

Master Grundrun

CHARACTER NAME

20 Transmuter

LEVEL & CLASS

PLAYER NAME

Sage

BACKGROUND

Gnome, Rock

RACE

355,000

EXPERIENCE

Next Level

STRENGTH

0

10

DEXTERITY

+2

14

CONSTITUTION

+3

16

INTELLIGENCE

+5

20

WISDOM

+3

16

CHARISMA

0

10

STR +0 INT +11
DEX +2 WIS +9
CON +3 CHA 0

RESISTANCES

Adv. on Int/Wis/Cha saves vs.
magic

SAVING THROWS

Acrobatics (Dex) +2
Animal Handling (Wis) +3
Arcana (Int) +11
Athletics (Str) 0
Deception (Cha) 0
History (Int) +11
Insight (Wis) +3
Intimidation (Cha) 0
Investigation (Int) +11
Medicine (Wis) +3
Nature (Int) +5
Perception (Wis) +3
Performance (Cha) 0
Persuasion (Cha) 0
Religion (Int) +11
Sleight of Hand (Dex) +2
Stealth (Dex) +2
Survival (Wis) +3
Tool

SKILLS

142
MAXIMUM
HIT POINTS

+6
PROFICIENCY
BONUS

15
ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+2

INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVES

LEVEL 20 DIE d6+3 USED

HIT DICE

ENCUMBERED

15 ft

25 ft

SPEED

FEATURE

MAX

RECOVER

USED

Arcane Recovery (10 levels of spell slots)

1

LR

Shapechanger

1

SR

Signature Spell

2

SR

LIMITED FEATURES

ACTIONS

Master Transmuter

BONUS ACTIONS

REACTIONS

ACTIONS

AC

DESCRIPTION

13

Armor

Shield

2

Dex

Magic

Misc

Misc

Mage Armor

Medium Armor

Heavy Armor

ARMOR

INSPIRATION

19

ABILITY
SAVE DC

INTELLIGENCE

ARMOR

Light

Medium

Heavy

Shields

Simple

Martial

Other Weapons:

Dagger, Dart, Light Crossbow, Quarterstaff, Sling

WEAPONS

Simple

Martial

Other Weapons:

Dagger, Dart, Light Crossbow, Quarterstaff, Sling

TOOLS & OTHERS

Tinker's tools

Gnomish

+2 from Sage

PROFICIENCIES

LANGUAGES

Common

Gnomish

+2 from Sage

TOOLS & OTHERS

Tinker's tools

Gnomish

+2 from Sage

TOOLS & OTHERS

Tinker's tools

Gnomish

+2 from Sage

TOOLS & OTHERS

Tinker's tools

Gnomish

+2 from Sage

TOOLS & OTHERS

Tinker's tools

Gnomish

+2 from Sage

TOOLS & OTHERS

Tinker's tools

Gnomish

+2 from Sage

TOOLS & OTHERS

Tinker's tools

Gnomish

+2 from Sage

TOOLS & OTHERS

Tinker's tools

Gnomish

+2 from Sage

TOOLS & OTHERS

Tinker's tools

Gnomish

+2 from Sage

13

PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME TOTAL

AMMUNITION

NAME TOTAL

AMMUNITION

ATTACK NAME

Dagger

PROF ABILITY

✓ Dex

RANGE

Melee, 20/60 ft

TO HIT

+8

DAMAGE

1d4+2

DAMAGE TYPE

Piercing

Finesse, light, thrown

DESCRIPTION

ATTACKS: WEAPONS & CANTRIPS

- Arcane Recovery (Wizard 1, PHB 115) [10 levels of spell slots, 1× per long rest]
Once per day after a short rest, I can recover a number of 5th-level or lower spell slots
- Spellcasting (Wizard 1, PHB 114) [5 cantrips known]
I can cast prepared wizard cantrips/spells, using Intelligence as my spellcasting ability
I can use an arcane focus as a spellcasting focus
I can cast all wizard spells in my spellbook as rituals if they have the ritual tag
- Minor Alchemy (School of Transmutation 2, PHB 119)
I can transform an object of wood/stone/iron/copper/silver into another of those
For each 10 min I spend, I can transform up to 1 cubic foot of the material
It reverts back when I lose concentration or after 1 hour
- Transmutation Savant (School of Transmutation 2, PHB 119)
I halve the gp and time needed to copy transmutation spells into my spellbook
- Transmuter's Stone (School of Transmutation 6, PHB 119)
In 8 hours, I can create a transmuter's stone that gives its wielder one of the following:
 - Darkvision 60 ft
 - 10 ft increase to speed while unencumbered
 - Proficiency in Constitution saving throws
 - Resistance to either acid, cold, fire, lightning, or thunder damageThe benefit is chosen at creation; I can have only one active stone at a time
I can change the benefit when I cast a 1st-level or higher transmutation spell with it
- Shapechanger (School of Transmutation 10, PHB 119) [1× per short rest]
I add Polymorph to my spellbook; I can cast it on myself without using a spell slot
When I do that, I can only transform into a beast with a challenge rating of 1 or lower
- Master Transmuter (School of Transmutation 14, PHB 119)
As an action, I can destroy my transmuter's stone and do one of the four following:
 - 1) Major Transformation
In 10 minutes, I transmute one nonmagical object up to 5 cubic foot into another
This new, nonmagical object must be of similar size and mass and equal or less value
 - 2) Panacea
One touched has all curses, diseases, and poisons removed and is healed to max HP
 - 3) Restore Life
I cast Raise Dead without using spell slots or needing to have it in my spellbook
 - 4) Restore Youth
A touched creature's apparent age is reduced by 3d10 years (to a minimum of 13)
- Spell Mastery (Wizard 18, PHB 115)
By spending 8 hours in study, I can pick a 1st and 2nd-level spell in my spellbook
While prepared, I can cast them at their lowest levels without expending spell slots
- Signature Spell (Wizard 20, PHB 115) [2× per short rest]
Two 3rd-level spells of my choice in my spellbook will always count as prepared
I can cast both at third level once per short rest without expending spell slots

I ... speak ... slowly ... when talking ... to idiots, ... which ... almost ... everyone ... is ... compared ... to me.

Knowledge: The path to power and self-improvement is through knowledge. (Neutral)

I've been searching my whole life for the answer to a certain question.

Most people scream and run when they see a demon. I stop and take notes on its anatomy.

Feature Name: **Researcher**

When I attempt to learn or recall a piece of lore, if I do not know that information, I often know where and from whom I can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

Rock Gnome (+1 Constitution, +2 Intelligence)

Artificer's Lore: Add twice my proficiency bonus to Intelligence (History) checks with magic, alchemical, and technological items.

Tinker: Construct a Tiny clockwork device (AC 5, 1 HP) using tinker's tools, 1 hour, and 10 gp of material components, that functions for 24 hours. I can have up to 3 active.

- **Clockwork Toy:** animal, monster, or person that can move 5 ft per turn in a random direction, making appropriate noises;
- **Fire Starter:** 1 action to produce miniature flame to light things;
- **Music Box:** plays single song at a moderate volume.

[illegible]

SUBTOTAL

ADVENTURING GEAR	#	LB
SUBTOTAL		

EQUIPMENT

[illegible]

SUBTOTAL

	CP
	SP
	EP
	GF
	PP

WEIGHT CARRIED

ENCUMBERED

51 - 100 lb

HEAVILY ENCUMBERED

101 - 150 lb

PUSH/DRAG/LIFT

151 - 300 lb



Master Grundrun

CHARACTER NAME

GENDER

AGE

Small
SIZE

HEIGHT

WEIGHT

ALIGNMENT

FAITH

HAIR

EYES

SKIN

CHARACTER PORTRAIT

ORGANIZATION

SYMBOL

ALLIES & ORGANIZATIONS

APPEARANCE

Modest

LIFESTYLE

DAILY PRICE

1 gp

ENEMIES

CHARACTER HISTORY



COMPANION'S APPEARANCE	
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[illegible][illegible]

Master Grundrun

CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
○ ○	○ ○	○ ○	○ ○	○ ○	○	○	○	○
○ ○	○	○	○	○	○	○	○	○

SPELL SLOTS

TRANSMUTER SPELLS

Intelligence

SPELLCASTING ABILITY

25

TO PREPARE

+11

ATTACK MODIFIER

DC 19

SAVING THROW DC

CANTRIPS (0 LEVEL)

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Blade Ward	Until the end of your next turn, Bludgeoning, Piercing, and Slashing dmg resist. vs. weapons	—	Abjur	1 a	Self	V,S	1 rnd	P	218
Fire Bolt	Spell attack for 1d10 Fire dmg; unattended flammable objects ignite; +1d10 at CL 5, 11, and 17	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	241
Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	—	Evoc	1 a	Touch	V,M	1 h (D)	P	255
Message	1 crea you point to hears whispered message and can reply with a whisper; nobody can overhear	—	Trans	1 a	120 ft	V,S,M	1 rnd	P	259
True Strike	1 creature against whom you gain advantage on your next attack roll	—	Div	1 a	30 ft	S	Conc, 1 rnd	P	284

1ST LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Burning Hands	3d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	15-ft cone	V,S	Instantaneous	P	220
<input type="radio"/> Charm Person	1+1/SL humanoid save or charmed; crea adv. on save if you or your allies are fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	P	221
<input type="radio"/> Find Familiar (R)	Gain the services of a familiar; can see through its eyes; it can deliver touch spells; see B (10gp cons.)	—	Conj	1 h	10 ft	V,S,M+	Instantaneous	P	240
<input type="radio"/> Mage Armor	1 crea that isn't wearing armor has AC 13 + Dex modifier for the duration; spell ends if it dons armor	—	Abjur	1 a	Touch	V,S,M	8 h (D)	P	256
<input type="radio"/> Magic Missile	3+1/SL darts hit creature(s) you can see for 1d4+1 Force dmg per dart	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	257

2ND LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Blur	Enemies have dis. on attacks vs. you; no effect against crea without vision or immune to illus.	—	Illus	1 a	Self	V	Conc, 1 min	P	219
<input type="radio"/> Hold Person	1+1/SL humanoid within 30 ft of each other save or paralyzed; extra save at end of each turn	Wis	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P	251
<input type="radio"/> Knock	1 object is unlocked (1 lock), unstuck, unbarred, arcane lock suppressed for 10 min; audible for 300 ft	—	Trans	1 a	60 ft	V	Instantaneous	P	254
<input type="radio"/> Misty Step	You teleport 30 feet to a unoccupied space you can see	—	Conj	1 bns	Self	V	Instantaneous	P	260

3RD LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Counterspell	Stop a spell being cast; make DC 10+SL spellcasting ability check if above the spell slot lvl used	—	Abjur	1 rea	60 ft	S	Instantaneous	P	228
<input type="radio"/> Fireball	20-ft rad all crea 8d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	241
<input type="radio"/> Fly	1+1/SL willing creatures gain fly 60 ft speed	—	Trans	1 a	Touch	V,S,M	Conc, 10 min	P	243
<input type="radio"/> Haste	1 willing crea +2 AC, speed doubled, adv. on Dex saves, extra action (1 attack, dash, disengage, hide)	—	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P	250

4TH LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Greater Invisibility	1 crea invisible until end of the spell; anything the target is wearing or carrying is also invisible	—	Illus	1 a	Touch	V,S	Conc, 1 min	P	246
<input type="radio"/> Stoneskin	1 willing crea resistance to nonmagical Bludgeoning, Piercing, and Slashing dmg (100gp cons.)	—	Abjur	1 a	Touch	V,S,M+	Conc, 1 h	P	278
<input type="radio"/> Wall of Fire	60×1×20ft (l×w×h) or 10-ft rad all in and 10 ft on 1 side 5d8+1d8/SL Fire dmg; save halves; see B	Dex	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	285

5TH LEVEL

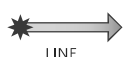
ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Conjure Elemental	CR 5+1/SL elemental that obeys your verbal commands; on broken conc. elemental breaks free	—	Conj	1 min	90 ft	V,S,M	Conc, 1 h	P	225
<input type="radio"/> Dominate Person	1 humanoid save or charmed, follows telepathic commands, 1 a for complete control; +SL for dur.	Wis	Ench	1 a	60 ft	V,S	Conc, 1 min	P	235
<input type="radio"/> Hold Monster	1+1/SL crea within 30 ft of each other save or paralyzed; extra save at end of each turn	Wis	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	251
<input type="radio"/> Legend Lore	Learn summary of lore of named or described person, place, or object (200gp; 250gp cons.)	—	Div	10 min	Self	V,S,M+	Instantaneous	P	254
<input type="radio"/> Scrying	1 crea save or sensor follows it around; or create sensor in familiar location; see book (1000gp)	Wis	Div	10 min	Self	V,S,Mf	Conc, 10 min	P	273
<input type="radio"/> Wall of Force	10 10×10-ft panels or 10-ft rad (hemi)sphere invisible, impenetrable wall; can float in air; see book	—	Evoc	1 a	120 ft	V,S,M	Conc, 10 min	P	285

6TH LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Chain Lightning	Lightning bolt 1 crea and 3+1/SL crea within 30 ft; 10d8 Lightning dmg; save halves	Dex	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	221
<input type="radio"/> Mass Suggestion	12 crea save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book	Wis	Ench	1 a	60 ft	V,M	24 h	P	258
<input type="radio"/> True Seeing	1 willing crea gains truesight 120 ft; see through illusions, hidden doors, ethereal plane (25gp cons.)	—	Div	1 a	Touch	V,S,M+	1 h	P	284

7TH LEVEL									
ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Delayed Blast Fireball	Create bead; at chosen moment, or if conc. is broken, 20-ft rad 12d6+1d6/SL Fire dmg; save halves	Dex	Evoc	1 a	150 ft	V,S,M	Conc, 1 min	P	230
<input type="radio"/> Prismatic Spray	All random effect, see book: either 10d6 dmg, restrained, or blinded; save halves/negates	Dex	Evoc	1 a	60-ft cone	V,S	Instantaneous	P	267
<input type="radio"/> Simulacrum	Create snow/ice duplicate of humanoid/beast; follows your verbal commands; see B (1500gp cons.)	—	Illus	12 h	Touch	V,S,M†	Till dispelled	P	276
<input type="radio"/> Teleport	You, 8 willing crea, or an object teleport to a place you know, have seen, or can describe; see book	—	Conj	1 a	10 ft	V	Instantaneous	P	281
8TH LEVEL									
ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Antimagic Field	No magical effects functions in area except those created by an artefact or a deity	—	Abjur	1 a	10-ft rad	V,S,M	Conc, 1 h	P	213
<input type="radio"/> Sunburst	60-ft rad all 12d6 Radiant dmg, 1 min blind; save halves and not blinded; save at end of each turn	Con	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	279
9TH LEVEL									
ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Foresight	1 willing crea can't be surprised; adv. on attacks, ability checks, and saves; dis. on attacks vs. target	—	Div	1 min	Touch	V,S,M	8 h	P	244
<input type="radio"/> Time Stop	You instantly take 1d4+1 turns; if affecting other creatures or worn or carried object the spell ends	—	Trans	1 a	Self	V	Instantaneous	P	283

PLAYER REFERENCE



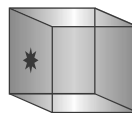
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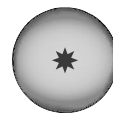
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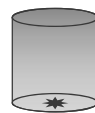
CONE



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. Readyng a spell requires concentration.

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 up to normal range (first number). Disadvantage on the attack if a hostile is within 5 ft that is not incapacitated or the target is up to long range away (second number).

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 if item is being held by 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)

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 you 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.

ENVIRONMENT

(PHB 183)

LEVEL	EFFECT (CUMULATIVE)
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attacks / saves
4	Hit Point maximum halved
5	Speed reduced to 0
6	Death

EXHAUSTION (PHB 291)

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	HOURLY	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)