

ON YOUR TURN

MOVE



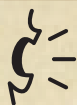
Move up to your total movement speed as listed on your character sheet.



INTERACT

One simple interaction with an object or the environment.

COMMUNICATE



Communicate with your party members, or those you are engaged in combat with.



1 ACTION

Take a combat action as listed on this reference or from your character sheet.

1 BONUS ACTION



Take a bonus action if your character abilities grant you one.

ON ANYONE'S TURN

1 REACTION



If you have a spell or character ability that uses a "reaction" you may activate this on anyone's turn.

Opportunity attack - If an enemy moves out of your melee range, you may make one melee attack on them.

You only get one reaction per round, and can take another once your next turn begins.

ACTIONS

ATTACK

Make a melee or ranged attack with a weapon. Additional attacks include:

- ◆ **Grapple** - Attempt to grab a creature or wrestle with it.
- ◆ **Shove** - Shove a creature to knock it prone, or push it away from you.
- ◆ **Two Weapon Fighting** - If you are wielding two "light" weapons, you may use a bonus action to make another attack.

CAST A SPELL

Cast a spell with a casting time of one action.

**Note if you also use your bonus action to cast a spell, one of the two spell must be a cantrip.*

DASH

Move up to your total movement speed again.

DISENGAGE

Disengage from any hostile creatures so your movements do not trigger opportunity attacks.

DODGE

Focus on defense and give disadvantage to attackers you can see.

HELP

Give advantage to ally within 5 ft on an attack or ability roll.

HIDE

Attempt to conceal yourself from the enemy.

HOLD ACTION

Set a trigger to delay an action. This will use your reaction when triggered.

SEARCH

Attempt to find an item.

USE AN OBJECT

Interact with or use another object.