BLINDED TO INVISIBLE



Blinded

- You can't see. Checks that need sight automatically fail.
- Attacks against you have advantage.
- Your attacks have disadvantage.



Charmed

- You can't attack the charmer or target them with harmful effects.
- The charmer has advantage on social checks against you.

Doesn't force obedience. That comes from the spell.



Deafened

- You can't hear.
- Checks that need hearing automatically fail.



Exhaustion

- Stacks in levels 1 to 6. Level 6 is death.
- A long rest removes one level.

Level table on page 4.



Frightened

- Disadvantage on ability checks and attacks while the source is in sight.
- You can't willingly move closer to the source.



Grappled

- Your speed is 0.
- Ends if the grappler is incapacitated or you're moved out of reach.

2024: also disadvantage on attacks against anyone but the grappler.



Incapacitated

- No actions and no reactions.

2024: also no bonus actions, no speech, and concentration ends.



Invisible

- You can't be seen without magic or a special sense.
- Your attacks have advantage; attacks against you have disadvantage.
- You can still be heard and tracked.

Free sample - all 15 conditions + 5 more pages at rollfortwo.com/cheat-sheet