

Round Tracker & Notes

Initiative Order	Combat Notes/HP	Conditions Reference
<p>30</p> <p>25</p> <p>20</p> <p>15</p> <p>10</p> <p>5</p> <p>0</p> <p>-5</p>		<p>Blinded Can't see, auto fails sight checks Adv. when attacked Disad. when attacking</p> <p>Charmed Can't attack charmer Charmer adv. on social checks</p> <p>Deafened Can't hear, auto fails hearing checks</p> <p>Frightened Disad. on abilities/atks. w/ visible source Can't willingly move toward source</p> <p>Grappled Speed becomes 0 Ended if moved away from grappler</p> <p>Incapacitated Can't act or react</p> <p>Invisible Can't be seen naturally Disad. when attacked Adv. when attacking</p> <p>Paralyzed Incapacitated, can't move/speak Auto fails Strength/Dexterity saves Adv. when attacked Atks. w/in 5 ft. are critical hits</p> <p>Petrified Creature & nonmagic items transform Weight x10, cannot age Incapacitated, can't move/speak Adv. when attacked Auto fails Strength/Dexterity saves Resistant to all damage Immune to poison/disease</p> <p>Poisoned Disad. on abilities/attacks</p> <p>Prone Disad. when attacking Atks. w/in 5 ft. have advantage Atks. outside 5 ft. have disadvantage</p> <p>Restrained Speed becomes 0 Adv. when attacked Disad. when attacking Disad. on Strength/Dexterity saves</p> <p>Stunned Incapacitated (see condition) Can't move Can speak only falteringly Auto fails Strength/Dexterity saves Adv. when attacked</p> <p>Unconscious Incapacitated, can't move/speak Drops held objects, falls prone Auto fails Strength/Dexterity saves Adv. when attacked Atks. w/in 5 ft. are critical hits</p>
		<p style="text-align: center;">Actions in Combat</p> <hr/> <ul style="list-style-type: none"> - Attack (Grapple/Shove) - Dodge - Cast a Spell - Help (Max 1 Leveled spell/turn) - Hide - Dash - Search/Use Object - Disengage