

Tethir

CHARACTER NAME

3 Druid (Circle of the Moon)
LEVEL & CLASS

Phil
PLAYER NAME

Hermit
BACKGROUND Worked on my art, literature, music, or RACE

900
EXPERIENCE 2,700
Next Level

STRENGTH

+1

12

DEXTERITY

+1

12

CONSTITUTION

+1

13

INTELLIGENCE

0

10

WISDOM

+3

17

CHARISMA

+1

12

STR +1 DEX +1 CON +1 INT +2 WIS +5 CHA +1

RESISTANCES

SAVING THROWS

ACROBATICS (Dex) +1
ANIMAL HANDLING (Wis) +5
ARCANA (Int) 0
ATHLETICS (Str) +1
DECEPTION (Cha) +1
HISTORY (Int) 0
INSIGHT (Wis) +3
INTIMIDATION (Cha) +1
INVESTIGATION (Int) 0
MEDICINE (Wis) +5
NATURE (Int) 0
PERCEPTION (Wis) +3
PERFORMANCE (Cha) +1
PERSUASION (Cha) +1
RELIGION (Int) +2
SLEIGHT OF HAND (Dex) +1
STEALTH (Dex) +1
SURVIVAL (Wis) +5
TOOL

SKILLS

20
MAXIMUM
HIT POINTS

+2
PROFICIENCY
BONUS

12
ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+1

INITIATIVE

SUCCESSSES

FAILURES

DEATH
SAVES

LEVEL DIE USED

3 d8+1

HIT DICE

ENCUMBERED

20 ft

30 ft

SPEED

FEATURE	MAX	RECOVER	USED
Firbolg Magic (Detect Magic)	1	SR	
Firbolg Magic (Disguise Self)	1	SR	
Hidden Step	1	SR	
Wild Shape (CR 1, no fly/swim; 1 hour)	2	SR	

LIMITED FEATURES

ACTIONS	BONUS ACTIONS	REACTIONS
Firbolg Magic (Detect Magic)	Hidden Step	
Firbolg Magic (Disguise Self)	Combat Wild Shape (heal)	
	Wild Shape (start/stop)	

ACTIONS

AC	DESCRIPTION
11	Armor Leather
	Shield
1	Dex <input type="radio"/> Medium Armor <input type="radio"/> Heavy Armor
	Magic
	Misc
	Misc

ARMOR

INSPIRATION

13 ABILITY SAVE DC WISDOM

ARMOR	WEAPONS
<input checked="" type="radio"/> Light <input checked="" type="radio"/> Medium <input type="radio"/> Heavy <input checked="" type="radio"/> Shields	<input type="radio"/> Simple <input type="radio"/> Martial <input checked="" type="radio"/> Other Weapons:
	Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear
LANGUAGES	TOOLS & OTHERS
Common	Herbalism kit
Druidic	
Undercommon	
Elvish	
Giant	

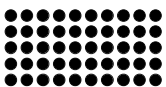
PROFICIENCIES

13

PASSIVE WISDOM (PERCEPTION)

SENSES

NAME TOTAL
Bullets 0



AMMUNITION

NAME TOTAL



AMMUNITION

ATTACK NAME	PROF ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Sling	✓ Dex	30/120 ft	+3	1d4+1	Bludgeoning
Ammunition					
DESCRIPTION					
Quarterstaff	✓ Str	Melee	+3	1d6+1	Bludgeoning
Versatile (1d8)					

ATTACKS: WEAPONS & CANTRIPS

- ◆ **Druidic (Druid 1, PHB 66)**
 - I know Druidic; Hidden messages with it can only be understood by who know Druidic
- ◆ **Spellcasting (Druid 1, PHB 66) [2 cantrips known]**
 - I can cast prepared druid cantrips/spells, using Wisdom as my spellcasting ability
 - I can use a druidic focus as a spellcasting focus
 - I can cast my prepared druid spells as rituals if they have the ritual tag
- ◆ **Circle Forms (Circle of the Moon 2, PHB 69)**
 - I am able to transform into more dangerous animal forms when using Wild Shape
- ◆ **Combat Wild Shape (Circle of the Moon 2, PHB 69)**
 - As a bonus action while in Wild Shape, I can expend spell slots to heal myself
 - I regain 1d8 HP per expended spell slot level; I can use Wild Shape as a bonus action
- ◆ **Wild Shape (Druid 2, PHB 66) [CR 1, no fly/swim; 1 hour, 2× per short rest]**
 - As a bonus action, I assume the shape of a beast I have seen before with these rules:
 - I gain all its game statistics except Intelligence, Wisdom, or Charisma
 - I get its skill/saving throw prof. while keeping my own, using whichever is higher
 - I assume the beast's HP and HD; I get mine back when I revert back
 - I can't cast spells in beast form, but transforming doesn't break concentration
 - I retain features from class, race, etc., but I don't retain special senses
 - I can choose whether equipment falls to the ground, merges, or stays worn
 - I revert if out of time or unconscious; if KO'd by damage, excess damage carries over



Tethir

CHARACTER NAME

Male	40	Medium	7ft6in	260lbs
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Nature	Brown	Brown	Blue
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

ORGANIZATION

SYMBOL

ALLIES & ORGANIZATIONS

Standing seven and a half feet tall and with a sallow blue pallor, Tethir stands out in almost any crowd, despite wishing otherwise. He has open, good-natured features and frequent wears a nervous smile around others. His eyes are bloodshot and his nose frequently runs from his repeated drug use.

Tethir wears simple clothes and has all of his worldly possessions stowed in pockets and pouches on his person.

APPEARANCE

Squalid

LIFESTYLE

DAILY PRICE

1 sp

ENEMIES

Tethir the druid is a simple firbolg hailing from the Forest of Tethir, a sprawling mass of trees covering most of Feyrûn. Like almost all firbolgs (and indeed, druids) he is inclined not to interfere with the world around him, save to protect nature (and particularly his own forest) from harm.

Normally insular creatures, Tethir was compelled to leave his forest by a vision which came to him whilst sampling Styggian Lepidella, a potent psychoactive drug he discovered in his home forest. The depth of his vision and the sleep that followed means that unfortunately Tethir cannot remember the majority of what he saw, but what he is certain of is that it was a premonition. A deadly premonition, affecting not just him and his kind, but the balance of life across the Old World. He awoke with an impending sense of dread, and an unshakeable knowledge that he must head south, in order to prevent the tragedy he foresaw from coming to pass.

Since then, Tethir has taken ever-increasing quantities of Styggian Lepidella in an attempt to trigger the vision again. So far, he has been unsuccessful, and the damaging side effects of the drug are becoming more pronounced, resulting in a crippling addiction. Tehrir is a high-functioning dependent, so appears normal (for a firbolg) to others.

CHARACTER HISTORY



COMPANION
NAME

RACE	SIZE	HEIGHT	WEIGHT
TYPE	AGE	GENDER	ALIGNMENT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

<input type="radio"/> STR	<input type="radio"/> INT
<input type="radio"/> DEX	<input type="radio"/> WIS
<input type="radio"/> CON	<input type="radio"/> CHA

SAVING THROWS

INITIATIVE

SPEED

LEVEL USED
DIE
HIT DICE

ATTACKS
PER ACTION

ARMOR
CLASS

PROFICIENCY
BONUS

MAXIMUM
HIT POINTS

Temporary HP:

CURRENT HIT POINTS

SUCCESSSES
FAILURES
DEATH SAVED

ATTACK NAME	PROF ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
DESCRIPTION					

ATTACKS

<input type="radio"/>	Acrobatics (Dex)
<input type="radio"/>	Animal Handling (Wis)
<input type="radio"/>	Arcana (Int)
<input type="radio"/>	Athletics (Str)
<input type="radio"/>	Deception (Cha)
<input type="radio"/>	History (Int)
<input type="radio"/>	Insight (Wis)
<input type="radio"/>	Intimidation (Cha)
<input type="radio"/>	Investigation (Int)
<input type="radio"/>	Medicine (Wis)
<input type="radio"/>	Nature (Int)
<input type="radio"/>	Perception (Wis)
<input type="radio"/>	Performance (Cha)
<input type="radio"/>	Persuasion (Cha)
<input type="radio"/>	Religion (Int)
<input type="radio"/>	Sleight of Hand (Dex)
<input type="radio"/>	Stealth (Dex)
<input type="radio"/>	Survival (Wis)

SKILLS

FEATURES

TRAITS

PASSIVE WISDOM (PERCEPTION)

SENSES

COMPANION'S APPEARANCE

NOTES

[illegible]

This image shows a full page of a notebook or ledger. It features a series of evenly spaced horizontal lines across the entire width of the page. A single vertical line runs down the left side, creating a narrow margin. The paper is otherwise blank, with no handwriting or other markings.

Tethir

CHARACTER NAME

1ST LEVEL

○○
○○

2ND LEVEL

○
○

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

SPELL SLOTS

DRUID SPELLS

Wisdom

SPELLCASTING ABILITY

6

TO PREPARE



+5

ATTACK MODIFIER

DC 13

SAVING THROW DC

CANTRIPS (0 LEVEL)

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
 Druidcraft	Small nature effect; predict weather, expedite small plant growth, snuff light, harmless sensory effect	—	Trans	1 a	30 ft	V,S	Instantaneous	P	236
 Poison Spray	1 creature save or 1d12 Poison dmg; +1d12 at CL 5, 11, and 17	Con	Conj	1 a	10 ft	V,S	Instantaneous	P	266

1ST LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Absorb Elements	Acid, Cold, Fire, Lightning, or Thunder resistance vs. 1 atk; first melee hit next rnd +1d6+1d6/SL dmg	—	Abjur	1 rea	Self	S	1 rnd	E	15
<input type="radio"/> Animal Friendship	1+1/SL beasts Int<4 save or charmed for the duration	Wis	Ench	1 a	30 ft	V,S,M	24 h	P	212
<input type="radio"/> Beast Bond	Telepathic link with 1 beast Int<4 while in line of sight; beast has adv. on attacks vs. crea you can see	—	Div	1 a	Touch	V,S,M	Conc, 10 min	E	15
<input type="radio"/> Charm Person	1+1/SL humanoids 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"/> Create or Destroy Water	Create/destroy 10+2/SL gal of water in open container or create rain/destroy fog in 30+5/SL-ft cu	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	229
<input type="radio"/> Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
<input type="radio"/> Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input type="radio"/> Detect Poison/Disease (R)	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
<input type="radio"/> Earth Tremor	All crea in area except you save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.	Dex	Evoc	1 a	10-ft rad	V,S	Instantaneous	E	17
<input type="radio"/> Entangle	20-ft square save or restrained; Str check vs. Spell DC to escape; for duration area is difficult terrain	Str	Conj	1 a	90 ft	V,S	Conc, 1 min	P	238
<input type="radio"/> Faerie Fire	20-ft cube all obj/crea save or outlined in 10 ft dim light and attacks have adv.; see invisible crea	Dex	Evoc	1 a	60 ft	V	Conc, 1 min	P	239
<input type="radio"/> Fog Cloud	20-ft+20-ft/SL rad fog that spreads around corners; heavily obscures; 10 mph wind disperses it	—	Conj	1 a	120 ft	V,S	Conc, 1 h	P	243
<input type="radio"/> Goodberry	Create 10 berries; 1 a to eat 1 berry for 1 hp and nourishment for 1 day; berries lose potency after 24h	—	Trans	1 a	Touch	V,S,M	Instantaneous	P	246
<input type="radio"/> Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
<input type="radio"/> Ice Knife	Ranged atk for 1d10 Piercing dmg; hit/miss 5-ft rad on target all crea save or 2d6+1d6/SL Cold dmg	Dex	Conj	1 a	60 ft	S,M	Instantaneous	E	19
<input type="radio"/> Jump	1 creature's jump distance is tripled for the duration	—	Trans	1 a	Touch	V,S,M	1 min	P	254
<input type="radio"/> Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	—	Trans	1 a	Touch	V,S,M	1 h	P	256
<input type="radio"/> Purify Food and Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	P	270
<input type="radio"/> Speak with Animals (R)	Speak verbally with and understand beasts for duration; interaction limited by intelligence of beasts	—	Div	1 a	Self	V,S	10 min	P	277
<input type="radio"/> Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed	Con	Evoc	1 a	15-ft cube	V,S	Instantaneous	P	282

2ND LEVEL



ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Animal Messenger (R)	Tiny beast delivers 25 word message up to 25 miles (50 miles if flyer); +48h/SL duration	—	Ench	1 a	30 ft	V,S,M	24 h	P	212
<input type="radio"/> Barkskin	1 willing crea AC cannot be reduced below 16, regardless of armor it is wearing	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	217
<input type="radio"/> Beast Sense (R)	Use 1 willing beast's senses; you are blinded and deafened while doing so	—	Div	1 a	Touch	S	Conc, 1 h	P	217
<input type="radio"/> Darkvision	1 willing creature has darkvision 60 ft for the duration	—	Trans	1 a	Touch	V,S,M	8 h	P	230
<input type="radio"/> Dust Devil	5-ft cube; all in 5-ft 1d8+1d8/SL Bludg. dmg and pushed 10 ft away; save halves, no push; see book	Str	Conj	1 a	60 ft	V,S,M	Conc, 1 min	E	17
<input type="radio"/> Earthbind	1 creatures save or fly speed is reduced to 0; airborne creatures descend at 60 ft per round	Str	Trans	1 a	300 ft	V	Conc, 1 min	E	17
<input type="radio"/> Enhance Ability	1+1/SL crea adv. on checks with 1 stat; choosing Str, Dex, Con gives secondary benefits	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	237
<input type="radio"/> Find Traps	Sense presence of any trap within line of sight; not exact location, but general nature of trap	—	Div	1 a	120 ft	V,S	Instantaneous	P	241
<input type="radio"/> Flame Blade	Summon a fiery blade; 1 a to make a melee spell attack for 3d6+1d6/2SL Fire dmg; 10 ft bright light	—	Evoc	1 bns	Self	V,S,M	Conc, 10 min	P	242
<input type="radio"/> Flaming Sphere	2.5-ft rad flaming sphere; bns a move 30 ft; all within 5-ft rad 2d6+1d6/SL Fire dmg; save halves	Dex	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	242
<input type="radio"/> Gust of Wind	60-ft long 10-ft wide line of wind; crea starting turn in wind save or pushed 15 ft; see book	Str	Evoc	1 a	60-ft line	V,S,M	Conc, 1 min	P	248
<input type="radio"/> Heat Metal	1 metal obj 2d8+1d8/SL Fire dmg to touch; save or drop obj; if held: dis. atk/chk; bns a reheat obj	Con	Trans	1 a	60 ft	V,S,M	Conc, 1 min	P	250
<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"/> Lesser Restoration	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned	—	Abjur	1 a	Touch	V,S	Instantaneous	P	255
<input type="radio"/> Locate Animal/Plants (R)	Learn direction and distance to closest named or described kind of beast or plant within 5 miles	—	Div	1 a	Self	V,S,M	Instantaneous	P	256
<input type="radio"/> Locate Object	Learn direction to closest named or described kind or specific object within 1000 ft; see book	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	256
<input type="radio"/> Moonbeam	5-ft rad 40-ft high with dim light; all save or 2d10+1d10/SL; 1 a to move it 60 ft; see book	Con	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	261
<input type="radio"/> Pass Without Trace	Any within 30-ft rad +10 Dex(Stealth) checks, leave no tracks, can't be tracked by nonmagical means	—	Abjur	1 a	Self	V,S,M	Conc, 1 h	P	264
<input type="radio"/> Protection from Poison	1 crea cured from 1 poison, gains resistance to Poison damage, and adv. on saves vs. being poisoned	—	Abjur	1 a	Touch	V,S	1 h	P	270
<input type="radio"/> Skywrite (R)	Write up to 10 words with clouds in a part of the sky you can see; strong wind can diperse the clouds	—	Trans	1 a	Sight	V,S	Conc, 1 h	E	22
<input type="radio"/> Spike Growth	20-ft rad difficult terrain; all 2d4 Piercing dmg every 5 ft moved; Wis(Perc) vs. Spell DC to recognize	—	Trans	1 a	150 ft	V,S,M	Conc, 10 min	P	277
<input type="radio"/> Warding Wind	Strong (20 mph) wind in area deafens/extinguishes unprotected flames/dif. ter./ranged wea have dis	—	Evoc	1 a	10-ft rad	V	Conc, 10 min	E	23

FIRBOLG SPELLS

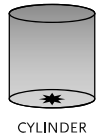
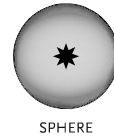
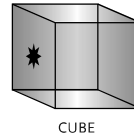
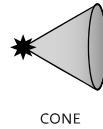
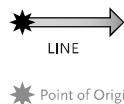
Wisdom
SPELLCASTING ABILITY

+5
ATTACK MODIFIER

DC 13
SAVING THROW DC

1ST LEVEL															
SPELL		DESCRIPTION					SAVE		SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
	Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school					—	Div	1 a		Self	V,S	Conc, 10 min	P	231
	Disguise Self	Alter appearance; Int(Investigation) check vs. spell DC to determine disguise					—	Illus	1 a		Self	V,S	1 h (D)	P	233

PLAYER REFERENCE



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 attack if target is within 5 ft or 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)

HALF	+2 AC and Dex saving throws
3/4	+5 AC and Dex saving throws
TOTAL	Can't be targeted directly by attack or spell
COVER	(PHB 196)

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)

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)