

Round Tracker & Notes

Initiative Order		Combat Notes/HP	Conditions Reference
30			<p><b>Blinded</b> - You can't see. Attacks against you have Adv., your attacks have Disadv.</p> <p><b>Charmed</b> - You can't attack or harm the charmer. Charmer has Adv. on to interact with you socially.</p> <p><b>Deafened</b> - You can't hear.</p>
25			<p><b>Exhaustion</b> - You die if your Exhaustion level is 6. D20 Tests are at - 2 times your Exhaustion level. Your Speed is -5 times your Exhaustion level. A Long Rest removes 1 Exhaustion level.</p> <p><b>Frightened</b> - You have Disadv. on ability checks and attacks while source is in line of sight. You can't move closer to the source.</p>
20			<p><b>Grappled</b> - Your Speed is 0 and can't increase. You have Disadv. on attacks against any target other than the grappler. Can drag or carry, 1 foot costs 1 extra foot unless you are Tiny or two or more sizes smaller than it.</p> <p><b>Incapacitated</b> - You can't take action, Bonus Action, or Reaction. Your Concentration is broken. You can't speak. You have Disadv. on Initiative rolls.</p>
15			<p><b>Invisible</b> - You have Adv. on Initiative rolls. Unless a creature can see you: You and your equipment are concealed. Attacks against you at Disadv. Your attacks are at Adv.</p> <p><b>Paralyzed</b> - You are Incapacitated. Speed is 0 and can't increase. You fail STR and DEX saves. Attacks against you have Adv. Attacks that hit are Crits if attacker within 5 feet.</p>
10			<p><b>Petrified</b> - You are Incapacitated. Speed is 0 and can't increase. Attacks against you at Adv. You fail STR and DEX saves. You and everything non-magical you carry are turned to stone. Weight increases ten times, and you cease aging. You have Resistance to all damage. You have Immunity to the Poisoned condition.</p> <p><b>Poisoned</b> - You have Disadv. on attacks and ability checks.</p>
5			<p><b>Prone</b> - Your only movement is to crawl or, if your speed isn't 0, spend half your Speed (round down) to right yourself. You have Disadv. on attacks. An attack against you has Adv. if within 5 feet, otherwise it has Disadv.</p> <p><b>Restrained</b> - Your Speed is 0 and can't increase. Attacks against you have Adv., and your attacks have Disadv. You have Disadv. on DEX saves.</p>
0			<p><b>Stunned</b> - You are Incapacitated. You fail STR and DEX saves. Attacks against you have Adv.</p> <p><b>Unconscious</b> - You are Incapacitated and Prone. You drop what you're holding. When this condition ends, you remain Prone. Your Speed is 0 and can't increase. Attacks against you have Adv. You fail STR and DEX saves. Attacks that hit are Crit if within 5 feet. You're unaware of your surroundings.</p>
-5		<p><b>Actions in Combat</b></p> <ul style="list-style-type: none"> <li>- Attack (Grapple/Shove)</li> <li>- Cast a Spell (Max 1 Leveled spell/turn)</li> <li>- Dash</li> <li>- Disengage</li> <li>- Dodge</li> <li>- Help</li> <li>- Hide</li> <li>- Search/Use Object</li> </ul>	