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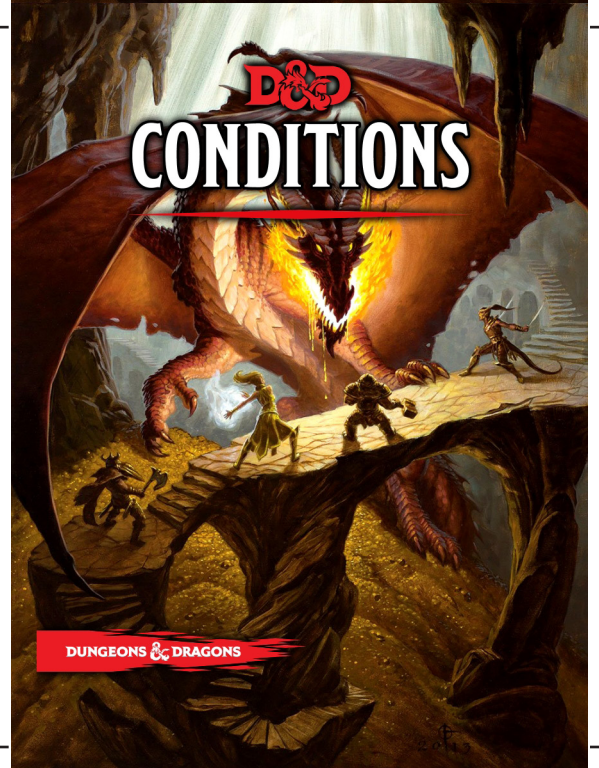
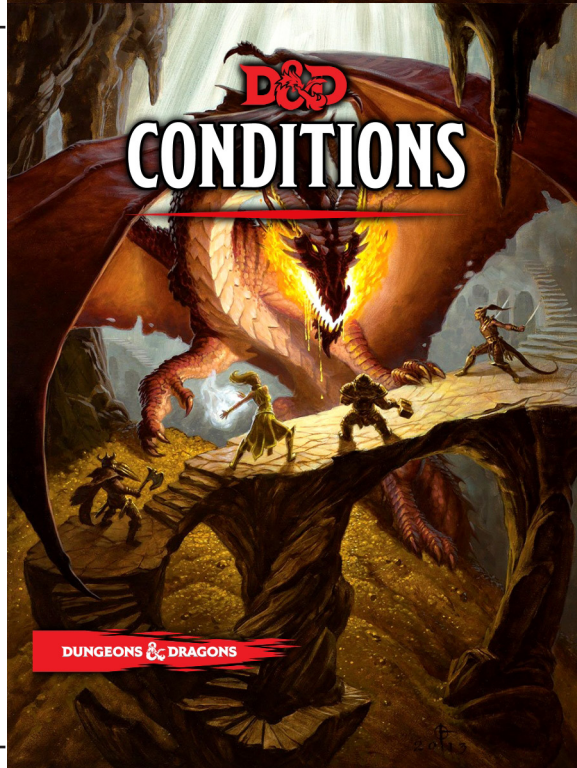
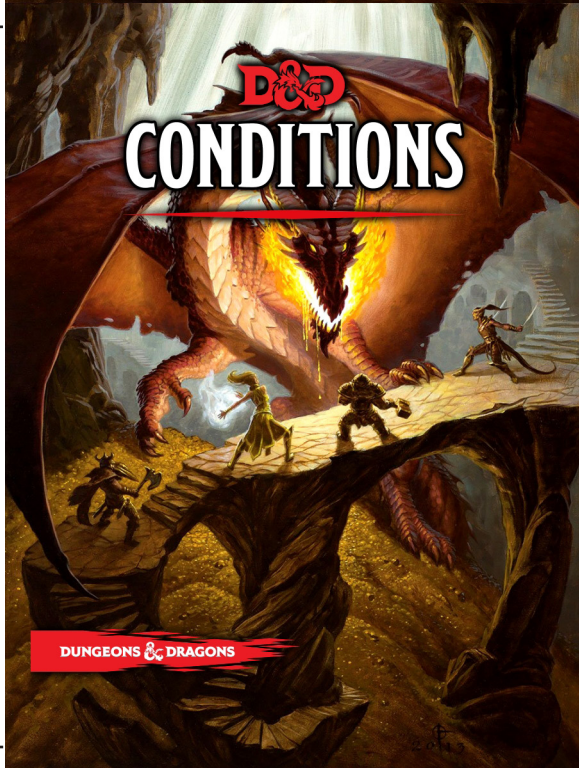
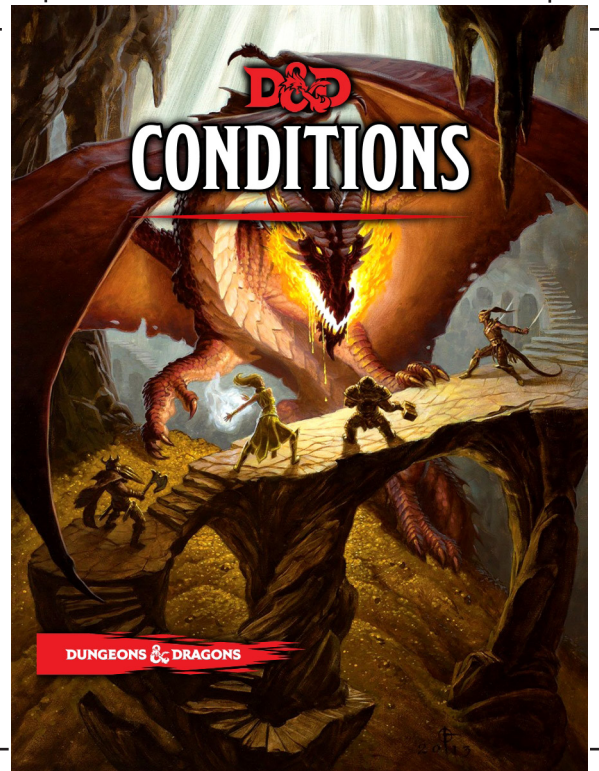
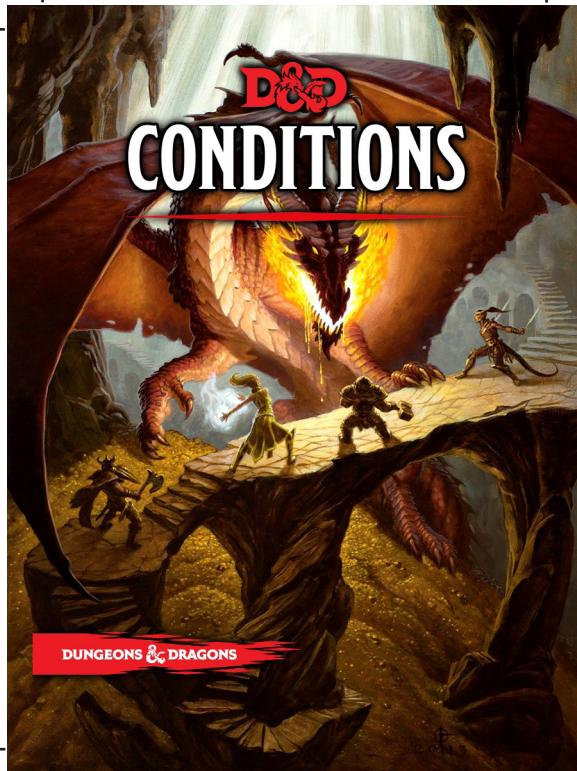
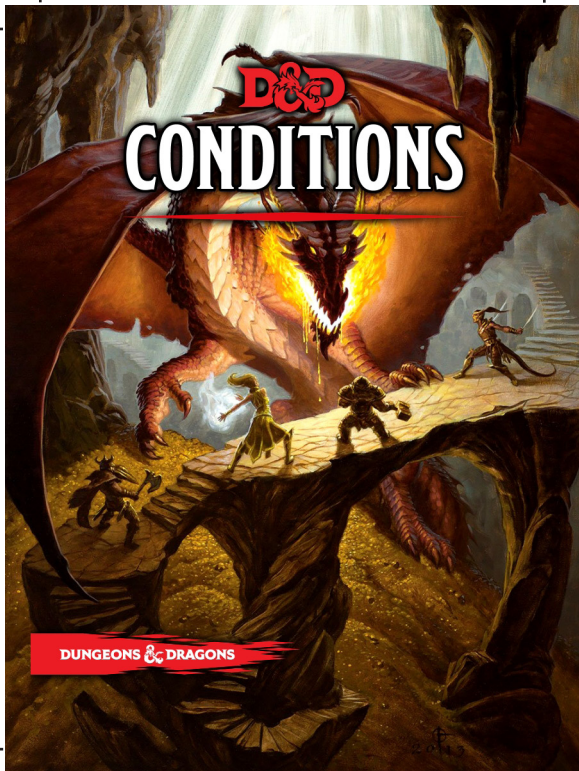
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- ◆ You can't see and automatically fail any ability check that requires sight.
- ◆ Attack rolls against you have advantage, and your attack rolls have disadvantage.



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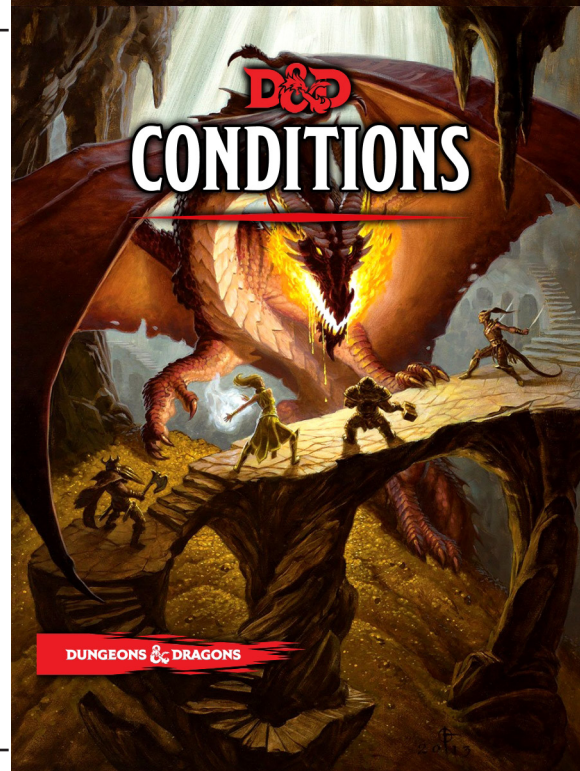
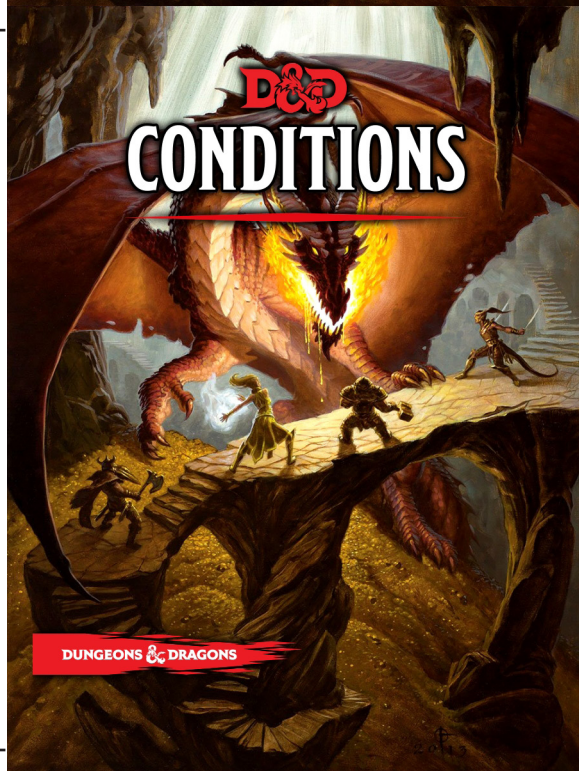
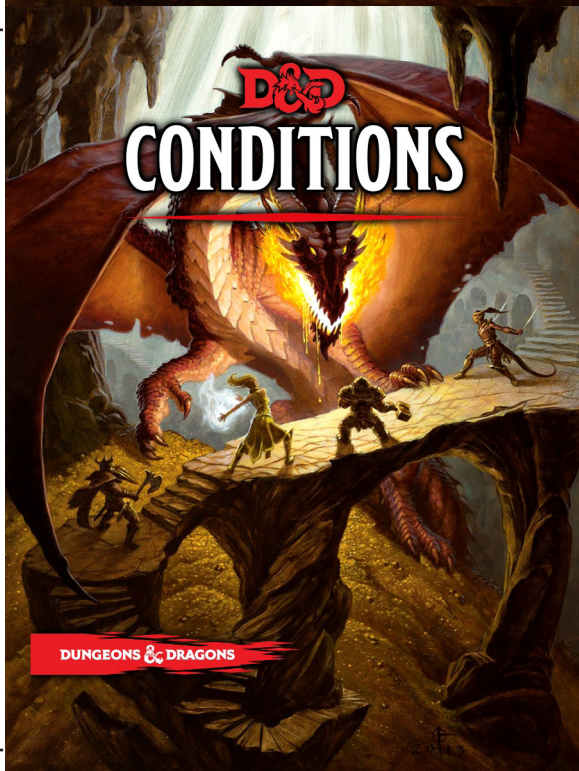
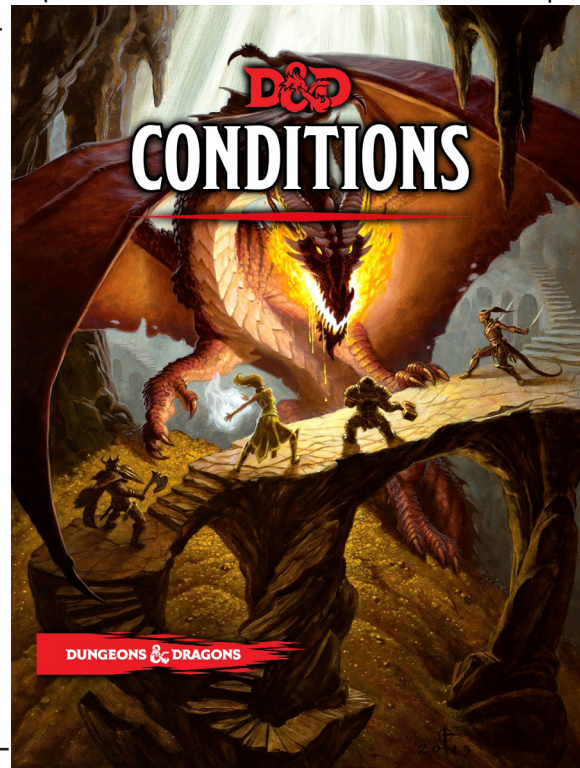
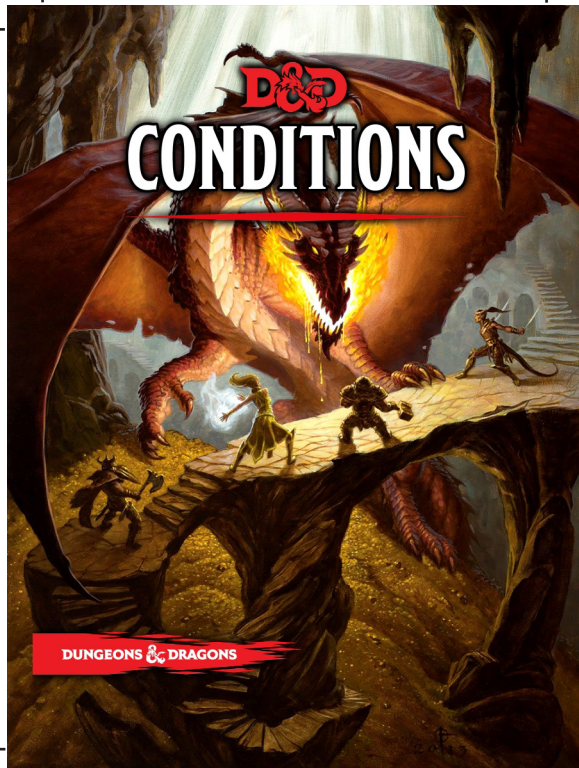
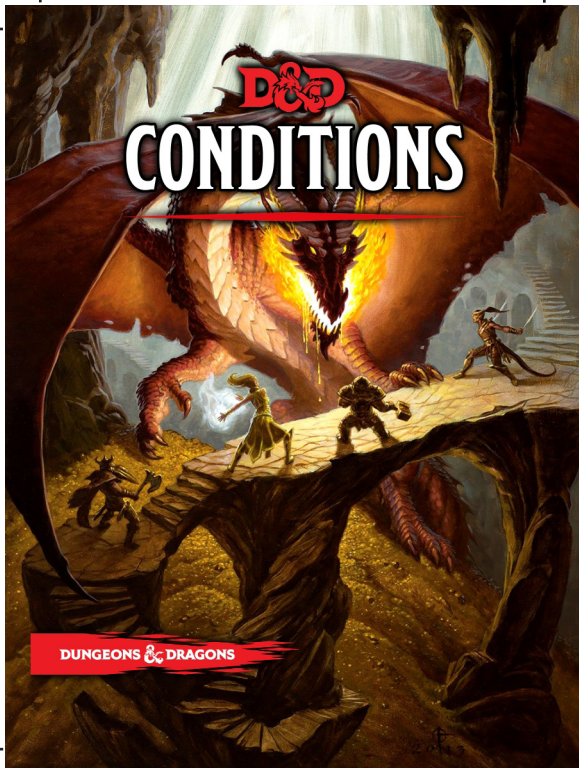
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CHARMED

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- ◆ The charmer has advantage on any ability check to interact socially with you.



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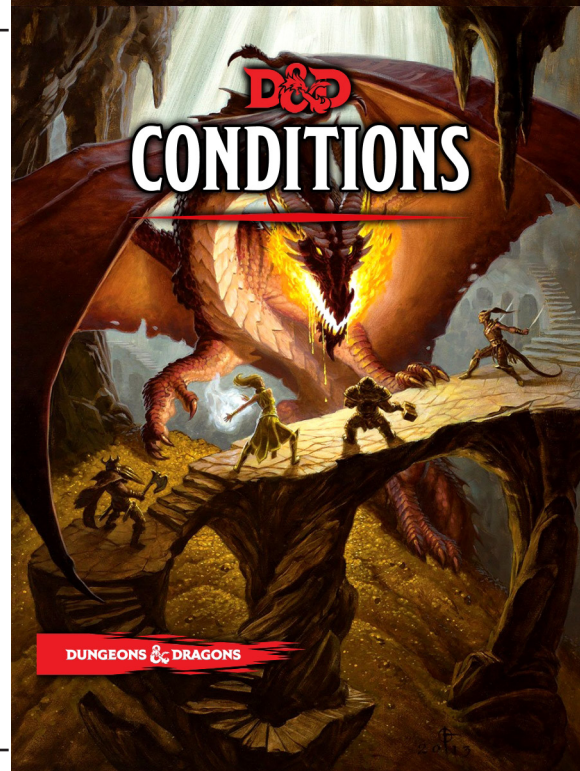
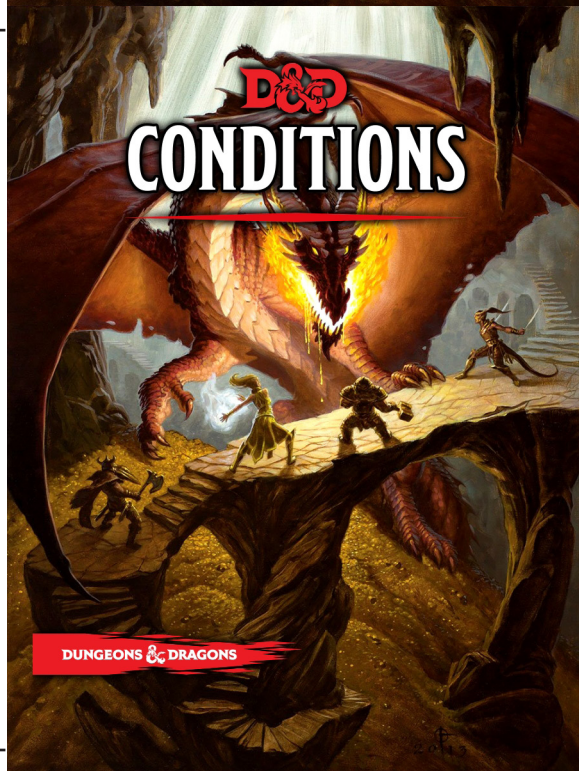
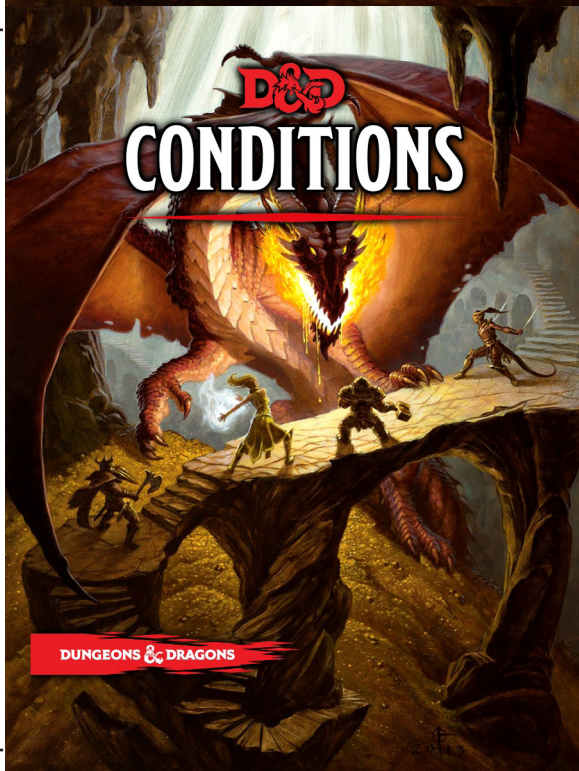
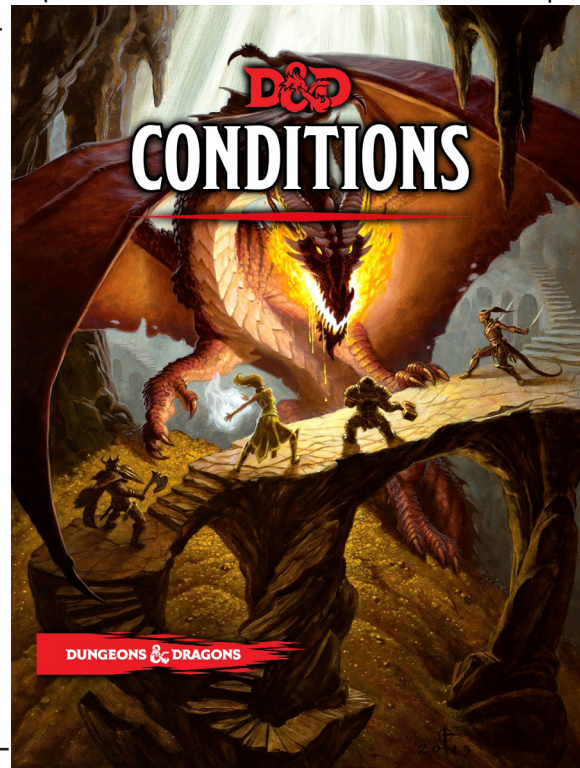
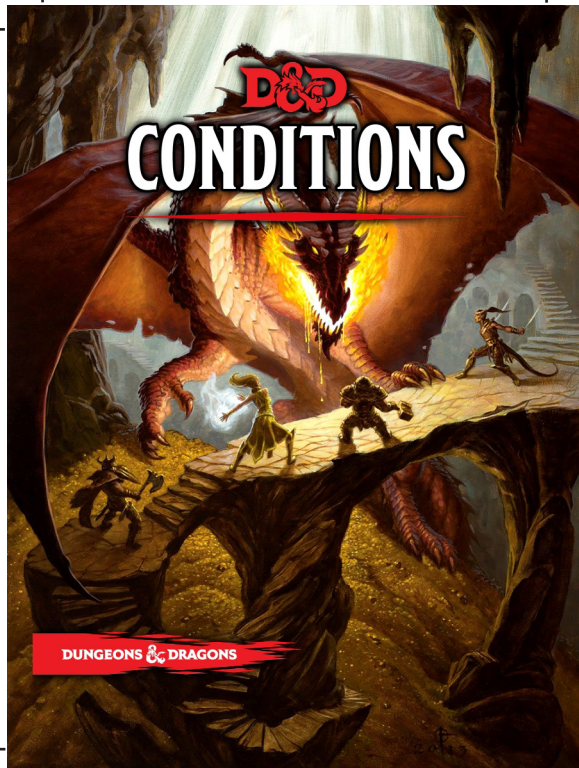
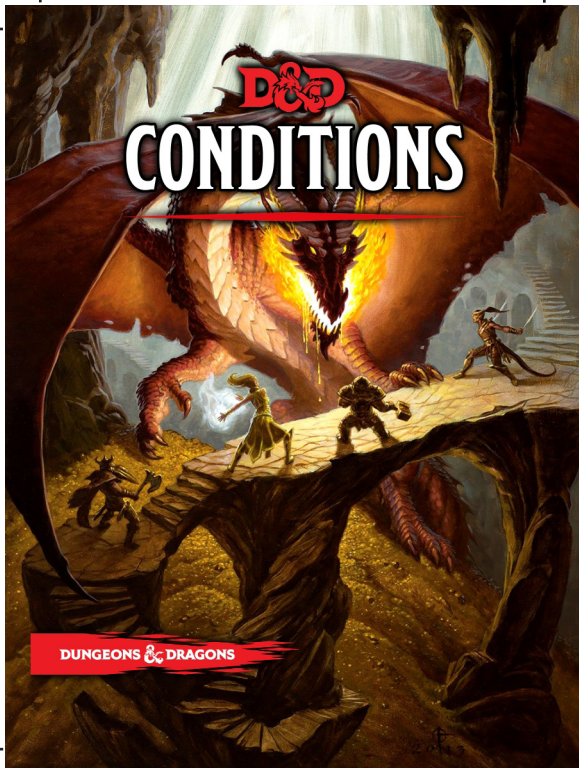
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COVER

- ◆ **Half Cover:** You have a +2 bonus to AC and Dexterity saving throws if an obstacle blocks at least half your body.

Examples: A low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

- ◆ **Three-Quarters Cover:** You have a +5 bonus to AC and Dexterity saving throws if an obstacle blocks at least three-quarters of your body.

Examples: A portcullis, an arrow slit, or a thick tree trunk.

- ◆ **Total Cover:** You can't be targeted directly by an attack or a spell if you are completely covered by an obstacle, although some spells can reach you by including you in an area of effect.

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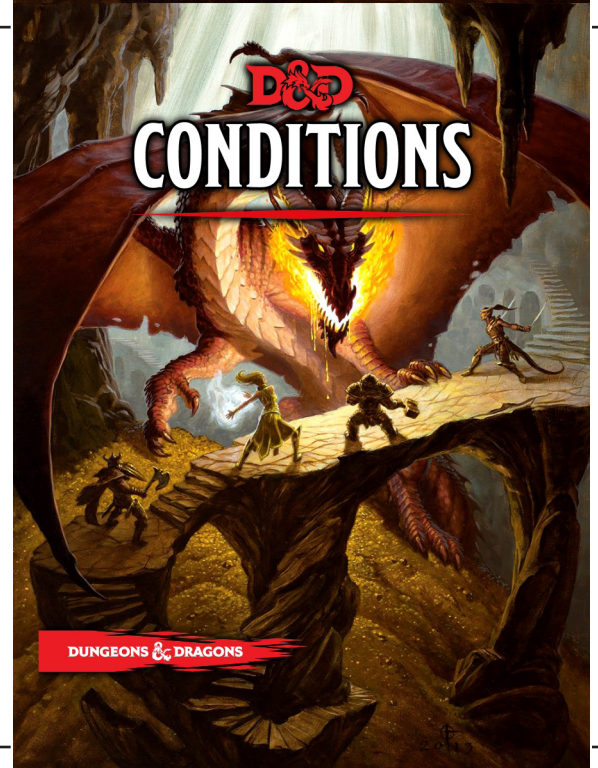
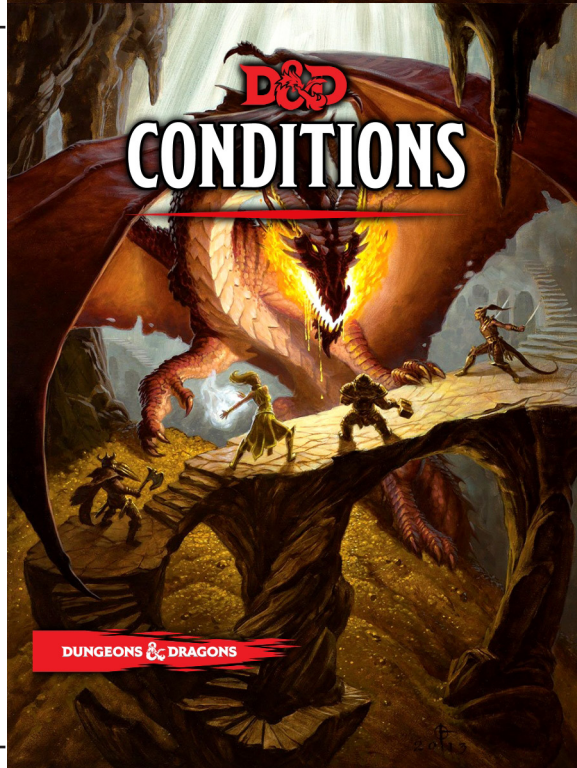
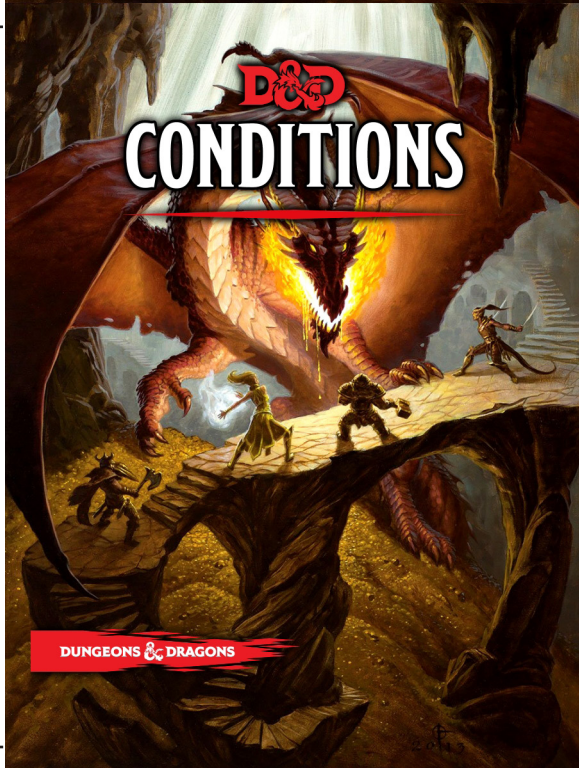
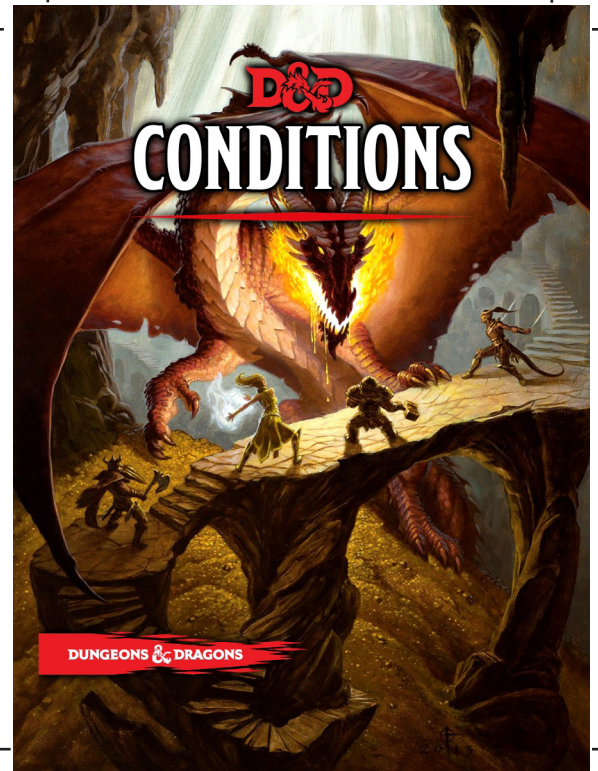
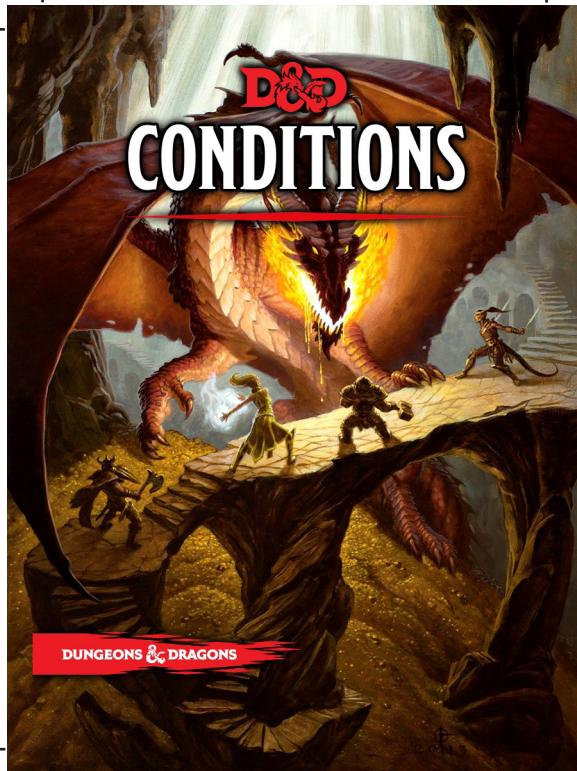
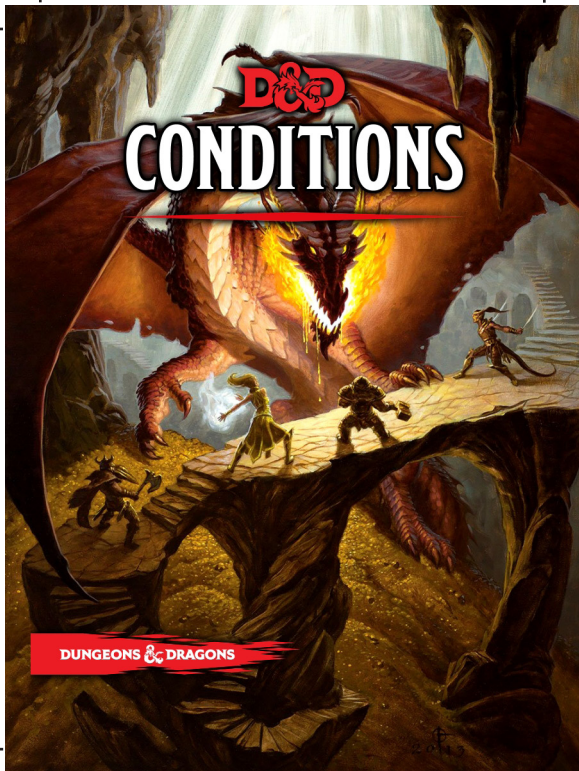
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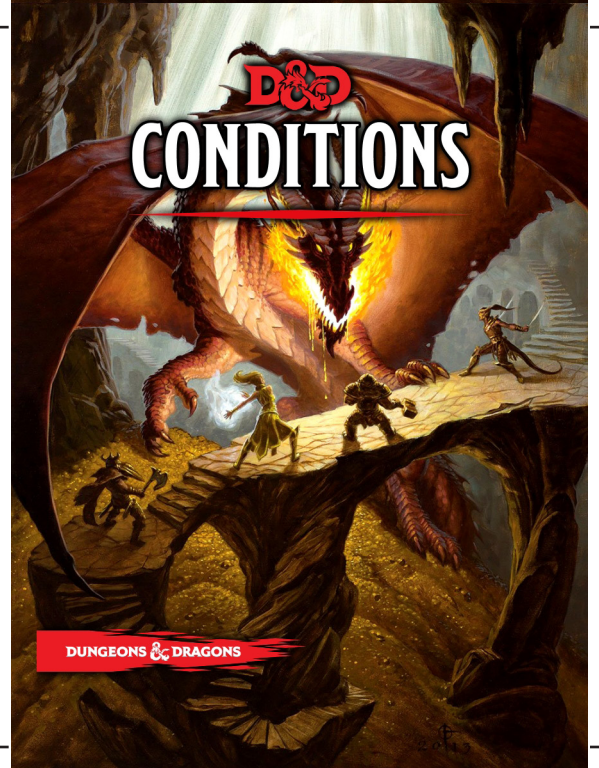
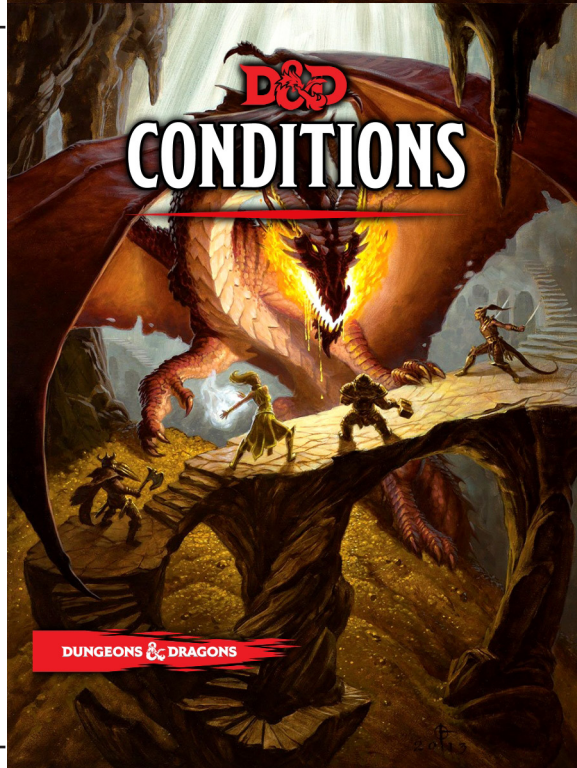
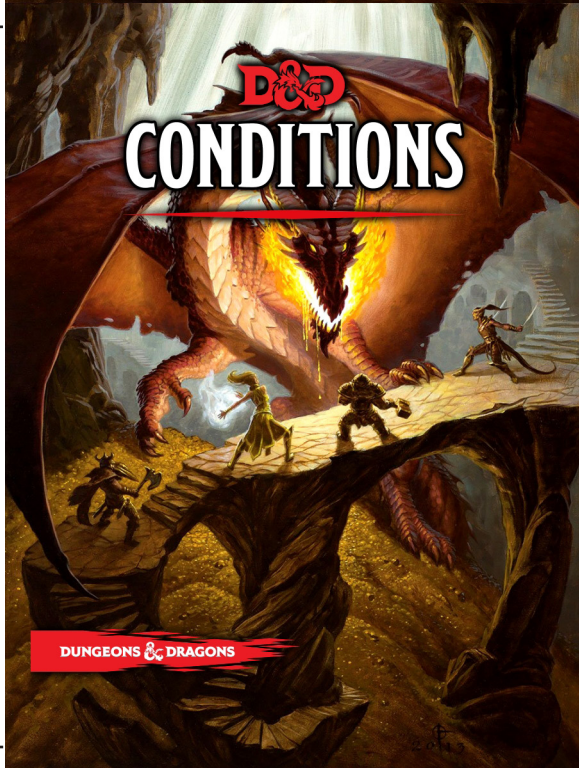
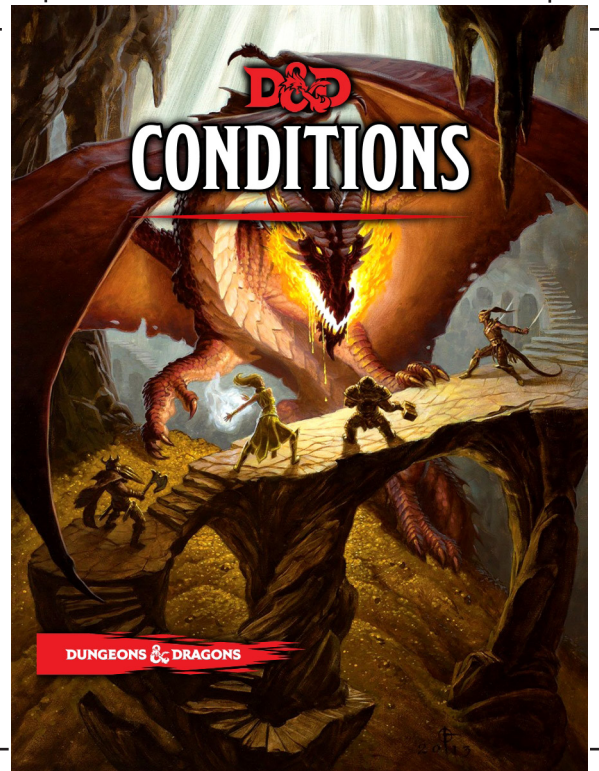
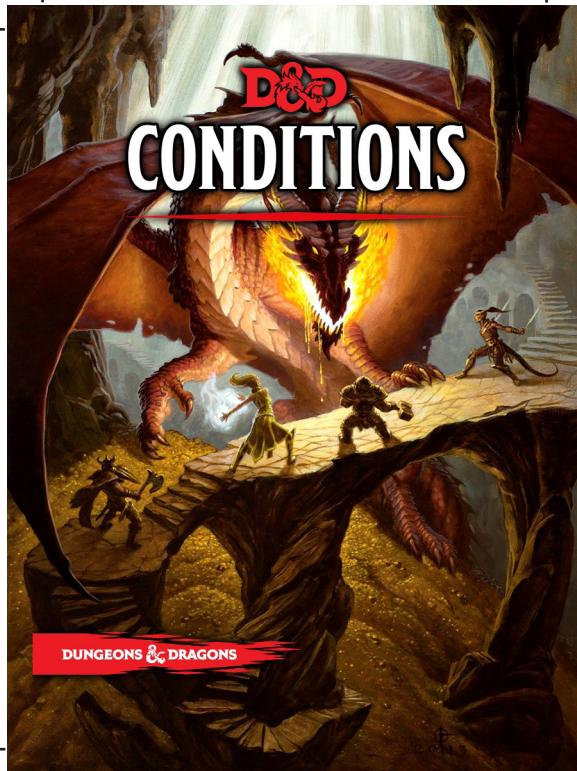
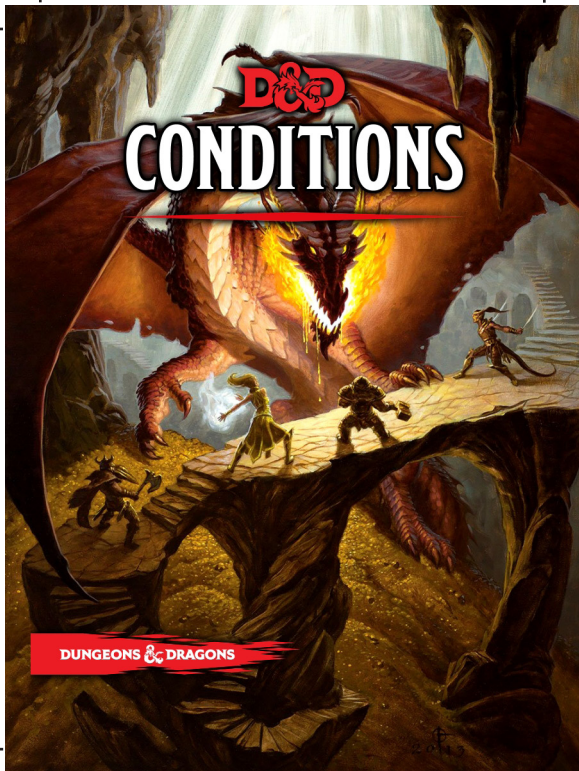
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DYING

- ◆ Whenever you start your turn with 0 hit points, roll a d20.
- ◆ If the roll is 10 or higher, you succeed. Otherwise, you fail.
- ◆ On your third success, you become stable.
- ◆ On your third failure, you die.
- ◆ Successes and failures don't need to be consecutive.
- ◆ Keep track of both until you collect three of a kind.
- ◆ Successes and failures reset to zero when you regain any hit points or become stable.
- ◆ If you roll a 1, it counts as two failures. If you roll a 20, you regain 1 hit point.
- ◆ If you take any damage, you suffer a death saving throw failure. If it is from a critical hit, you suffer two failures. If the damage equals or exceeds your hit point maximum, you suffer instant death.

Success

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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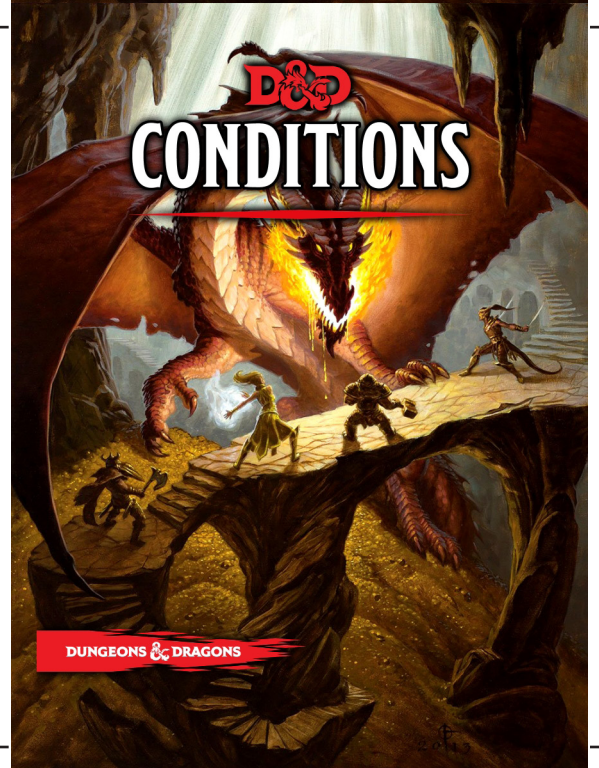
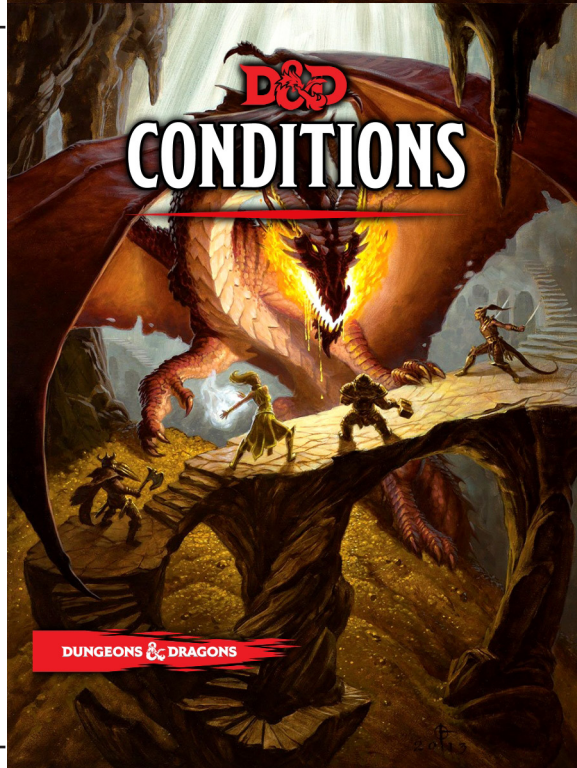
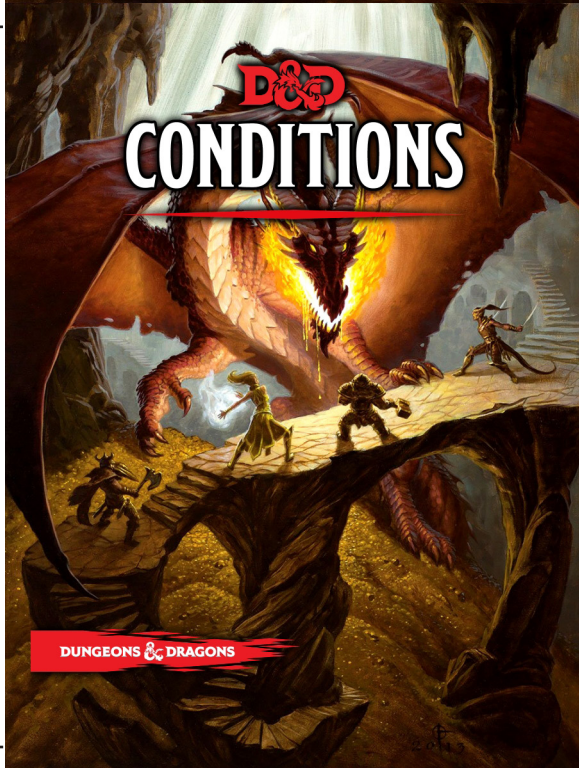
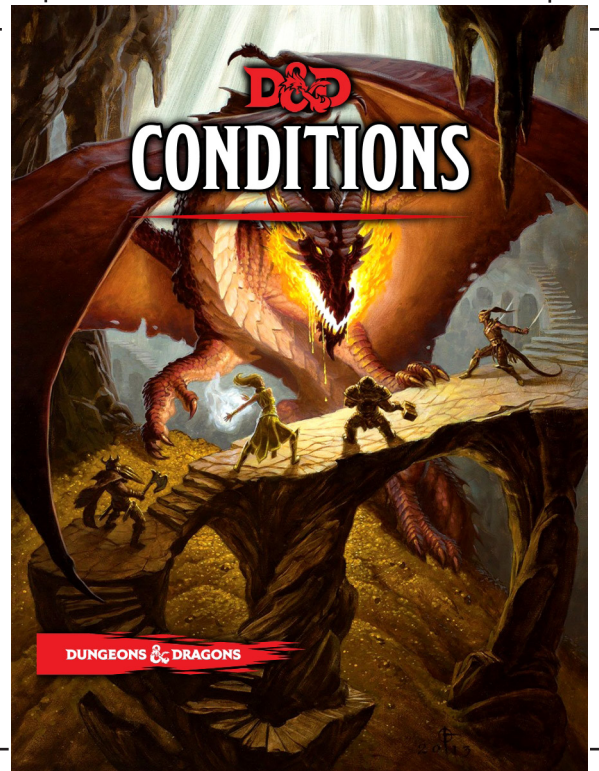
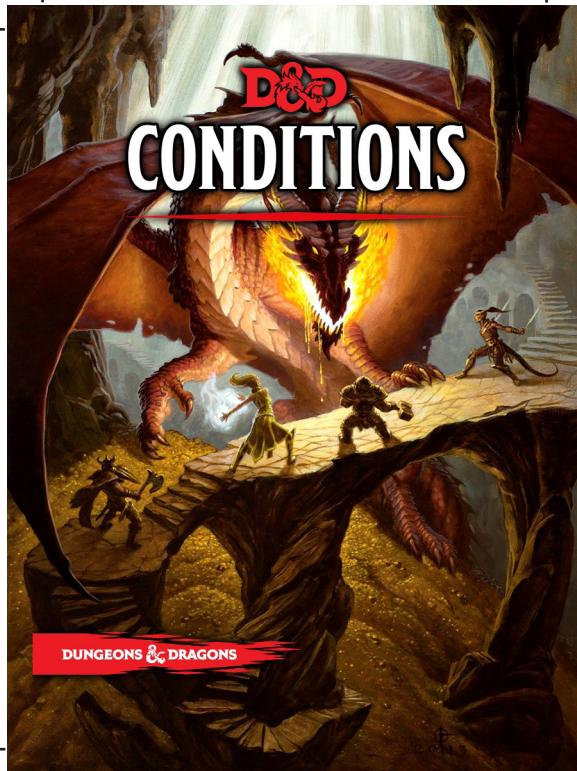
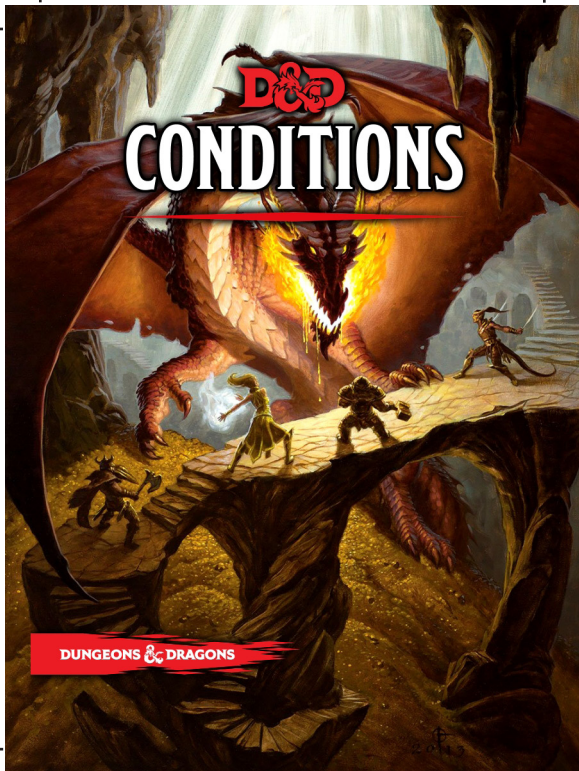
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EXHAUSTED

- ◆ Exhaustion is measured in six levels.
 - 1 Disadvantage on ability checks
 - 2 Speed halved
 - 3 Disadvantage on attack rolls and saving throws
 - 4 Hit point maximum halved
 - 5 Speed reduced to 0
 - 6 Death
- ◆ If you are exhausted and you suffer another effect that causes exhaustion, your current exhaustion level increases by the amount specified in the effect's description.
- ◆ You suffer the effect of your current exhaustion level as well as all lower levels.
- ◆ An effect can give you one or more levels of exhaustion.
- ◆ An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.
- ◆ Finishing a long rest reduces your exhaustion level by 1, provided that you have also ingested some food and drink.

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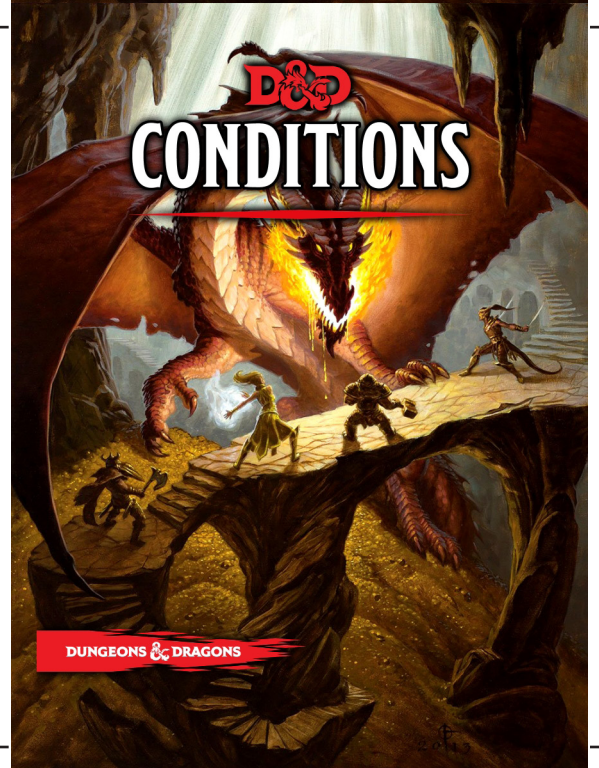
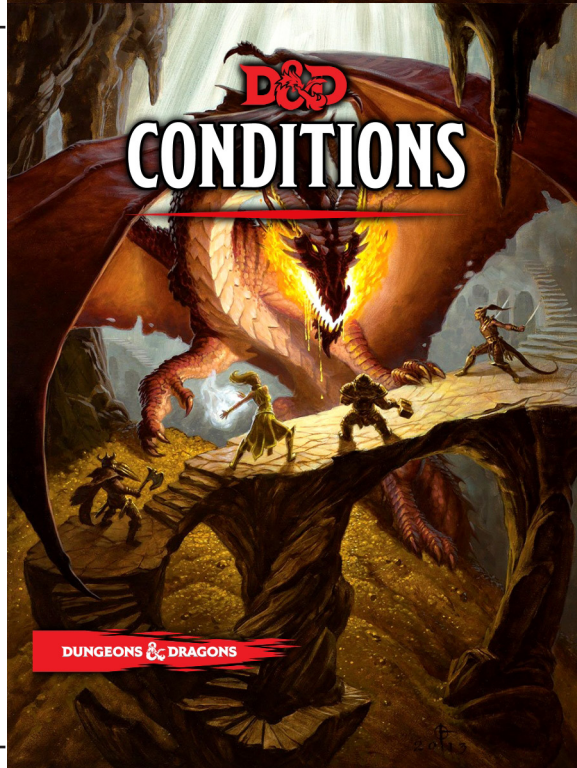
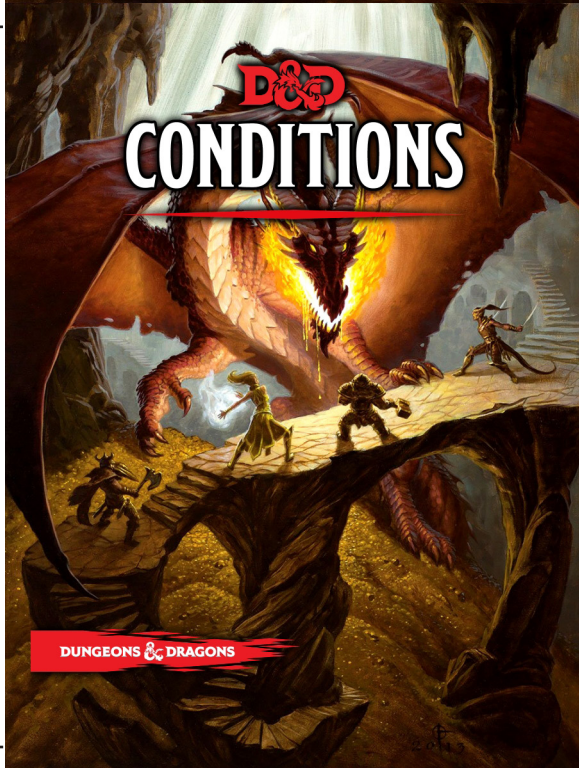
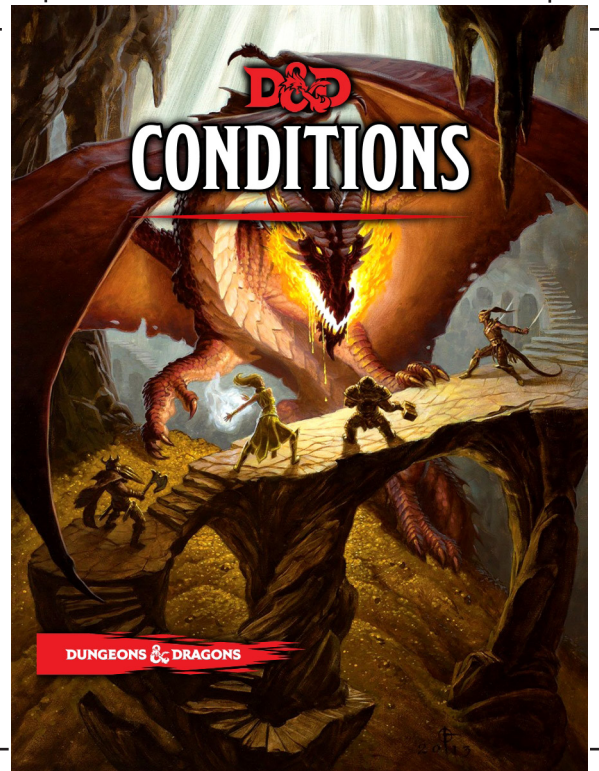
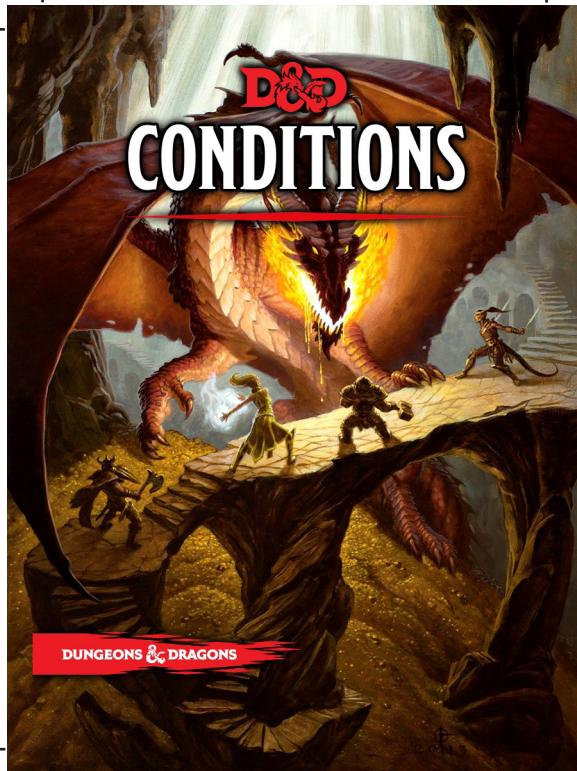
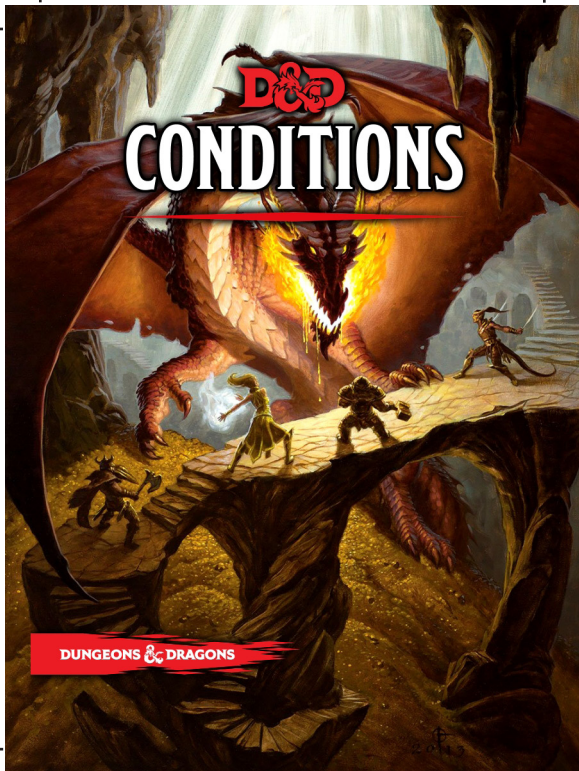
- ◆ Exhaustion is measured in six levels.
 - 1 Disadvantage on ability checks
 - 2 Speed halved
 - 3 Disadvantage on attack rolls and saving throws
 - 4 Hit point maximum halved
 - 5 Speed reduced to 0
 - 6 Death
- ◆ If you are exhausted and you suffer another effect that causes exhaustion, your current exhaustion level increases by the amount specified in the effect's description.
- ◆ You suffer the effect of your current exhaustion level as well as all lower levels.
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- ◆ You can't willingly move closer to the source of your fear.



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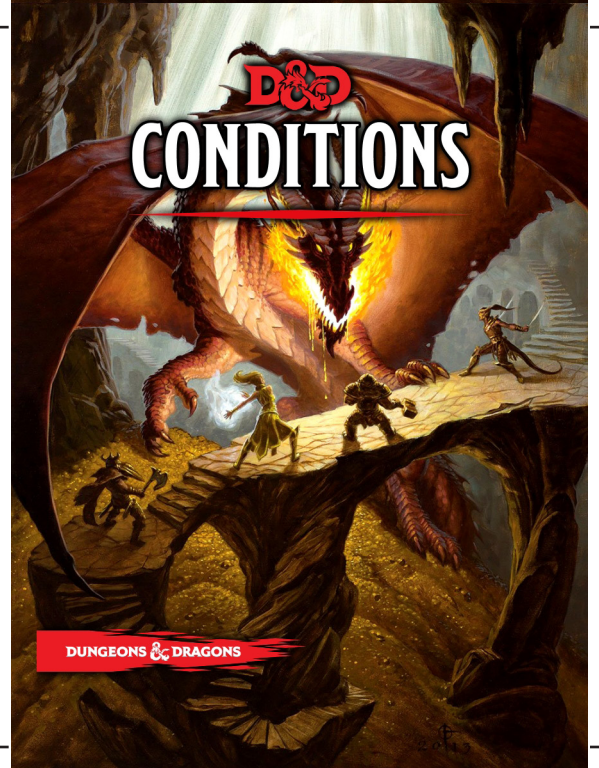
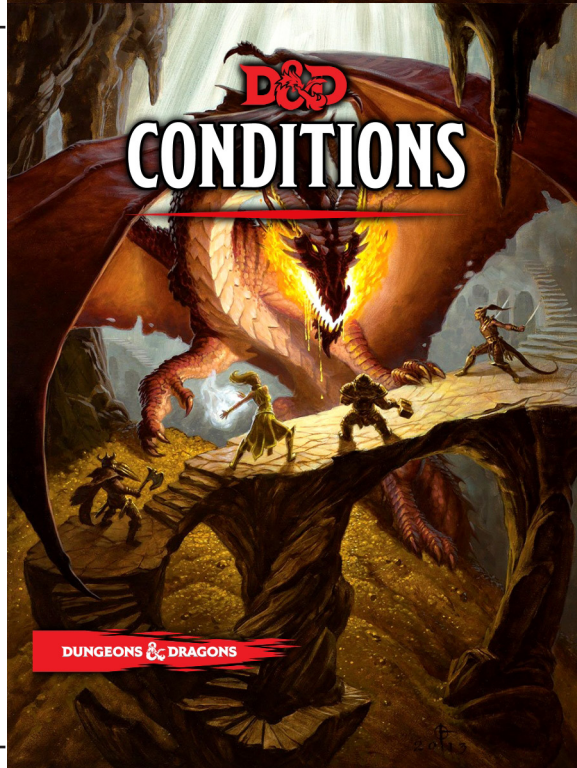
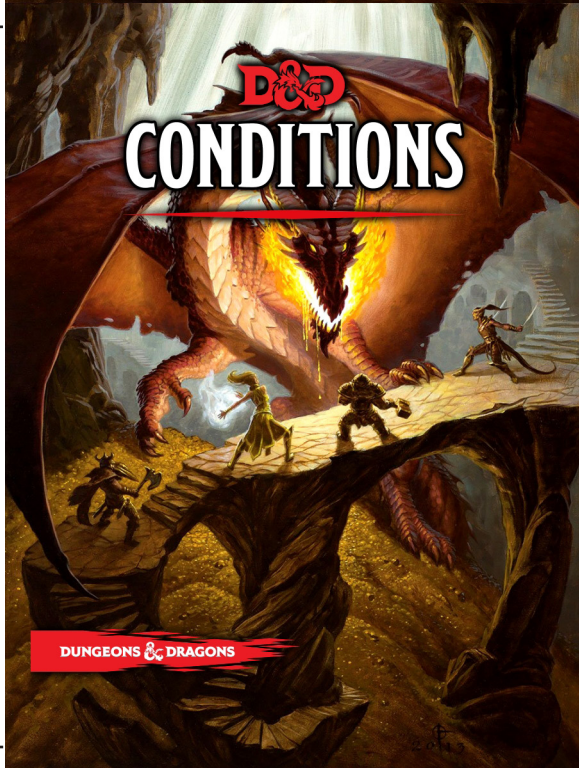
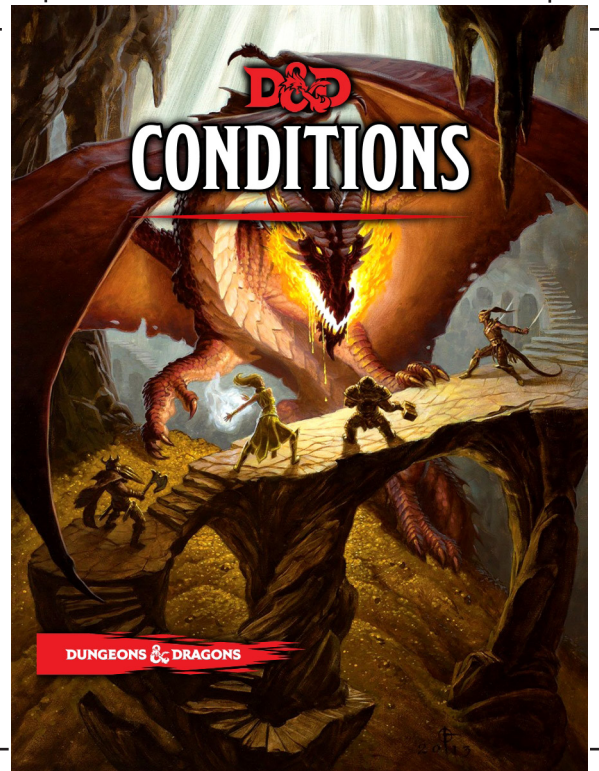
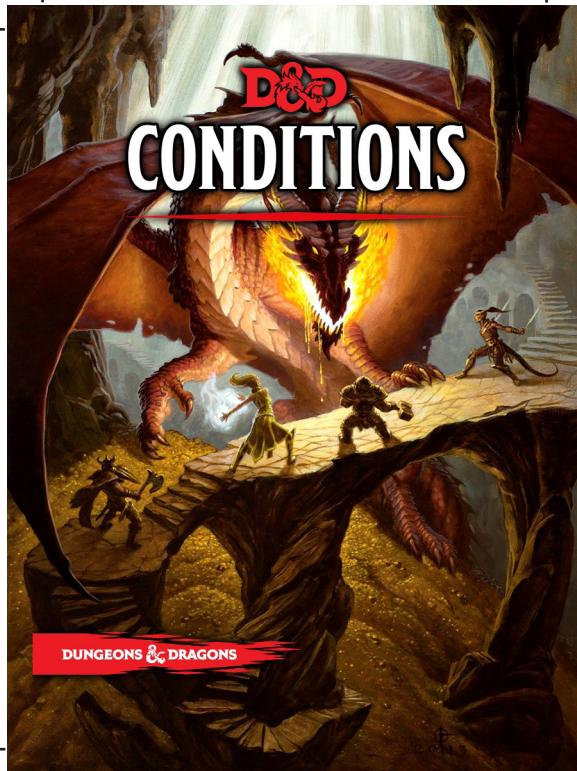
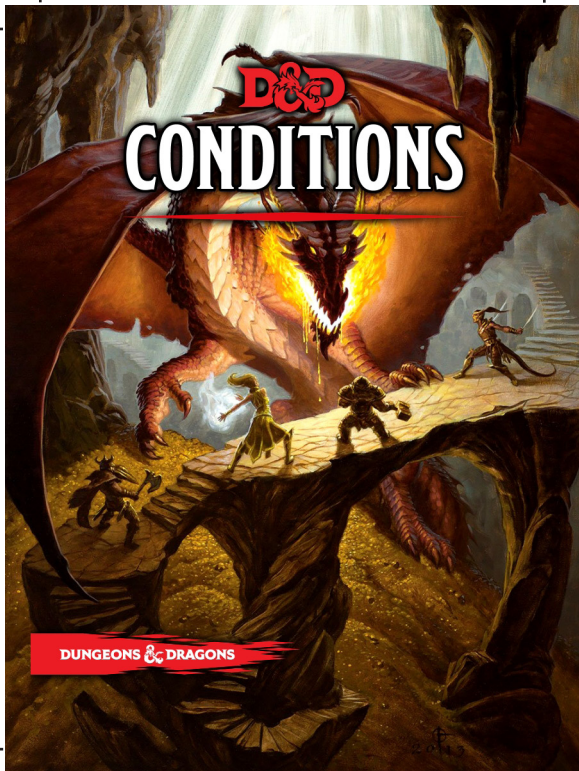
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- ◆ Your speed becomes 0, and you can't benefit from any bonus to your speed.
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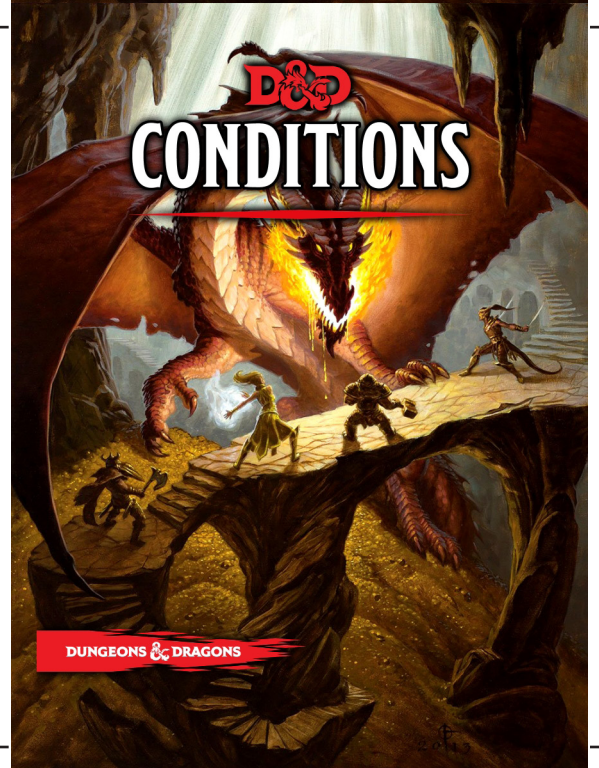
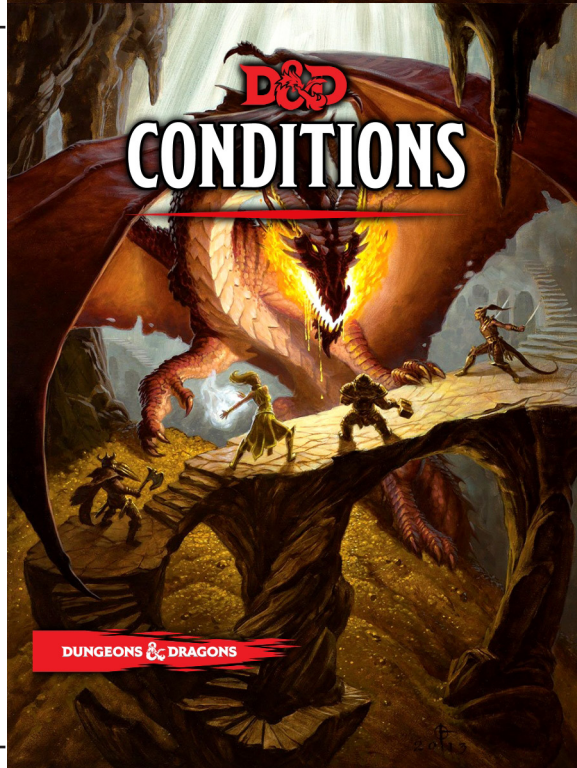
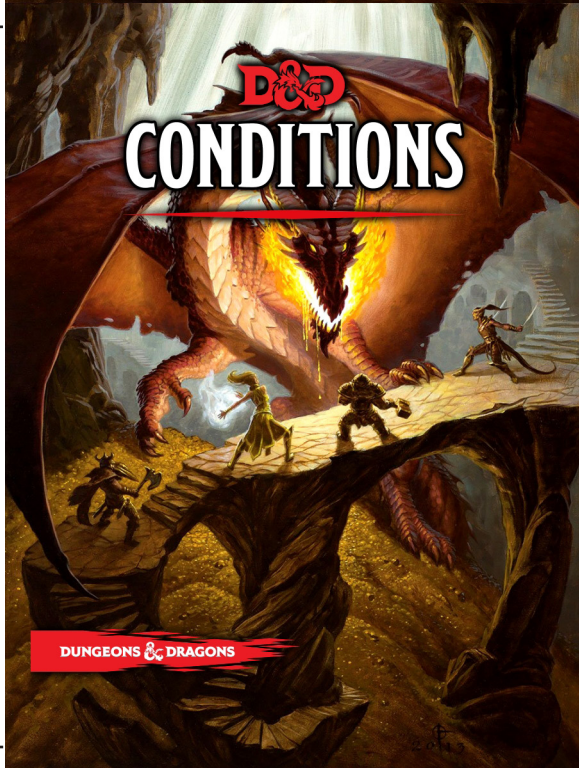
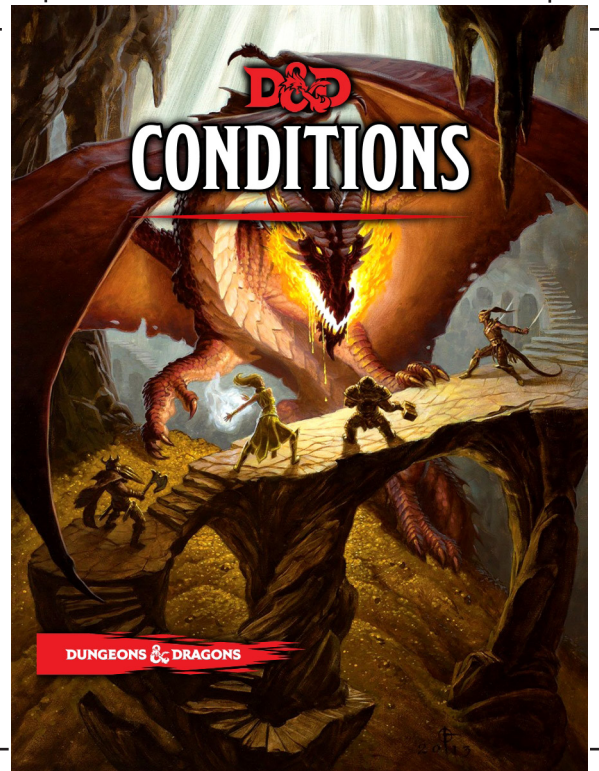
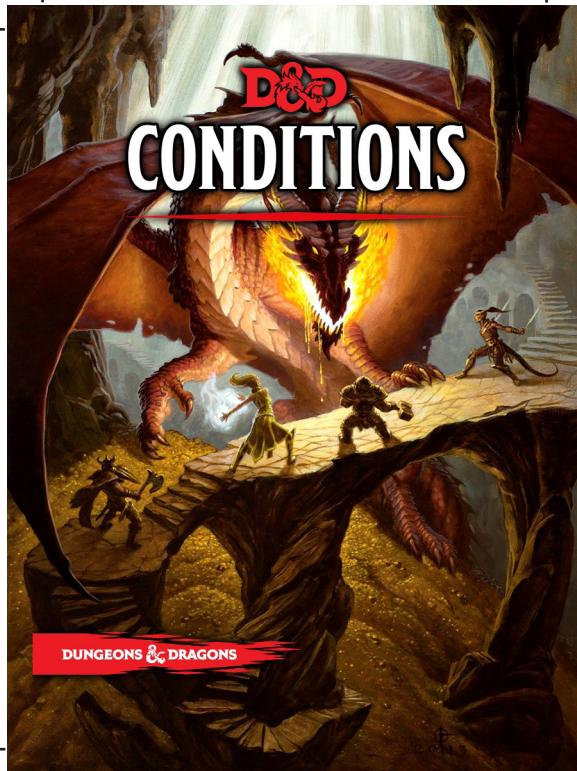
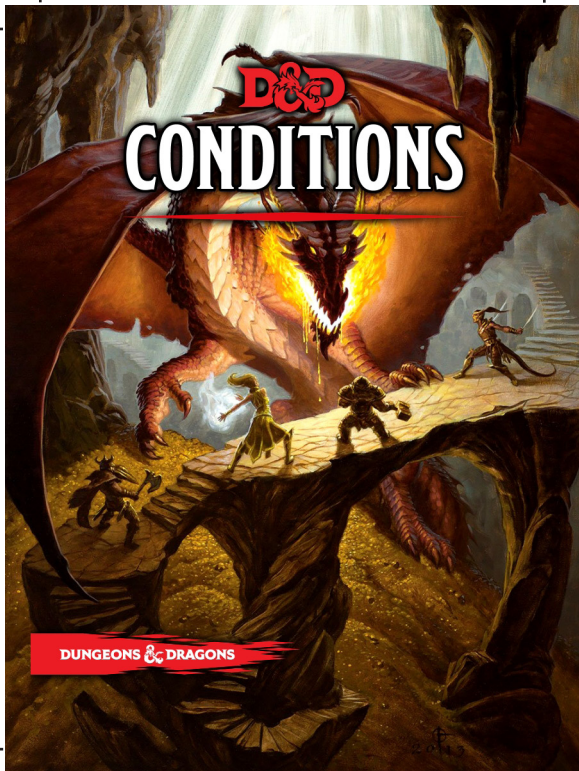
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- ◆ Attack rolls against you have disadvantage, and your attack rolls have advantage.
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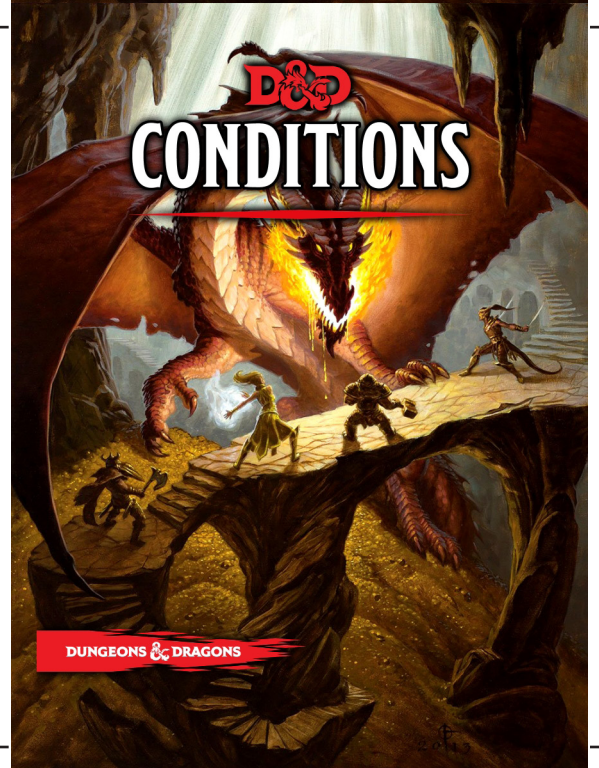
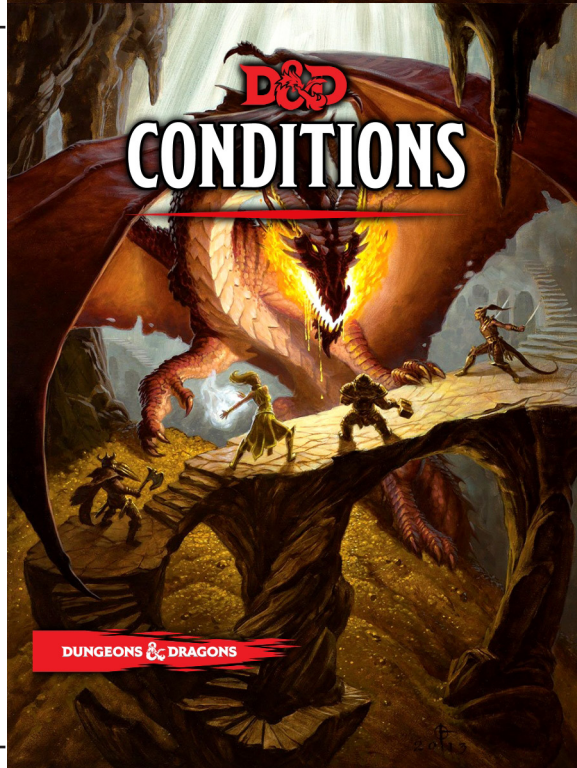
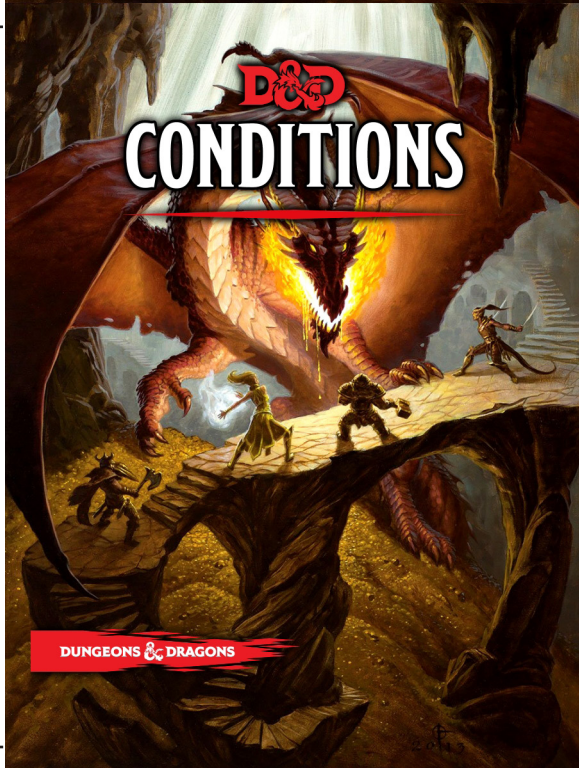
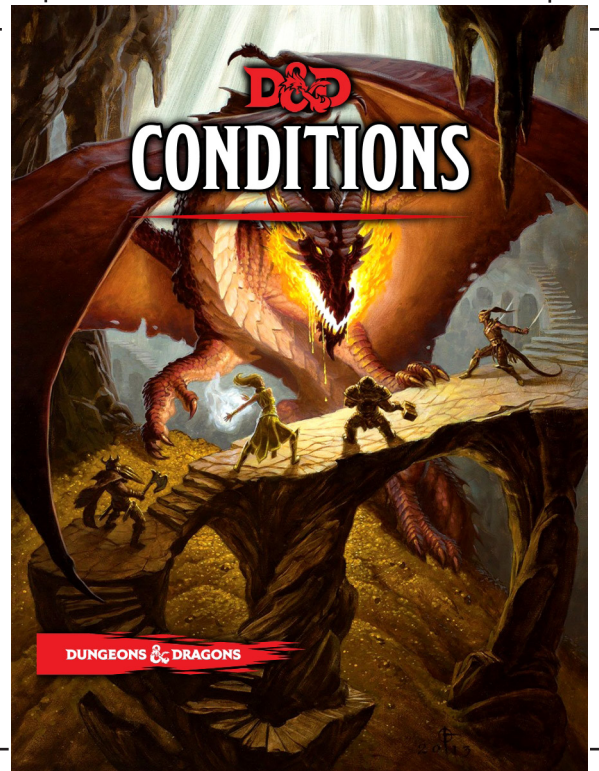
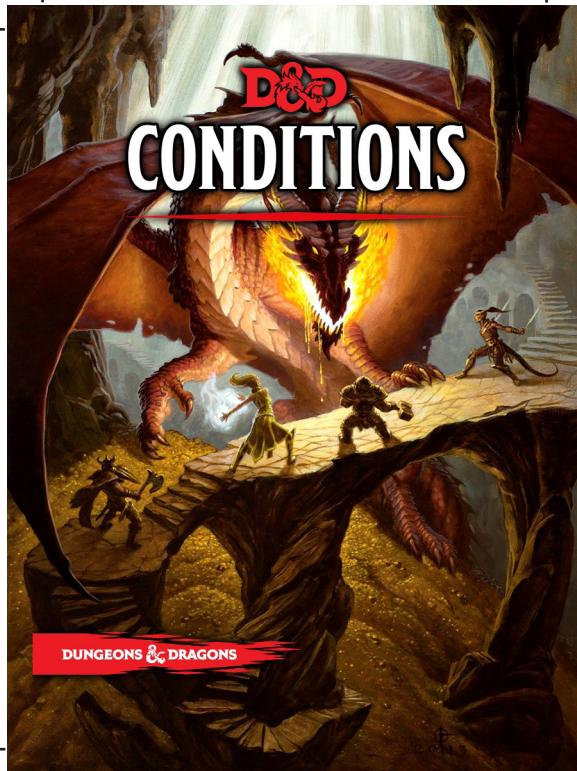
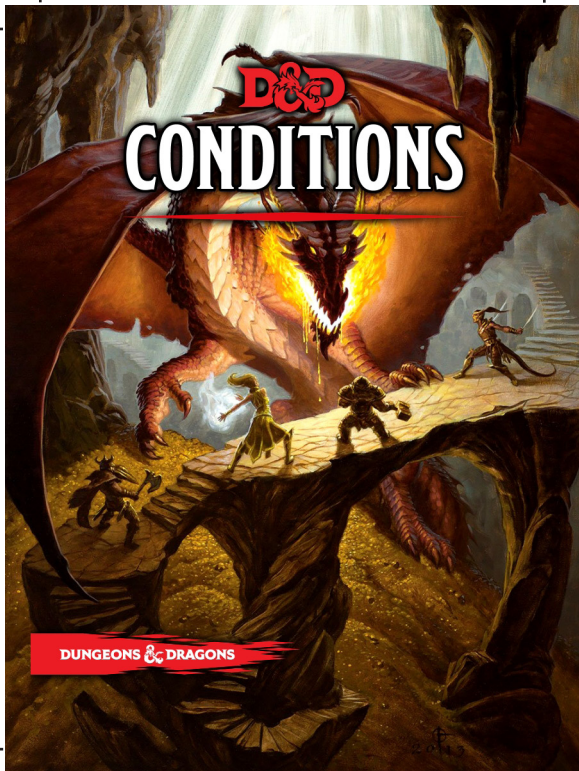
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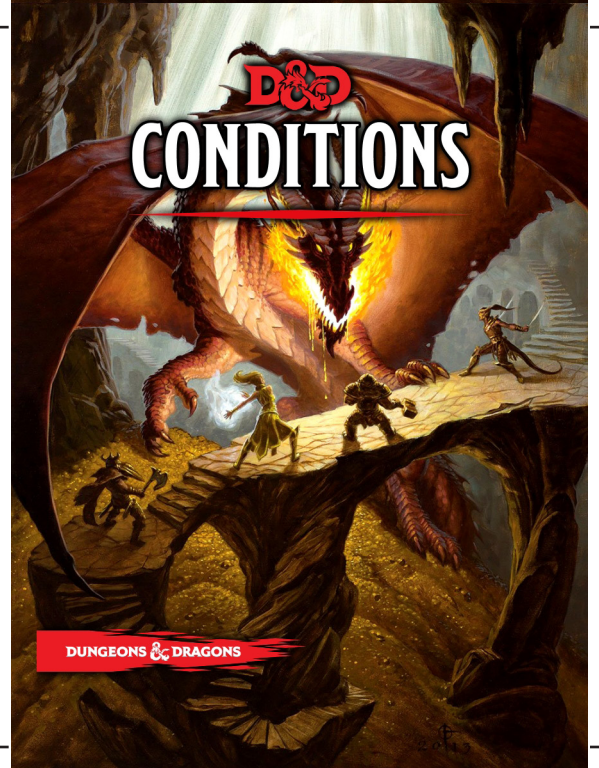
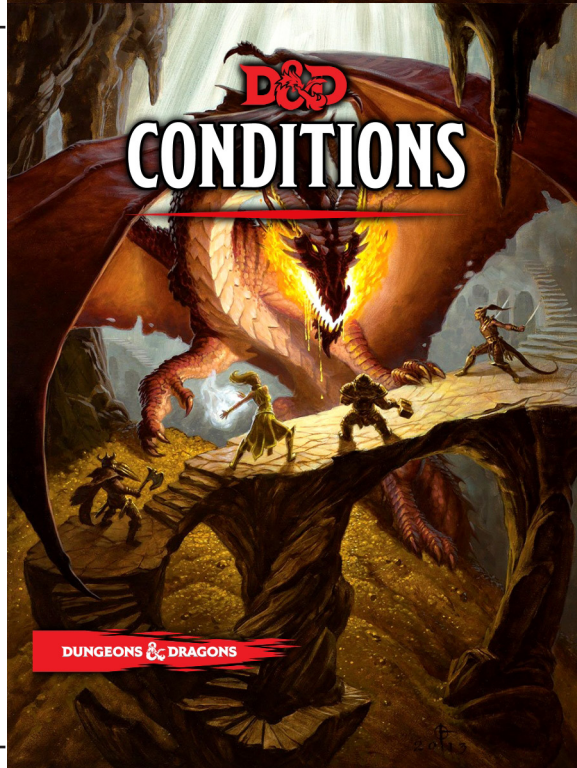
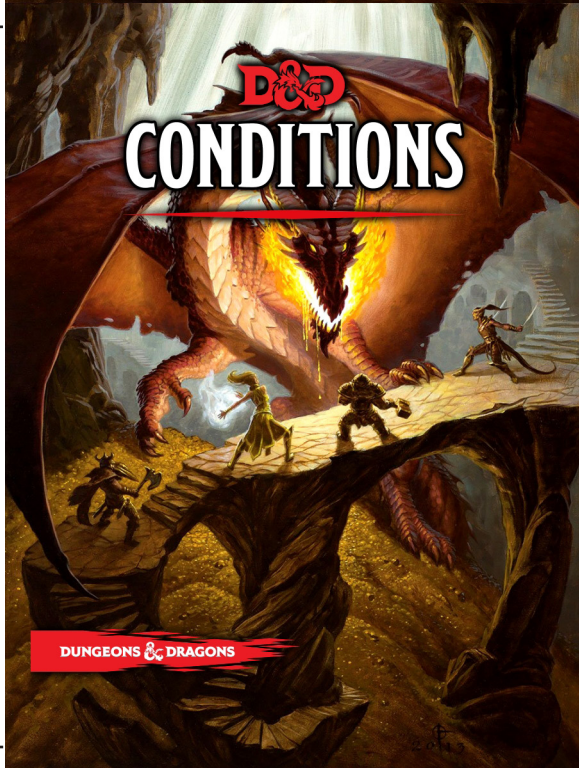
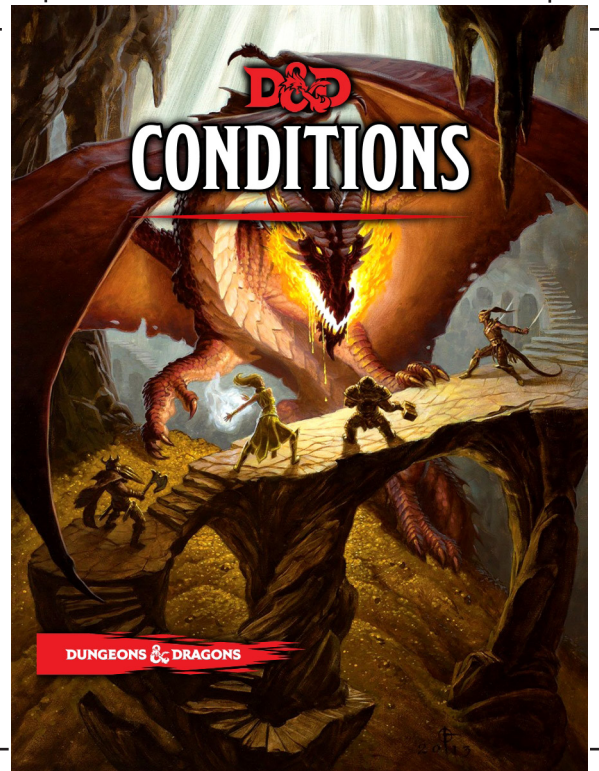
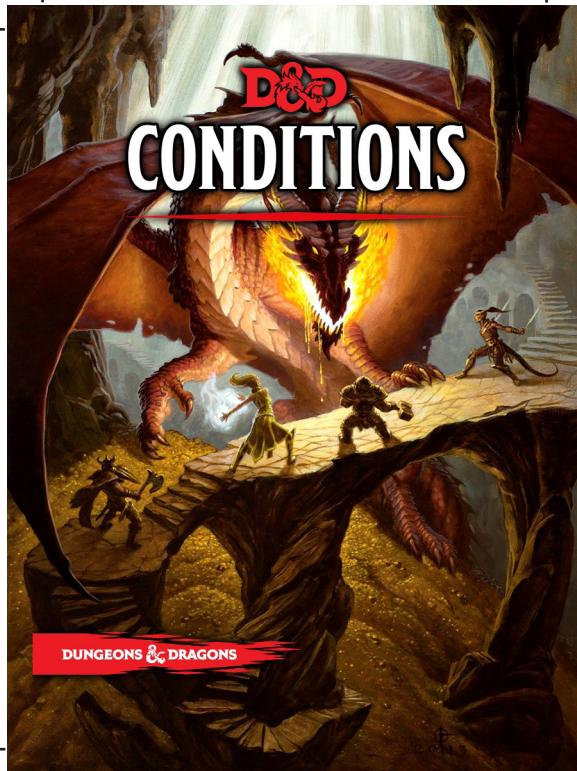
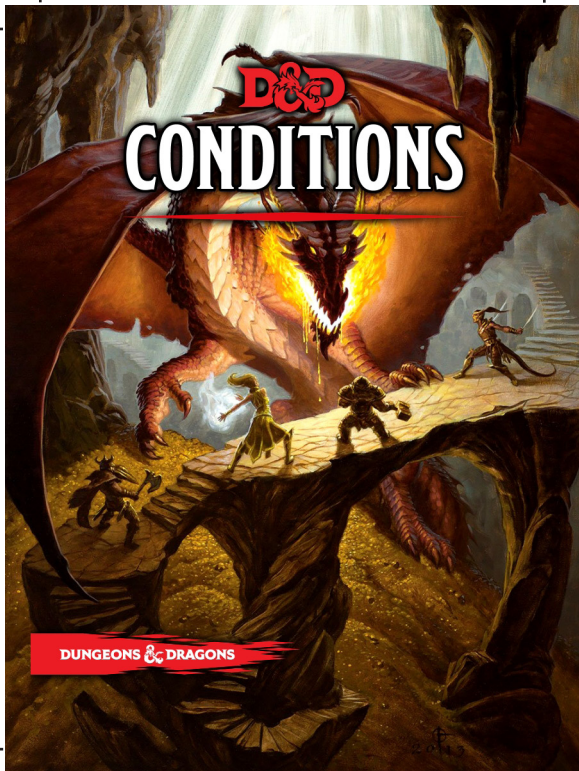
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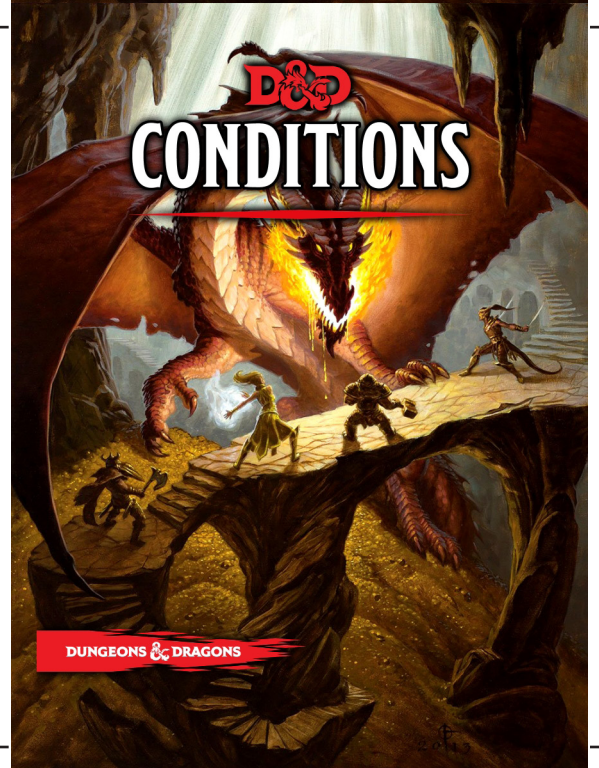
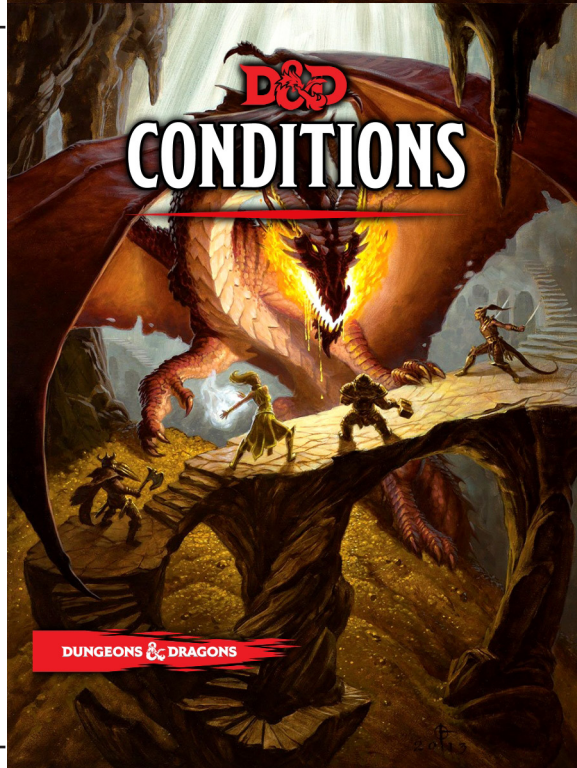
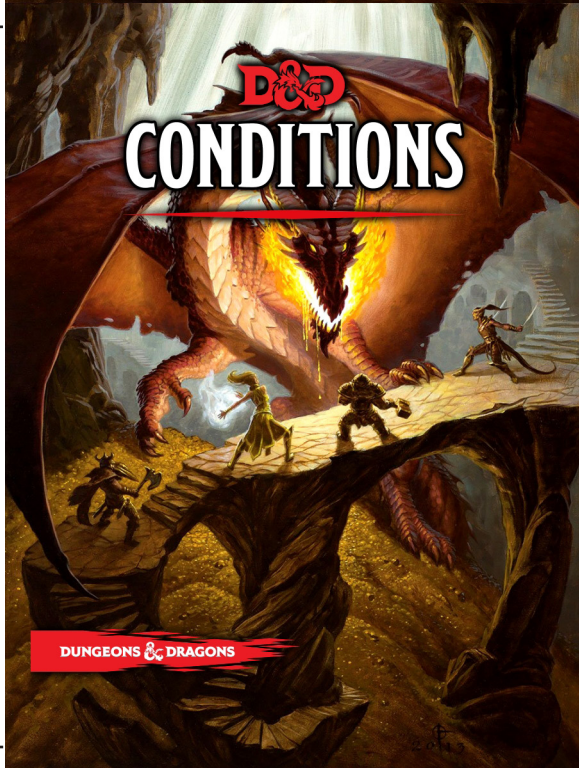
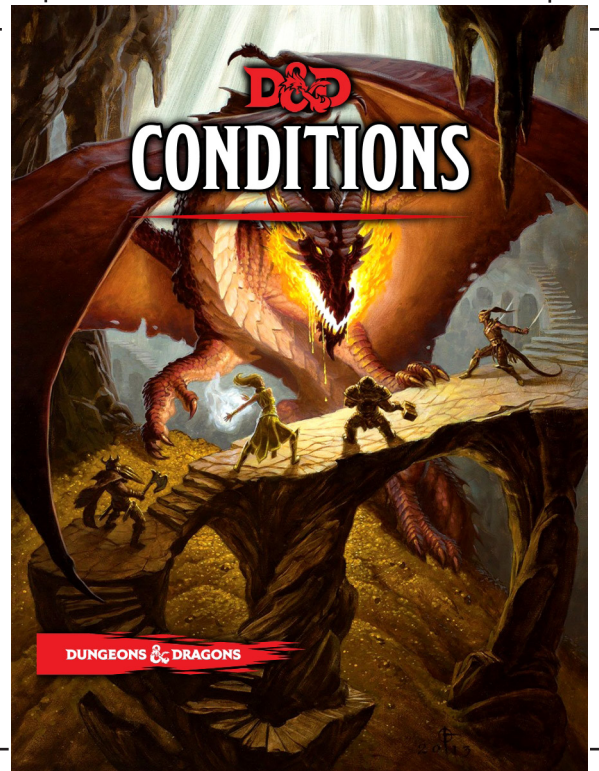
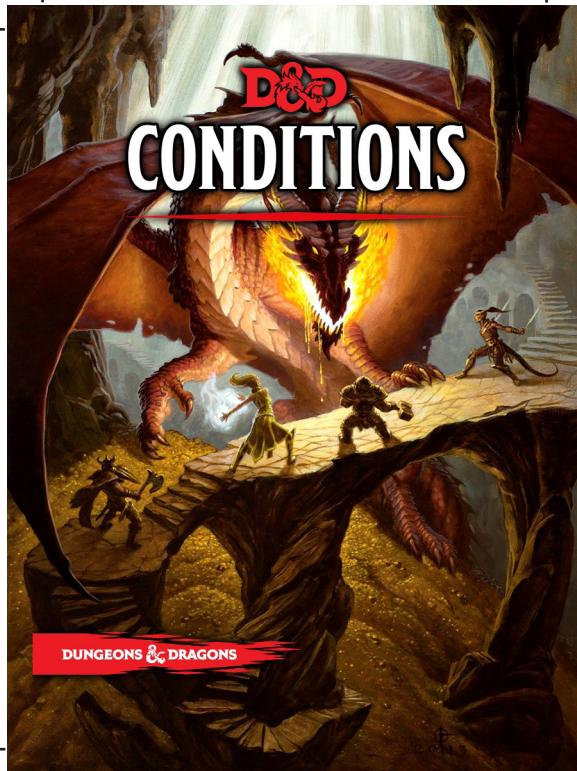
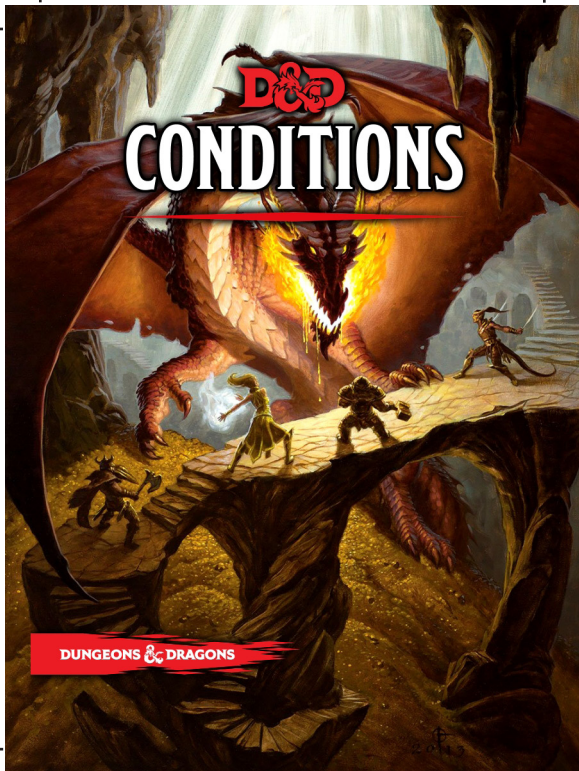
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- ◆ **Lightly Obscured:** You have disadvantage on Wisdom (Perception) checks that rely on sight.

Examples: Dim light, patchy fog, or moderate foliage.

- ◆ **Heavily Obscured:** You effectively suffer from the **blinded** condition.

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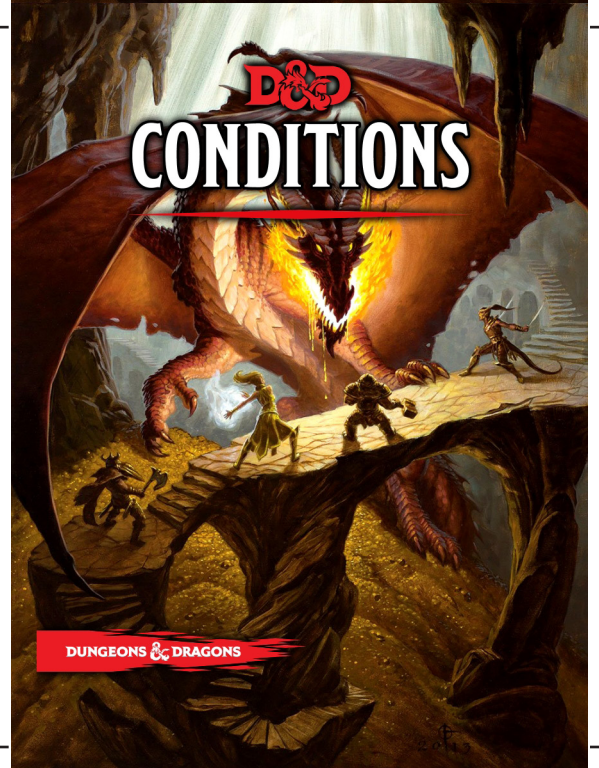
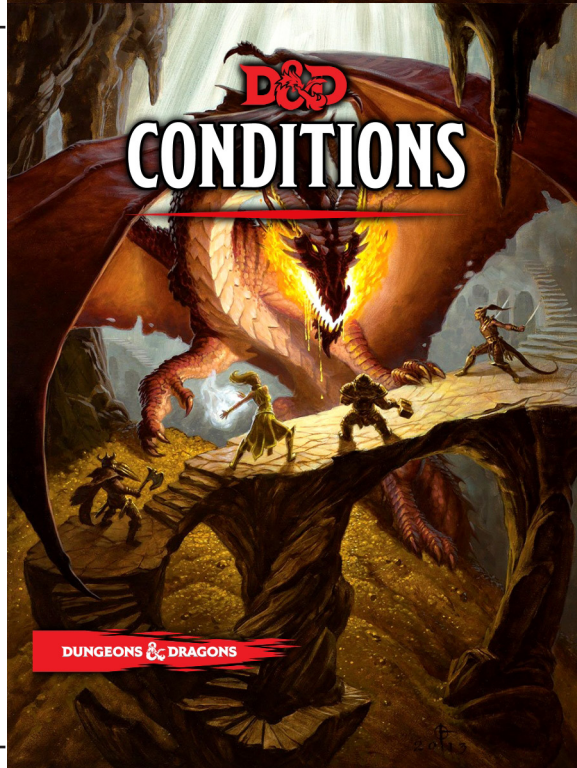
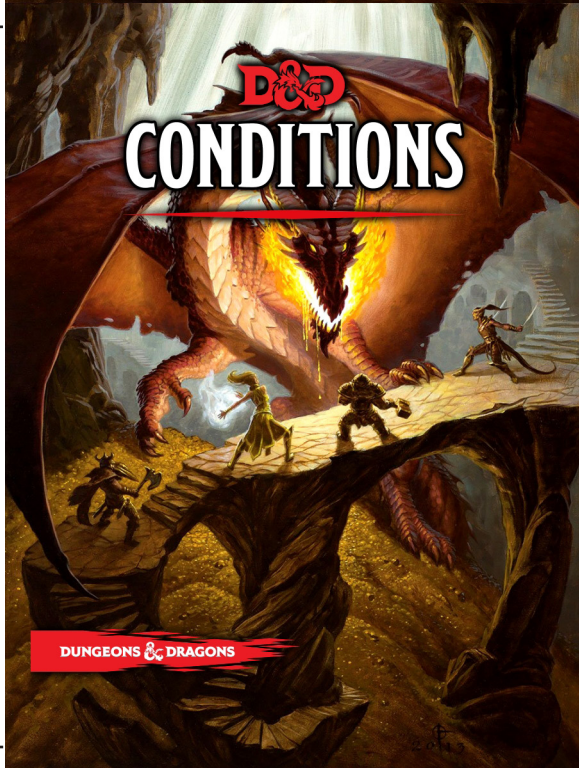
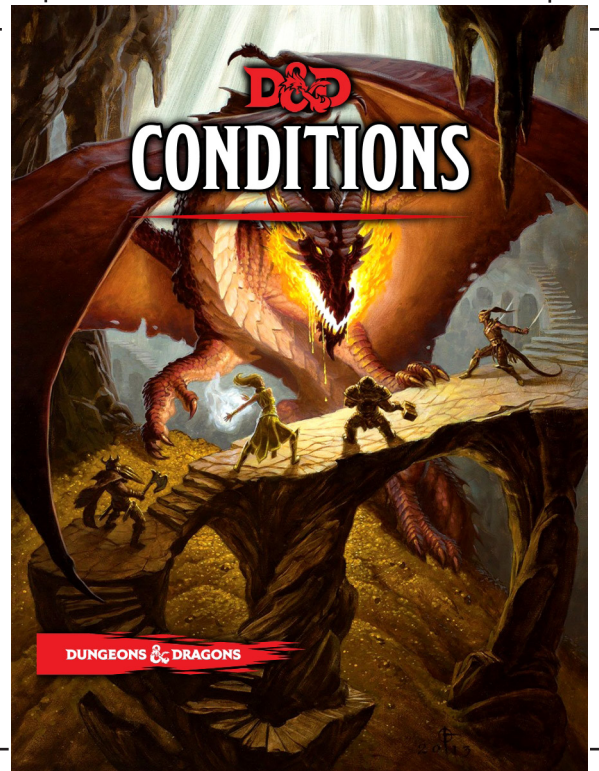
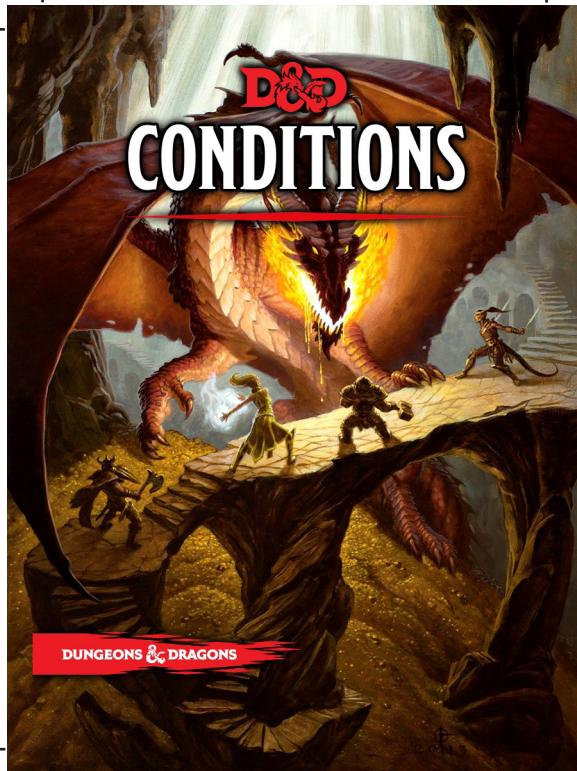
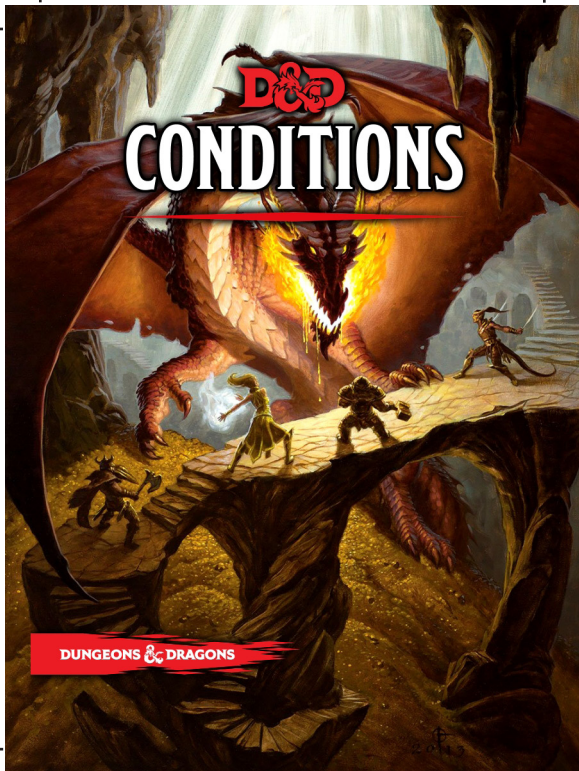
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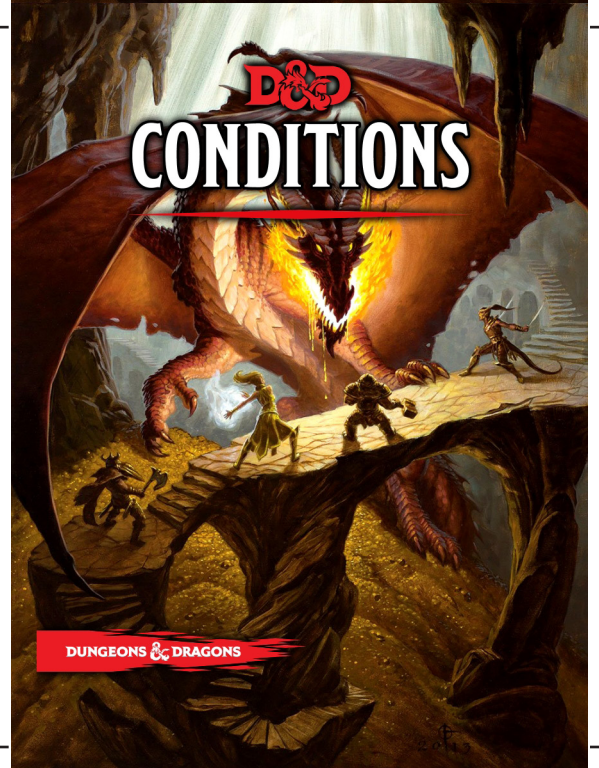
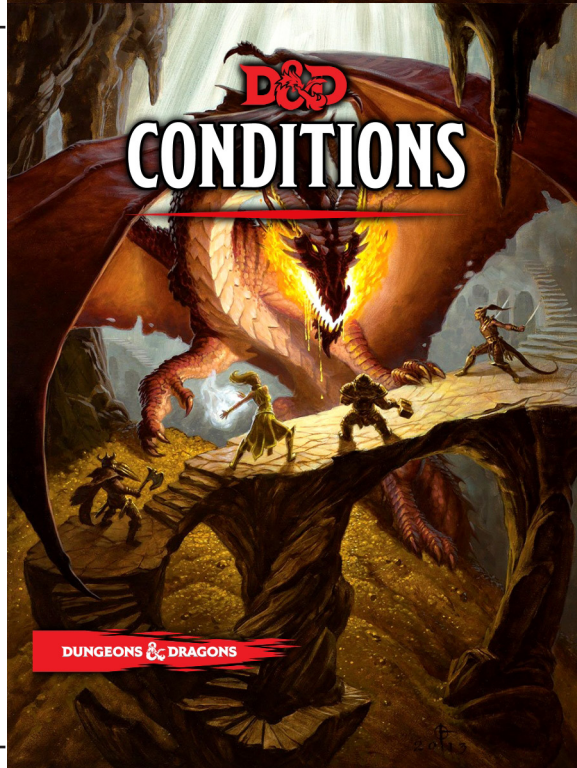
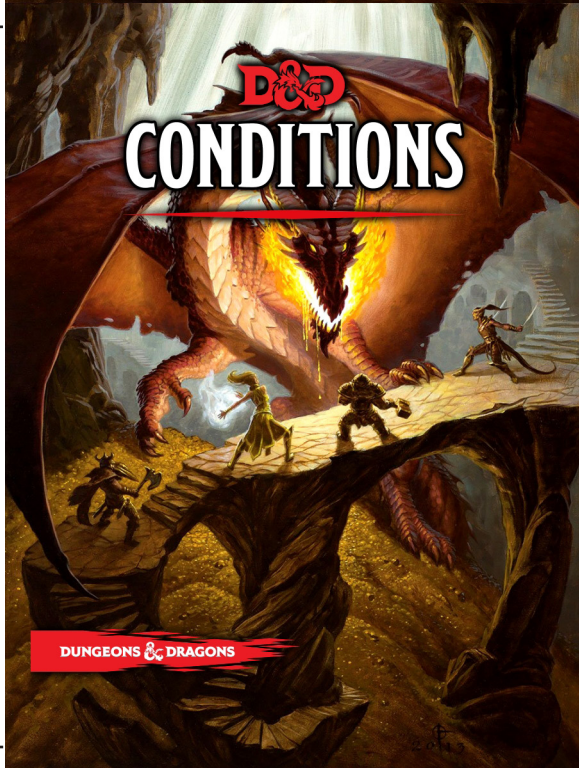
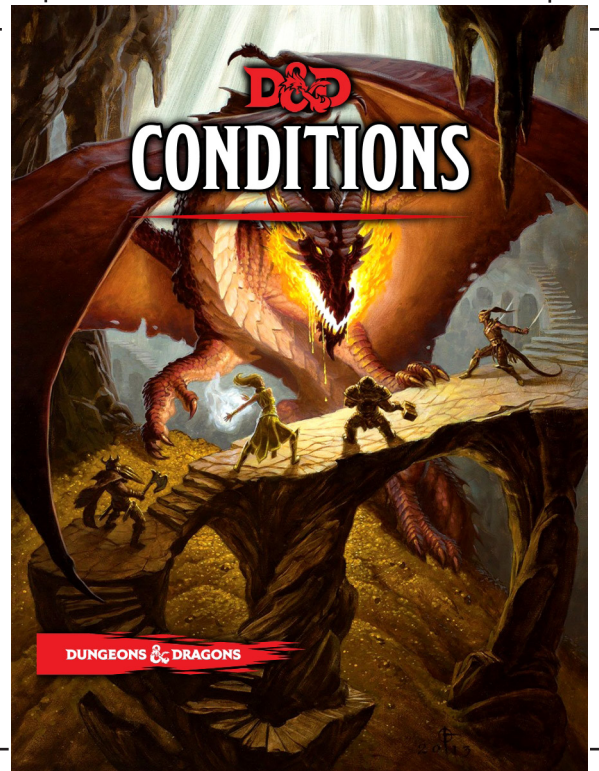
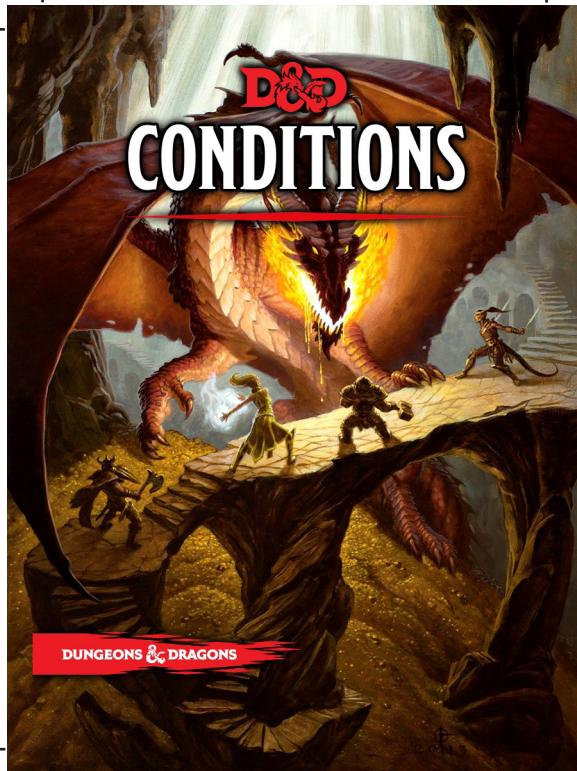
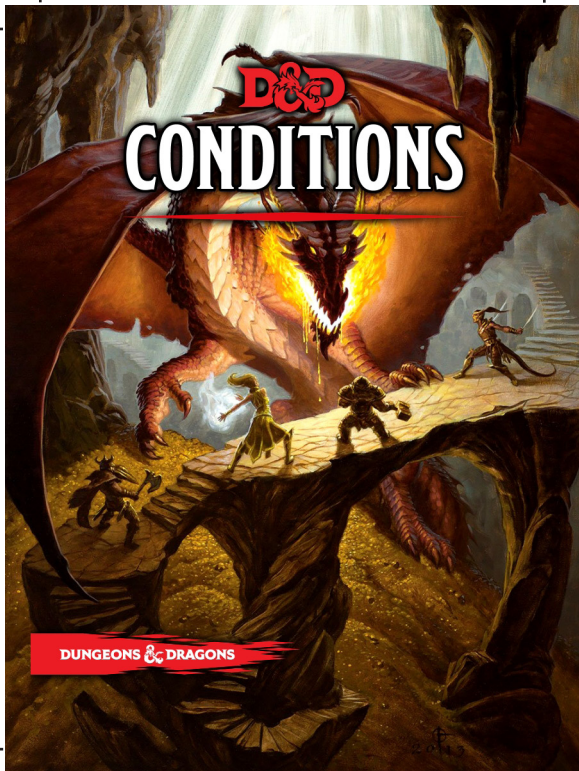
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- ◆ You are transformed, along with any non-magical object you are wearing or carrying, into a solid inanimate substance.
- ◆ Your weight increases by a factor of ten and you cease aging.
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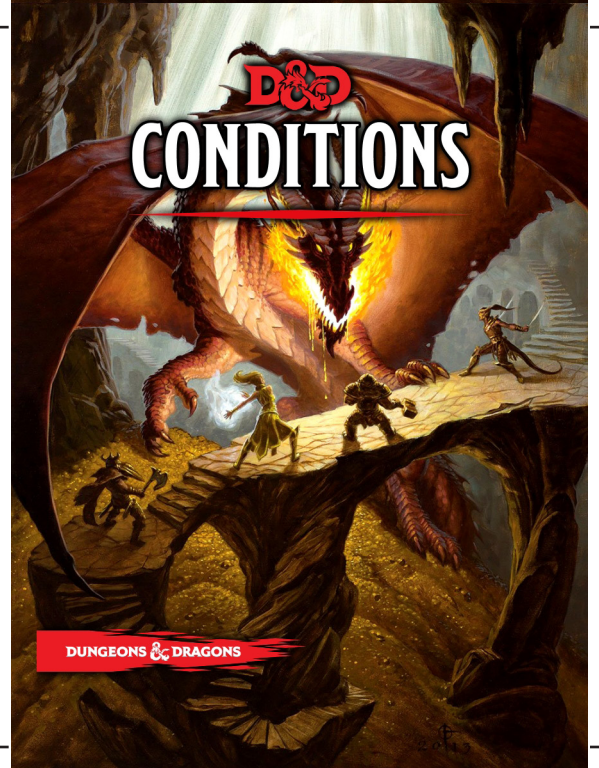
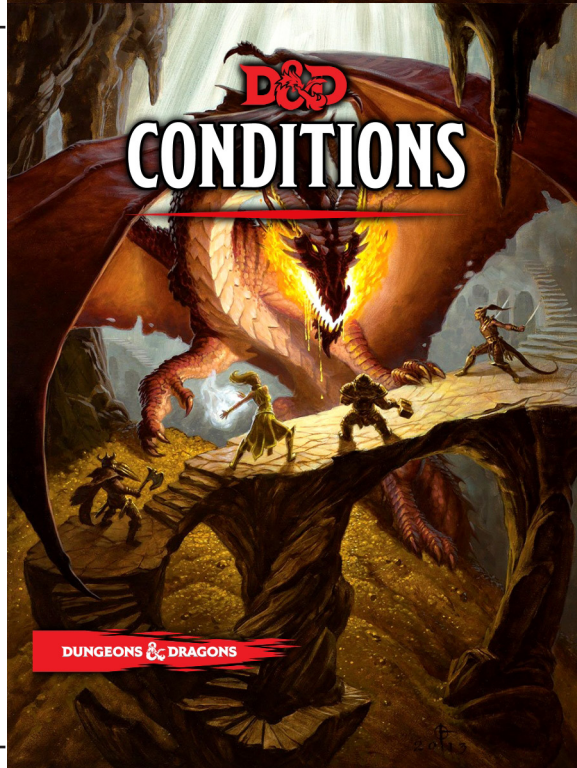
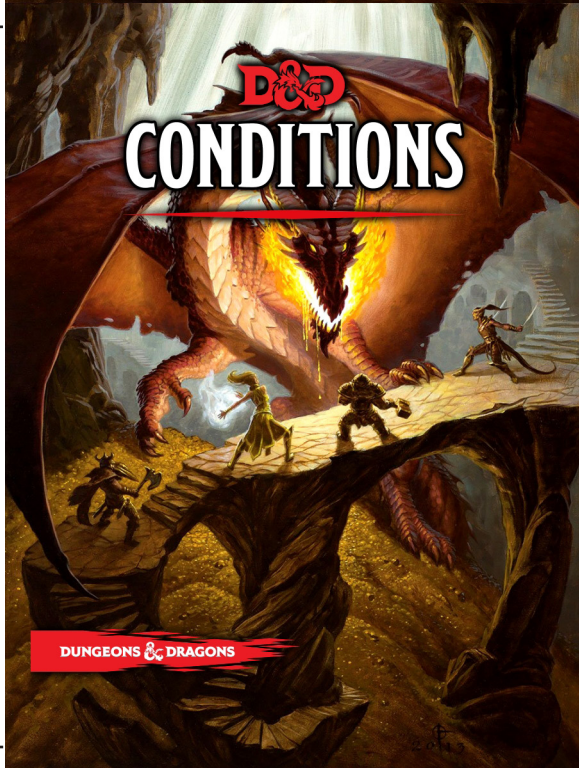
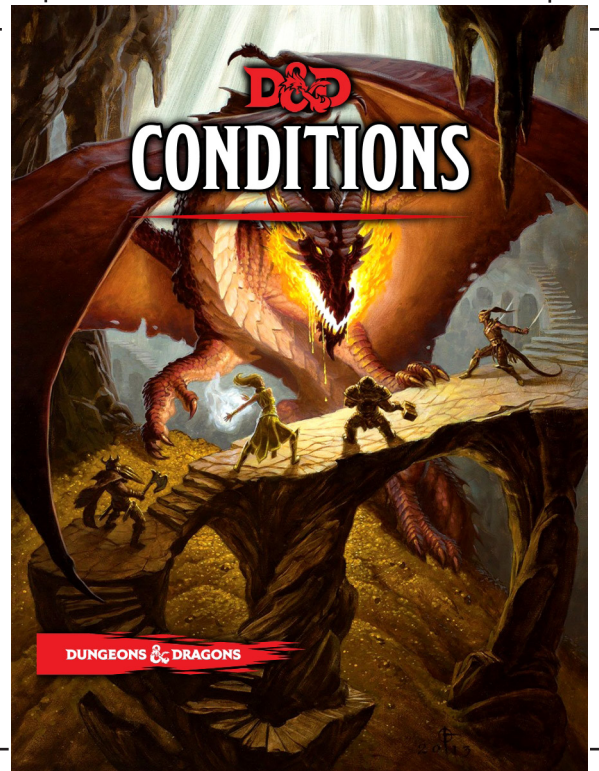
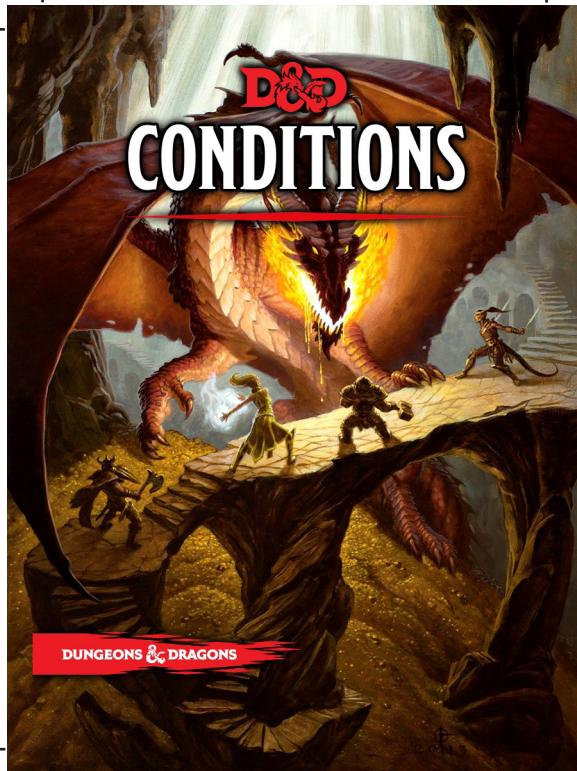
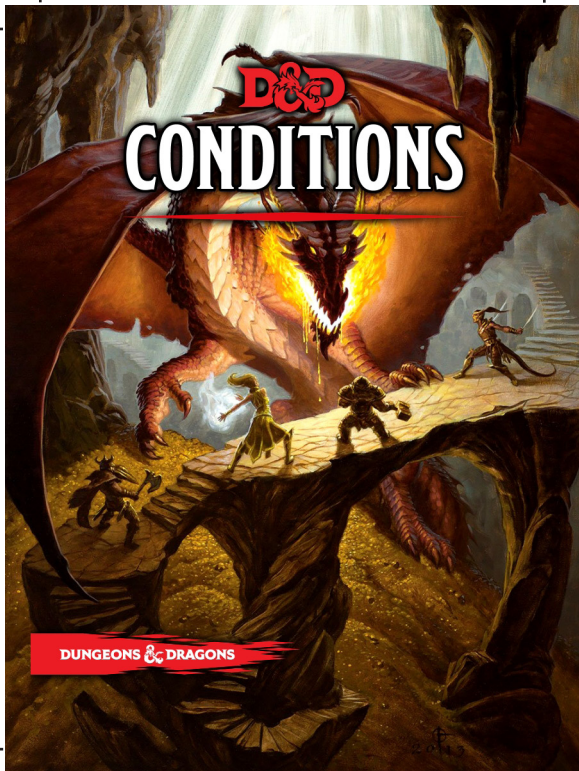
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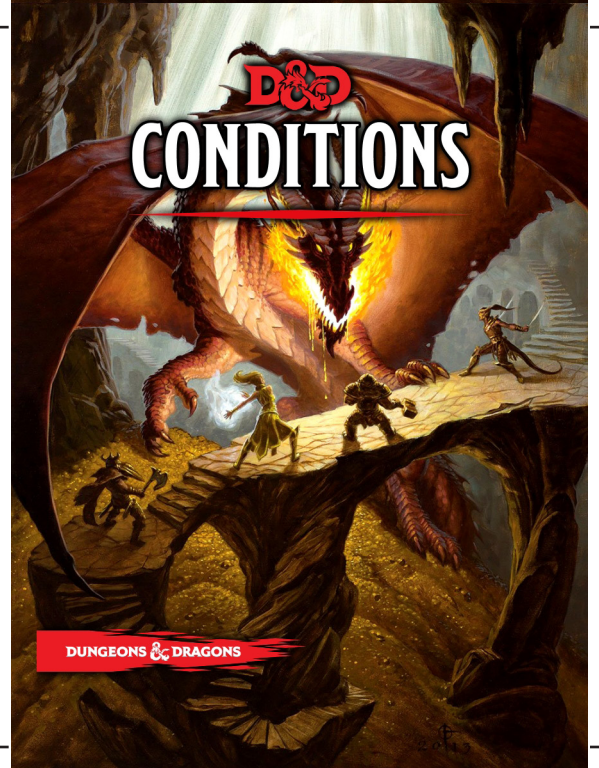
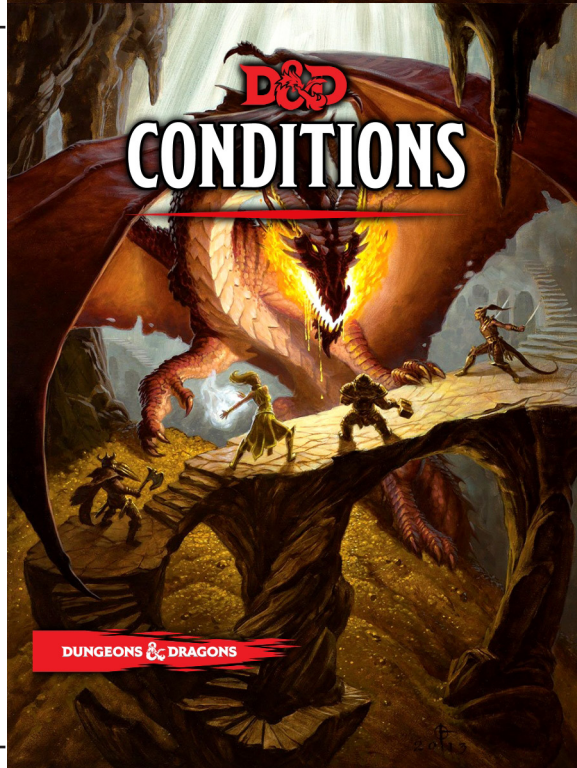
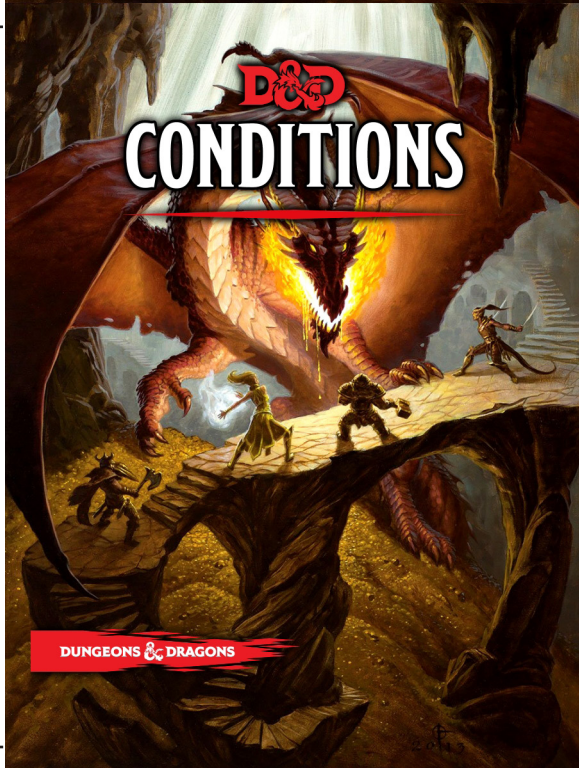
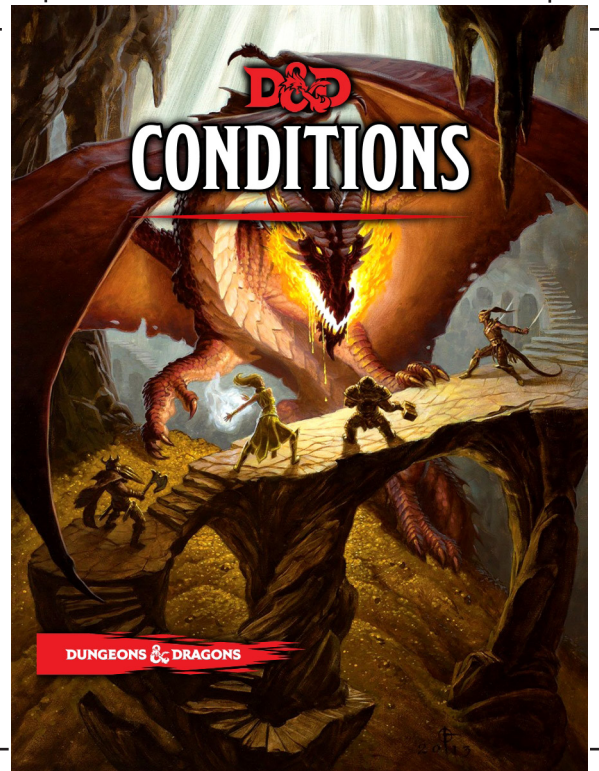
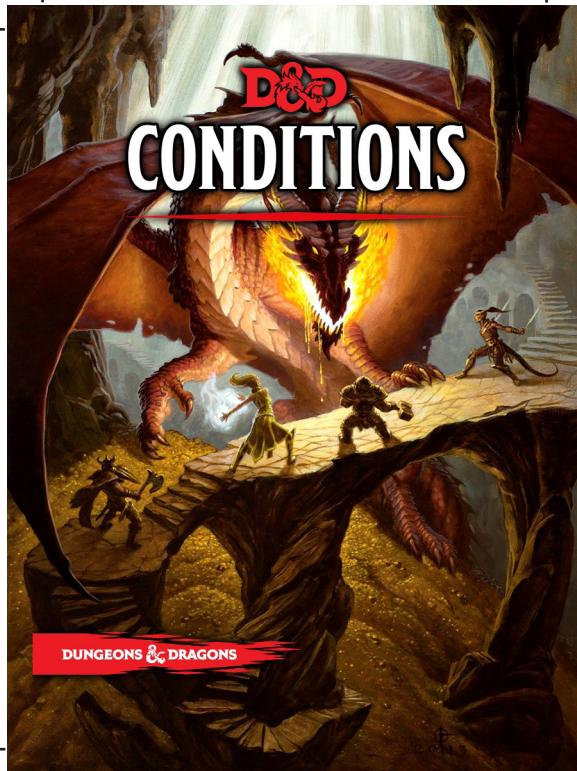
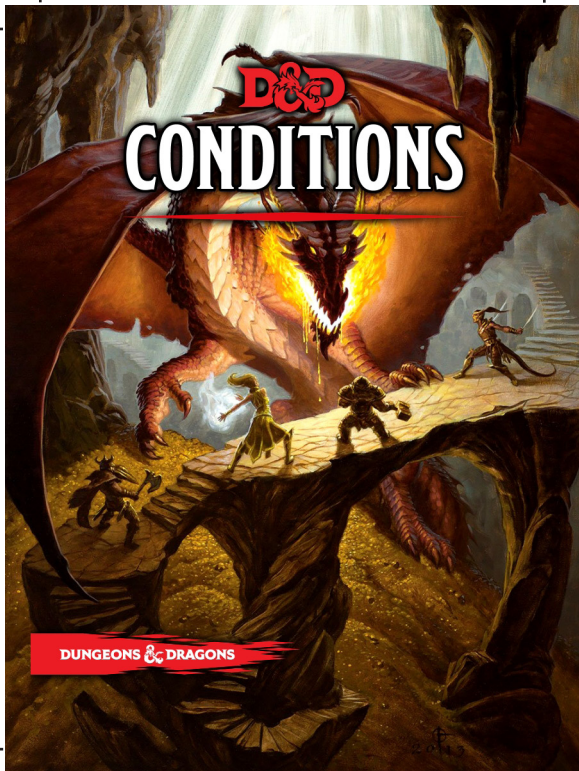
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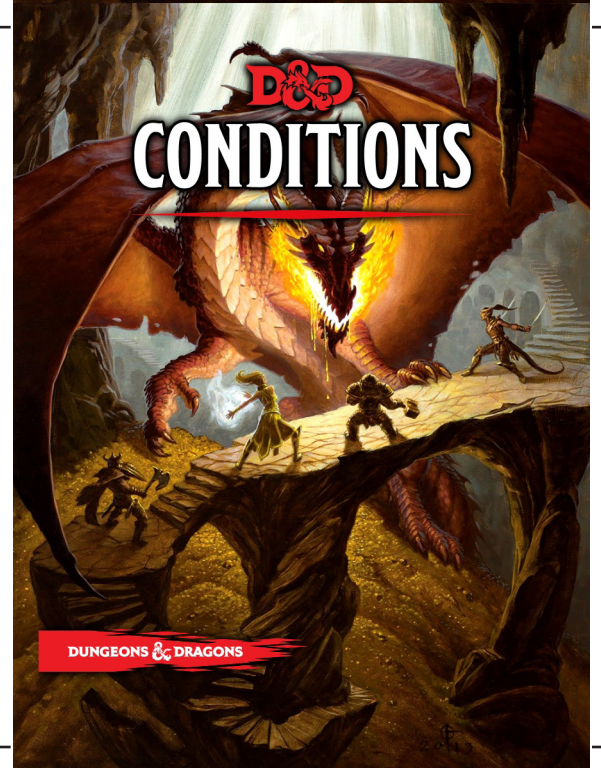
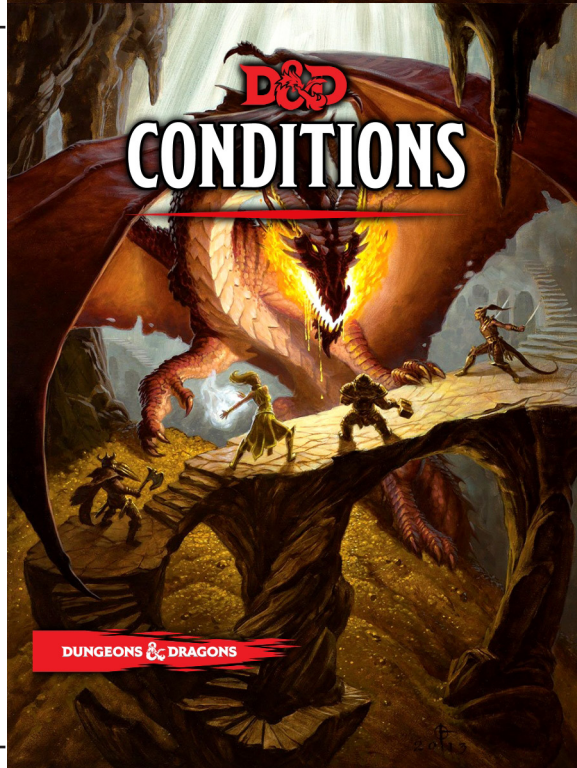
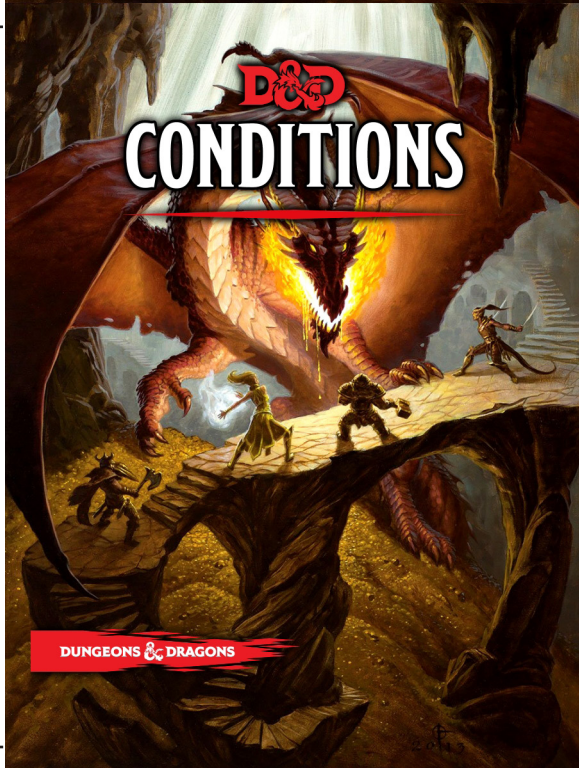
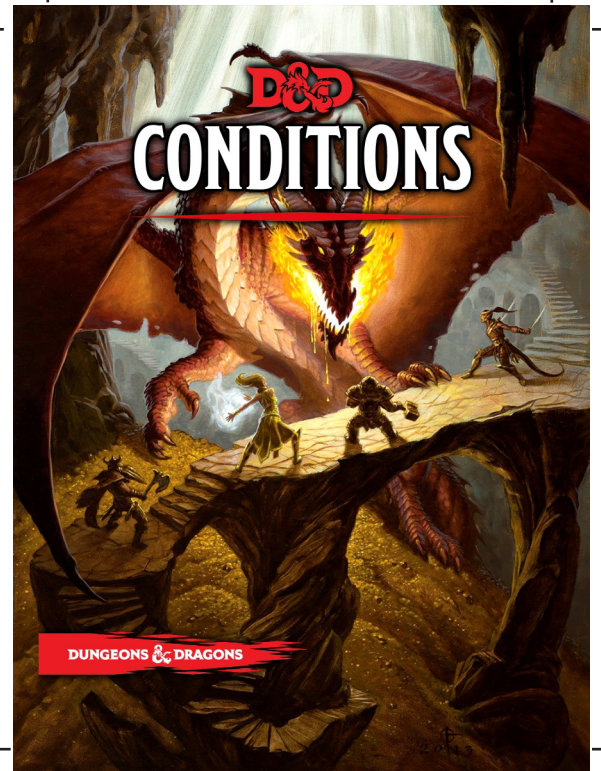
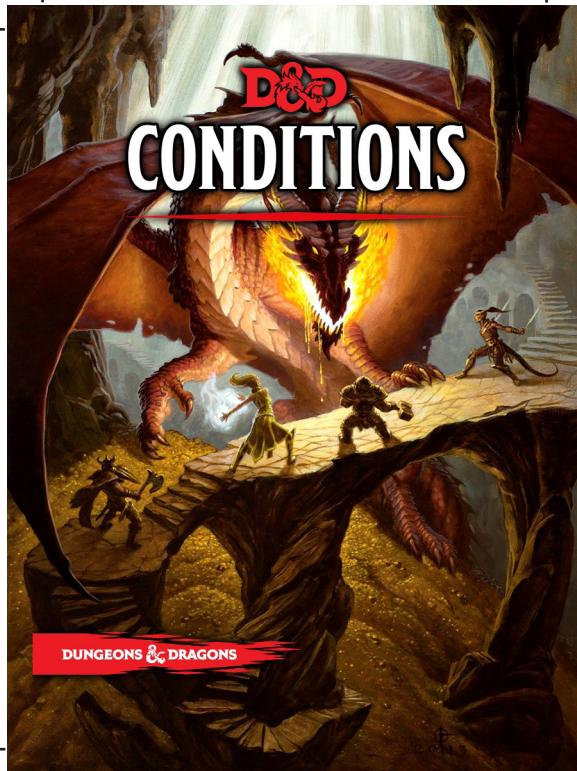
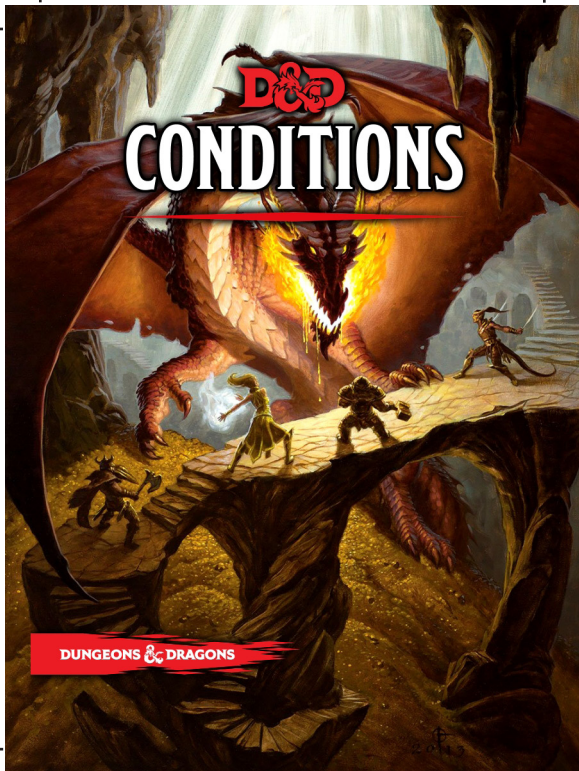
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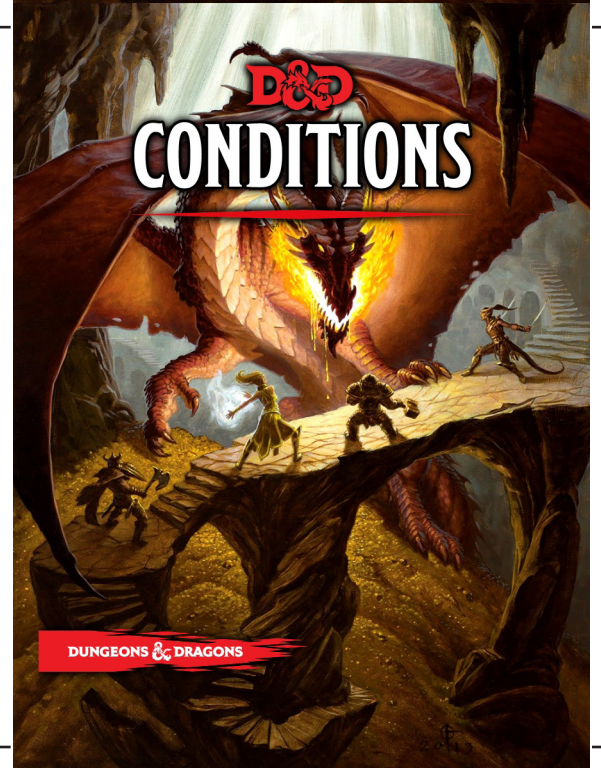
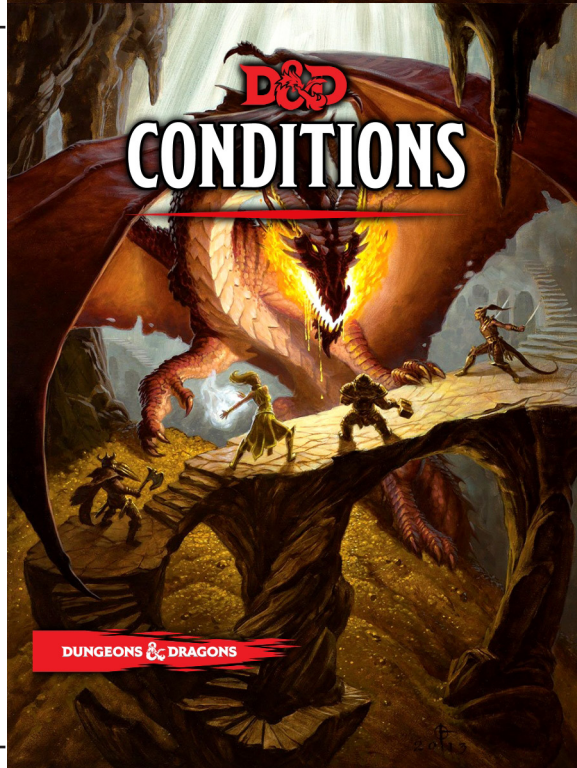
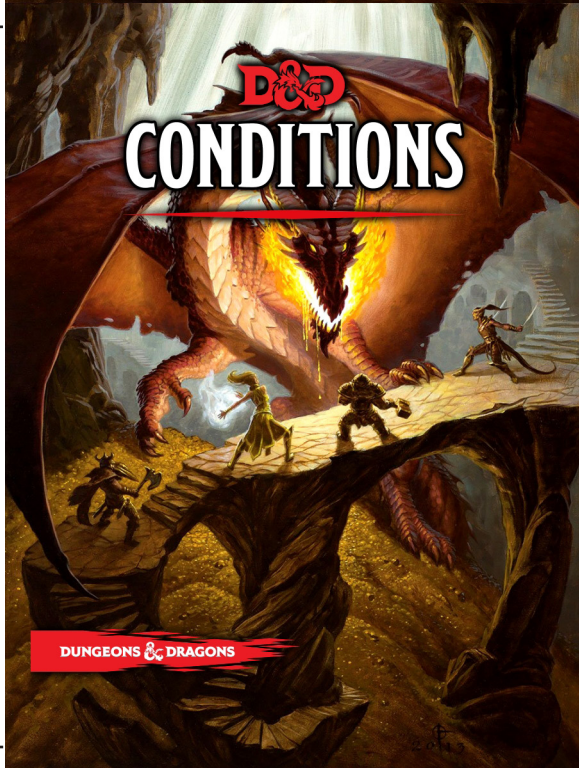
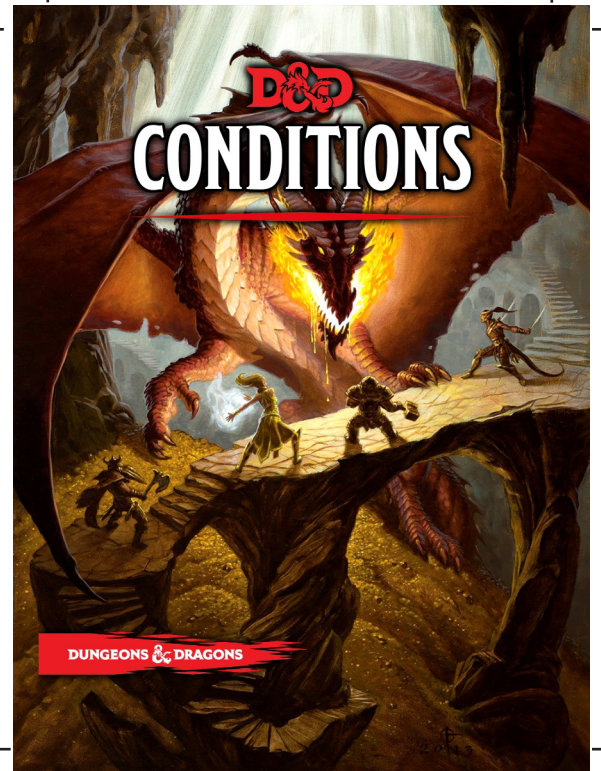
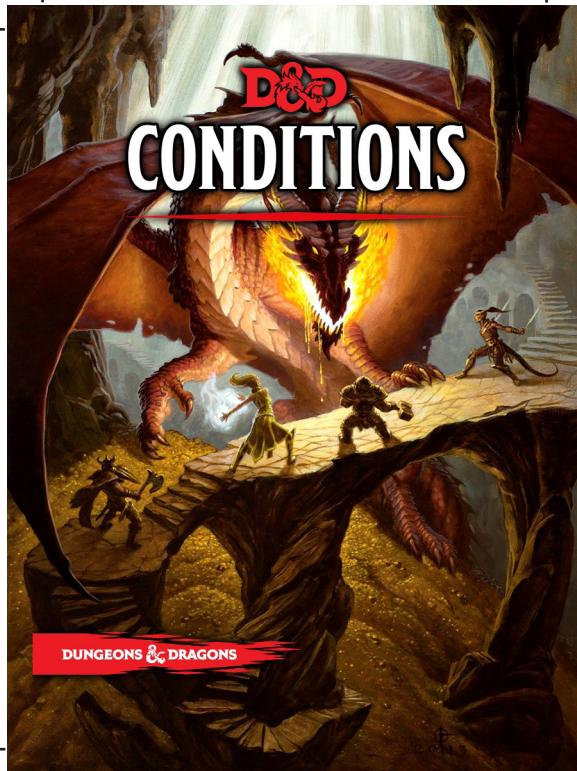
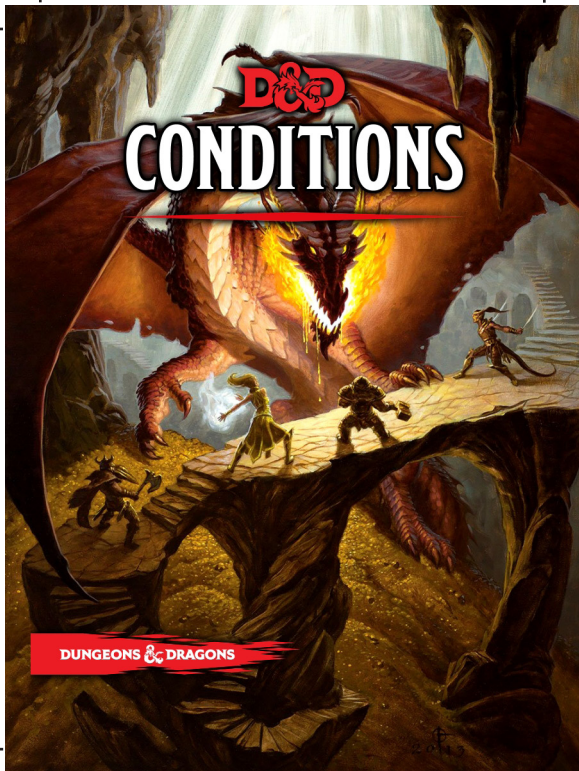
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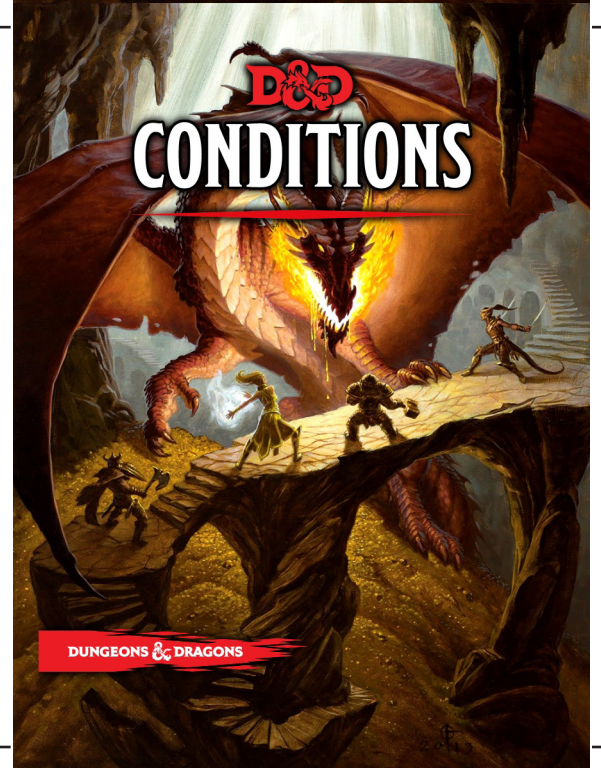
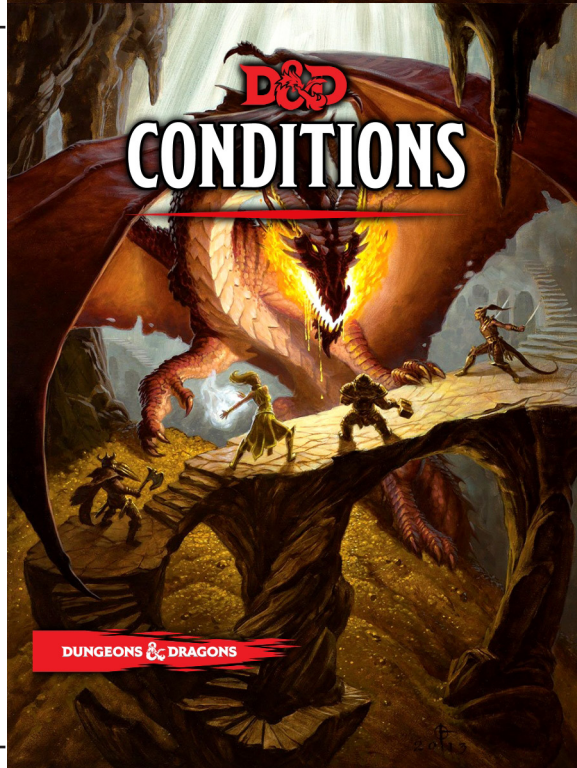
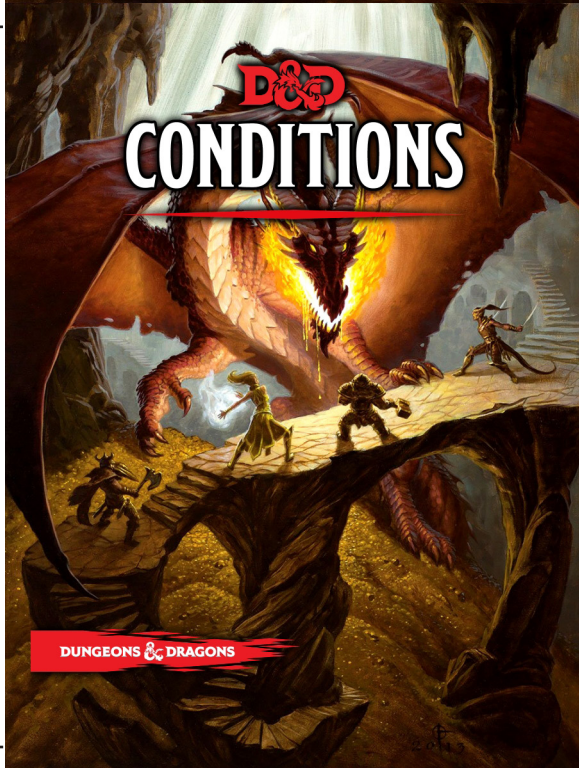
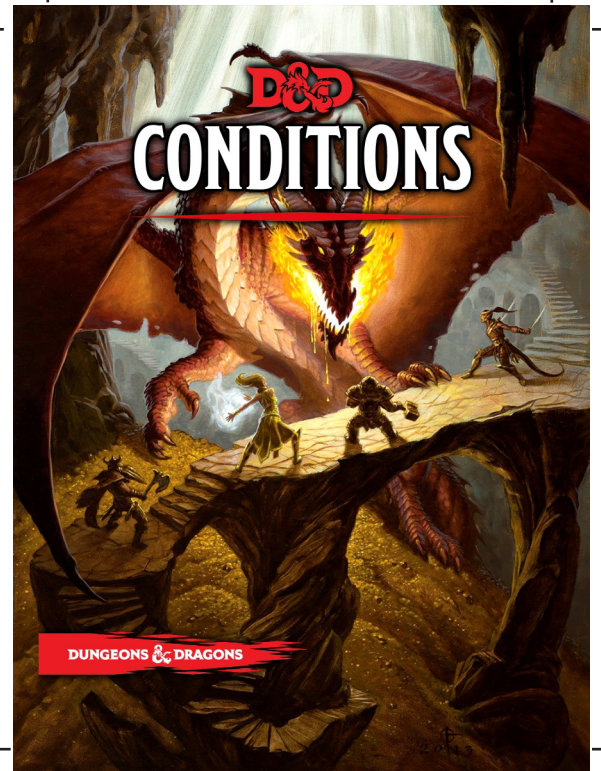
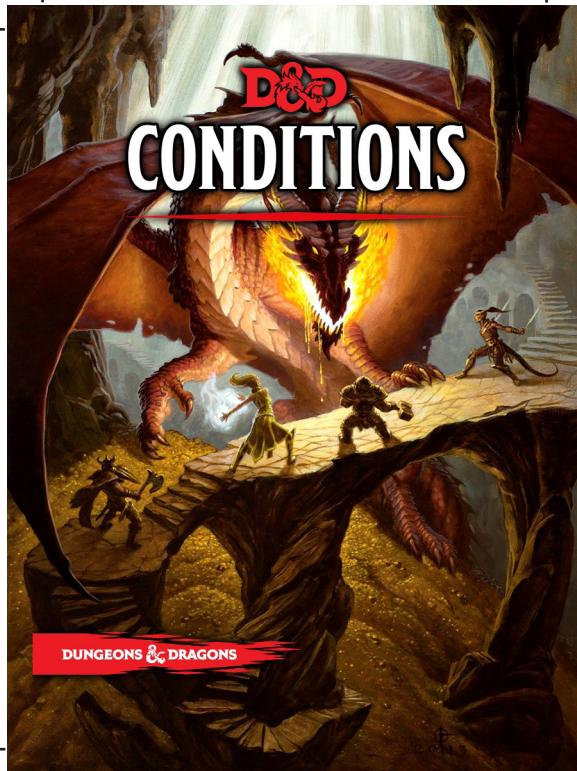
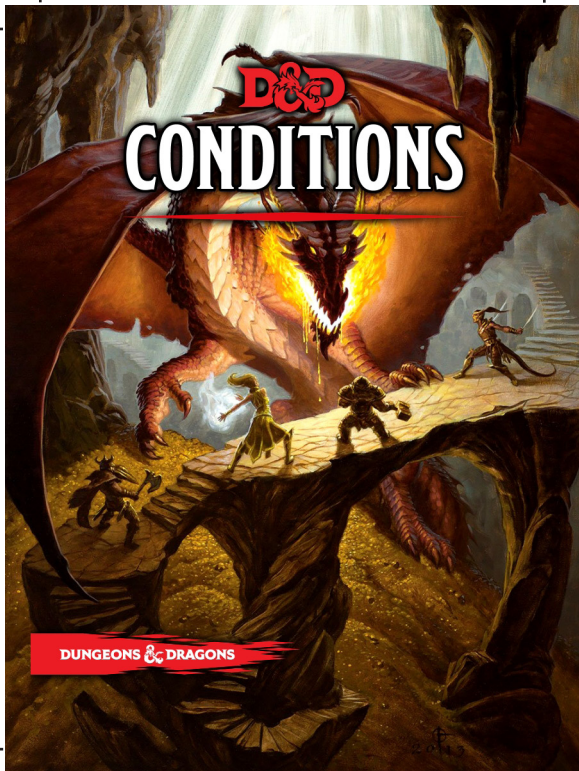
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