	6 months	Medium	6'1"	282
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral				
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

ORGANIZATION

SYMBOL

ALLIES & ORGANIZATIONS

APPEARANCE

Modest

LIFESTYLE

DAILY PRICE

1 gp

ENEMIES

CHARACTER HISTORY

Just woke up one day. Before that though was some vampire's boredom project of what happens when you put a pot of awakening in animated armor.



WILD SHAPES

Warwar

CHARACTER NAME

MAX USES

DURATION

LIMITATIONS

WILD SHAPE: Bat

TYPE: Beast

SIZE: Tiny

CR: 0

HD: 1d4

STRENGTH

MOD SAVE

-4 -4

2

INTELLIGENCE

MOD SAVE

-1 -1

8

DEXTERITY

MOD SAVE

+2 +2

15

WISDOM

MOD SAVE

0 +3

10

CONSTITUTION

MOD SAVE

-1 -1

8

CHARISMA

MOD SAVE

+3 +6

16

+2

PROFICIENCY BONUS

12

ARMOR CLASS

+2

INITIATIVE

5 ft, fly 30 ft

SPEED

10

PASSIVE PERCEPTION

• Senses: Blindsight 60 ft

• Echolocation: The bat can't use its Blindsight while deafened.

• Keen Hearing: The bat has advantage on Wisdom (Perception) checks that rely on hearing.

TRAITS & FEATURES

ATTACK NAME

RANGE

TO HIT

DAMAGE

DAMAGE TYPE

Bite

Melee (5 ft)

+0

1+2

Piercing

DESCRIPTION

ATTACKS

+2

Acrobatics

0

Insight

+3

Performance

0

Animal Handling

+6

Intimidation

+3

Persuasion

-1

Arcana

+2

Investigation

-1

Religion

-1

Athletics

0

Medicine

+5

Sleight of Hand

+6

Deception

-1

Nature

+2

Stealth

-1

History

0

Perception

0

Survival

SKILLS

WILD SHAPE: Wolf

TYPE: Beast

SIZE: Medium

CR: 1/4

HD: 2d8

STRENGTH

MOD SAVE

+1 +1

12

INTELLIGENCE

MOD SAVE

-1 -4

8

DEXTERITY

MOD SAVE

+2 +2

15

WISDOM

MOD SAVE

0 +3

10

CONSTITUTION

MOD SAVE

+1 +1

12

CHARISMA

MOD SAVE

+3 +6

16

+2

PROFICIENCY BONUS

13

ARMOR CLASS

+2

INITIATIVE

40 ft

SPEED

12

PASSIVE PERCEPTION

• Keen Hearing and Smell: The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

• Pack Tactics: The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft of the creature and the ally isn't incapacitated.

TRAITS & FEATURES

ATTACK NAME

RANGE

TO HIT

DAMAGE

DAMAGE TYPE

Bite

Melee (5 ft)

+4

2d4+2

Piercing

Target must succeed on a DC 11 Strength saving throw or be knocked prone

DESCRIPTION

ATTACKS

+2

Acrobatics

0

Insight

+3

Performance

0

Animal Handling

+6

Intimidation

+3

Persuasion

-1

Arcana

+2

Investigation

-1

Religion

+4

Athletics

0

Medicine

+5

Sleight of Hand

+6

Deception

-1

Nature

+4

Stealth

-1

History

+2

Perception

0

Survival

SKILLS

WILD SHAPE: Dire Wolf

TYPE: Beast

SIZE: Large

CR: 1

HD: 5d10

STRENGTH

MOD SAVE

+3 +3

17

INTELLIGENCE

MOD SAVE

-1 -1

8

DEXTERITY

MOD SAVE

+2 +2

15

WISDOM

MOD SAVE

0 +3

10

CONSTITUTION

MOD SAVE

+2 +2

15

CHARISMA

MOD SAVE

+3 +6

16

+2

PROFICIENCY BONUS

14

ARMOR CLASS

+2

INITIATIVE

50 ft

SPEED

12

PASSIVE PERCEPTION

• Keen Hearing and Smell: The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

• Pack Tactics: The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft of the creature and the ally isn't incapacitated.

TRAITS & FEATURES

ATTACK NAME

RANGE

TO HIT

DAMAGE

DAMAGE TYPE

Bite

Melee (5 ft)

+5

2d6+3

Piercing

Target must succeed on a DC 13 Strength saving throw or be knocked prone

DESCRIPTION

ATTACKS

+2

Acrobatics

0

Insight

+3

Performance

0

Animal Handling

+6

Intimidation

+3

Persuasion

-1

Arcana

+2

Investigation

-1

Religion

+6

Athletics

0

Medicine

+5

Sleight of Hand

+6

Deception

-1

Nature

+4

Stealth

-1

History

+2

Perception

0

Survival

SKILLS

WILD SHAPE:

TYPE:

SIZE:

CR:

HD:

STRENGTH

MOD SAVE

INTELLIGENCE

MOD SAVE

DEXTERITY

MOD SAVE

WISDOM

MOD SAVE

CONSTITUTION

MOD SAVE

CHARISMA

MOD SAVE

PROFICIENCY BONUS

ARMOR CLASS

INITIATIVE

SPEED

HIT POINTS

PASSIVE PERCEPTION

Acrobatics

Insight

Performance

Animal Handling

Intimidation

Persuasion

Arcana

Investigation

Religion

Athletics

Medicine

Sleight of Hand

Deception

Nature

Stealth

History

Perception

Survival

SKILLS

ATTACK NAME

RANGE

TO HIT

DAMAGE

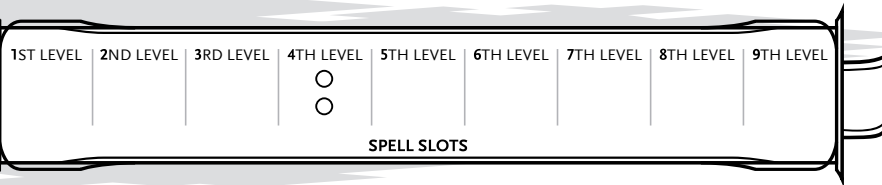
DAMAGE TYPE

DESCRIPTION

ATTACKS

MorePurpleMoreBetter's D&D 5th edition Character Record Sheet v13.0.8+210929 (Printer Friendly)

Made by Joost Wijnen (mpmb@flaplan.com); Design taken from character sheet TM & © 2014 Wizards of the Coast LLC.



ASPELLCASTING ABILITY.

ATTACK MODIFIER

SAVING THROW DC

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Eldritch Blast	Spell attack for 2 beam(s), each 1d10 Force damage; beams can be combined or split	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	237
Toll the Dead	1 crea save or 2d12 Necrotic damage (d8 instead of d12 if at full HP)	Wis	Necro	1 a	60 ft	V,S	Instantaneous	X	169
True Strike	1 creature against whom I gain advantage on my next attack roll	—	Div	1 a	30 ft	S	Conc, 1 rnd	P	284

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Armor of Agathys	5+5/SL temp HP; as long as temp HP last any crea that hits in melee takes 5+5/SL Cold dmg	—	Abjur	1 a	Self	V,S,M	1 h	P	215
False Life	I gain 1d4+4 temporary hit points for the duration	—	Necro	1 a	Self	V,S	1 h	P	239
Hex	1 crea +1d6 Necrotic dmg from my atks; dis. on chosen ability checks; SL3: conc, 8h; SL5: conc, 24h	—	Ench	1 bns	90 ft	V,S,M	Conc, 1 h	P	251
Witch Bolt	Rnad spell atk 1d12+1d12/SL Lightn. dmg; 1 a 1d12 Lightn. dmg; ends if out of range or I do other a	—	Evoc	1 a	30 ft	V,S,M	Conc, 1 min	P	289

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Mirror Image	Create three illusionary duplicates of me; destroyed if hit; randomize attacks; AC 10 + my Dex mod	—	Illus	1 a	Self	V,S	1 min (D)	P	260
Misty Step	I teleport 30 feet to a unoccupied space I can see	—	Conj	1 bns	Self	V	Instantaneous	P	260
Shadow Blade	Sword 2d8 Psychic dmg, finesse, light, thrown (20/60 ft), adv. if target in dim/dark; +1d8 at SL3/5/7	—	Illus	1 bns	Self	V,S	Conc, 1 min	X	164
Shatter	10-ft rad all 3d8+1d8/SL Thunder dmg; save halves; nonmagical unattended objects also take dmg	Con	Evoc	1 a	60 ft	V,S,M	Instantaneous	P	275

SPELL	DESCRIPTION	SAVE	SCHOOL TIME	RANGE	COMP	DURATION	B	PG.
Conjure Animals	Summon 2+2/2SL CR of beasts; obey my verbal commands	—	Conj 1 a	60 ft	V/S	Conc, 1 h	P	225

(R)	Ritual	diff. ter.	Difficult terrain	(D)	The spell can be dismissed by the caster as 1 action	SOURCES ('B' COLUMN)
1 a	1 action	dis.	Disadvantage	+1d6/SL	+1d6 for each spell slot level above the spell's level	A Acquisitions Incorporated
1 bns / bns a	1 bonus action	dmg	Damage	30-ft rad	30-foot radius sphere centered on any point within range	F Fizban's Treasury of Dragons
1 rea	1 reaction	h	Hour(s)	S:30-ft rad	Self: 30-foot radius sphere centered on the caster	P Player's Handbook
20 cu ft	20 cubic feet	Kn	Known	5 crea	Up to 5 creatures in the spell's area, 1 of which can be the caster	R Rime of the Frostmaiden
20 sq ft	20 square feet	Me	Memorized	25gp cons.	The material component, worth 25 gp, is consumed by the spell	S System Reference Document
adv.	Advantage	min	Minute(s)	all	All creatures within the spell's area	T Tasha's Cauldron of Everything
atk	Attack	obj	Object(s)	any	Any creatures of your choosing that are within the spell's area	U Unearthed Arcana
chk	Ability check	obsc.	Obscured	Mf	Material component is costly, but is not consumed upon casting	W Explorer's Guide to Wildemount
CL	Character Level	rnd	Round(s)	M:i	Material component is costly and is consumed upon casting	X Xanathar's Guide to Everything
Conc, 1 min	Concentration, up to 1 minute	SL	Spell slot level	see book / B	The short spell description here is very incomplete, so beware	

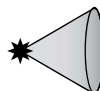
GLOSSARY OF ABBREVIATIONS USED IN THIS SPELL SHEET

PLAYER REFERENCE

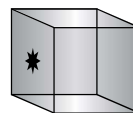


LINE

★ Point of Origin



CONE



CUBE



SPHERE



CYLINDER

AREA OF EFFECT

ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

DASH (ACTION)

Gain your speed as extra movement for this turn.

DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

OVERRUN (ACTION OR BONUS ACTION)

(DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Ready a spell requires concentration and expends the spell slot.

SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

TUMBLE (ACTION OR BONUS ACTION)

(DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

COMBAT ACTIONS

(PHB 192)

MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

RANGED ATTACK (ONE ATTACK)

Normal attack if up to normal range (first number). Disadvantage on the attack if up to long range (second number). Disadvantage on the attack if a hostile that is not incapacitated is within 5 ft and can see the attacker.

TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

DISARM (INSTEAD OF ONE ATTACK)

(DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage on the weapon attack roll if the item is being held with two or more hands. Larger opponents have advantage and smaller have disadvantage.

GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

MARK (WITH MELEE ATTACK)

(DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

ATTACK ACTION

(PHB 195)

HALF	+2 AC and Dex saving throws
3/4	+5 AC and Dex saving throws
TOTAL	Can't be targeted directly by attack or spell

COVER

(PHB 196)

MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

CLIMB / SWIM (AT ½ SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

CRAWL (AT ½ SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

DIFFICULT TERRAIN (AT ½ SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

JUMP

After moving at least 10 feet on foot, you can jump your Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

STAND UP (COSTS ½ SPEED)

Standing up from being prone costs half your movement speed for this turn.

MOVEMENT

(PHB 182)

FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

BLINDED

Fail checks involving sight.

Attacks have disadvantage.

Enemy attacks have advantage.

CHARMED

Can't harm/attack charmer.

Charmer has advantage on ability checks to interact socially.

DEAFENED

Fail checks involving hearing.

FRIGHTENED

Disadvantage to checks/attacks while the source of fear is in sight.

Can't willingly move closer to the source of fear.

GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

INCAPACITATED

Can't take actions or reactions.

INVISIBLE

Can't be seen (normally), but still make noise and tracks.

Attacks have advantage. Enemy attacks have disadvantage.

PARALYZED

Incapacitated. Can't move or speak. Fail Str and Dex saving throws.

Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

PETRIFIED

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws.

Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

POISONED

Disadvantage on attack rolls and ability checks.

PRONE

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage.

Enemy attacks have advantage within 5 ft and disadvantage if further away.

RESTRAINED

Speed 0, regardless of bonus. Disadvantage on Dex saving throws.

Attacks have disadvantage. Enemy attacks have advantage.

STUNNED

Incapacitated. Can't move. Can speak only falteringly.

Fail Str and Dex saving throws. Enemy attacks have advantage.

UNCONSCIOUS

Incapacitated. Can't move or speak. Unaware of surroundings.

Drop everything. Fail Str and Dex saving throws.

Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

CONDITIONS

(PHB 290)

LIGHTLY OBSCURED	(dim light)	Disadvantage on sight Perception checks
HEAVILY OBSCURED	(darkness)	Effectively blinded (see conditions)
BLINDSIGHT	Out to range, perceive without sight.	
DARKVISION	Out to range, treat dim light as bright light. Can't see colors.	
TRUESIGHT	Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.	

LIGHT & VISION

(PHB 183)

PACE	MINUTE	HOUR	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

TRAVEL PACE

(PHB 182)

ENVIRONMENT

(PHB 183)