

Status Conditions

BLINDED autofails sight checks, attacks on have adv., attacks by have disadv.

CHARMED cannot attack/harm charmer, charmer has adv. on social checks w affected

DEAFENED autofails hearing checks

FRIGHTENED disadv. on attacks/ability checks while source of fear is in L.O.S., cannot willingly approach source of fear

GRAPPLED 0 speed, ends if grappler is incapacitated or grappled is moved away

INCAPACITATED cannot take actions or bonus actions

INVISIBLE attacks by have adv., attacks on have disadv.

PARALYZED incapacitated, cannot move/speak, autofails STR/DEX saving throws, attacks on have adv., any attack is a crit if within 5ft of affected

PETRIFIED incapacitated, cannot move/speak, unaware of surroundings, attacks on have adv., autofails STR/DEX saving throws, resistant to all damage, immune to poison/disease, preexisting poison/disease is temporarily paused

POISONED disadv. on attacks and ability checks

Status Conditions (cont)

PRONE can only crawl unless using half movement to stand up, disadv. on attacks, attacks have adv. if within 5ft but disadv. farther than 5ft

RESTRAINED 0 speed, attacks on have adv., attacks by have disadv., disadv. on DEX saving throws

STUNNED incapacitated, cannot move, can only speak falteringly, autofails STR/DEX saving throws, attacks on have adv.

UNCONSCIOUS incapacitated, cannot move/speak, unaware of surroundings, drops what it's holding, falls prone, autofails STR/DEX saving throws, attacks on have adv., any attack within 5ft is a critical hit

Resistance- takes HALF damage
Vulnerability- takes DOUBLE damage

RESTING

SHORT REST 1hr+, chars. can spend 1->max Hit Dice to regain HP, CON mod. is added to each Hit Die and that total is added to HP

LONG REST 8hrs+, chars. regain all lost HP, chars. regain Hit Dice # equal to half total Hit Dice, chars. must have at least 1HP to benefit

Arcane Recovery- during one short rest a day, Runa can regain spell slots of combined levels equal to half her level rounded up (i.e. two first level spells or one second level spell when at level 4), spell slots cannot be over 5th level

DAMAGE/DEATH

KNOCKED UNCONSCIOUS if damage reduces char. to 0HP but does not instakill them, ends if any HP is regained

INSTANT DEATH if damage reduces char. to 0HP and remaining damage is greater than or equal to char.'s max HP they instantly die

DEATH SAVING THROWS a 1 on the die means two failures, a 20 on the die means char regains 1HP

DAMAGE AT 0HP any damage means a failure, a crit means two failures, and damage greater than or equal to a char.'s HP max is an instakill

STABILIZING A CREATURE a DC 10 medicine check on an unconscious char. stabilizes them, meaning they are unconscious at 0HP and no longer make death saving throws, stability ends if damage is taken

*a stabilized creature that isn't healed regains 1HP after 1d4 hrs

*if nonlethal damage knocks an adversary down to 0, they are unconscious but stable
*temp. HP lasts until depleted or the end of a long rest

COMBAT

ACTIONS ranged attack, melee attack, spellcasting, dash, disengage, dodge, first aid, help, ready, hide, shove, grapple, search, use object, escape grapple

BONUS ACTIONS offhand melee attack, spellcasting



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COMBAT (cont)

REACTIONS readied action, opportunity attack, spellcasting

ATTACK hit if $d20+AM+PB$ is greater than or equal to $AC+cover$ bonus

HIT total damage= damage dice + AM, double dice if crit

*offhand melee attack does not get attack mod. added

*half cover gives +2 to AC, 3/4 cover gives +5 to AC, total cover means unhittable

EQUIPMENT

WEAPONS



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