



COMBAT

CHARACTER NAME

ON YOUR TURN, you can move a distance up to your speed and take one action. You decide whether to move first or take your action first. Many class features and other abilities provide additional options for your action. You can forgo moving, taking an action, or doing anything at all on your turn.

Your turn can include a variety of flourishes that require neither your action nor your move. You can communicate however you are able, through brief utterances and gestures, as you take your turn. You can also interact with one object or feature of the environment for free, during either your move or your action.

ATTACK

You make a melee or ranged weapon attack.

CAST A SPELL

You cast a cantrip or a spell of 1st level or higher. See the spell's casting time (action, bonus action, reaction, or longer).

DASH

You gain extra movement for the current turn. The increase equals your speed, after applying any modifiers.

DISENGAGE

Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE

Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

HELP

You can lend your aid to another creature in the completion of a task. The creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

HIDE

You make a Dexterity (Stealth) check in an attempt to hide, following the rules for hiding.

READY

You wait for a particular circumstance before you act, which lets you act using your reaction before the start of your next turn. Decide what perceivable circumstance will trigger your reaction. Then choose the action you will take in response to that trigger, or choose to move up to your speed in response to it. If you ready a spell, it must have a casting time of 1 action, and you must concentrate on it until you release it.

SEARCH

You devote your attention to finding something. Depending on the nature of your search, you might have to make a Wisdom (Perception) check or an Intelligence (Investigation) check.

STABILIZE A DYING CREATURE

You administer first aid to an unconscious creature and attempt to stabilize it, requiring a successful DC 10 Wisdom (Medicine) check.

USE AN OBJECT

When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

IMPROVISE

You may improvise an action not listed here.

ADDITIONAL ACTION OPTIONS

Dungeon Master's Guide, pg. 266–267

Dungeon Master's Guide, pg. 271–272

Xanathar's Guide to Everything, pg. 85

COMBAT ACTIONS

TYPE	NAME	SOURCE	TRIGGER / DESCRIPTION / NOTES
R	Opportunity Attack	Combat rules (SRD v5.1, pg 95)	You can make an opportunity attack when a hostile creature that you can see moves out of your reach, voluntarily and physically, without disengaging. You make one melee attack against the provoking creature.
B	Two-Weapon Fighting	Combat rules (SRD v5.1, pg 95)	When you attack with a light melee weapon that you're holding in one hand, you can attack with a different light melee weapon that you're holding in the other hand. No positive modifiers. Either weapon can be thrown.
R	Perform Readied Action	Combat rules (SRD v5.1, pgs 93-94)	When the trigger you specified while taking the Ready action occurs, you perform the action that you had also specified.

ACTIONS, REACTIONS & BONUS ACTIONS

Grappling. You can use the Attack action to make a special melee attack, a grapple, replacing one attack. The target must be no more than one size larger than you and must be within your reach. If you succeed, you subject the target to the grappled condition. *Strength (Athletics) vs Strength (Athletics) or Dexterity (Acrobatics)*

Escaping a Grapple. A grappled creature can use its action to attempt to escape.

Moving a Grappled Creature. When moving, you can drag or carry the grappled creature by moving at half speed (unless the creature is two or more sizes smaller than you).

Shoving a Creature. You can use the Attack action to make a special melee attack, either to knock the target prone or push it 5 feet away from you, replacing one attack. The target must be no more than one size larger than you and must be within your reach. *Strength (Athletics) vs Strength (Athletics) or Dexterity (Acrobatics)*

Being Prone. You can drop prone without using any of your speed. Standing from prone costs an amount of movement equal to half your speed. To move while prone, you must crawl (or use magic) at a cost of one extra foot of movement per normal foot of movement.

Concentration. You break concentration by casting another concentration-requiring spell, being incapacitated, or being killed. You might also lose it by taking damage or by the environment; you must succeed a Constitution saving throw to maintain concentration, using DC equal to 10 or half the damage taken, whichever is higher.

Knocking Out a Creature. When you reduce a creature to 0 hit points with a melee attack, that creature can be knocked out. You can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

COVER	SAVING THROWS	CONDITIONS	SPEED
$\frac{1}{2} +2\text{ AC}$ $\frac{3}{4} +5\text{ AC}$ 100% No target	SUCCESS o o o FAILURE o o o STABLE o	Blinded o Charmed o Defended o Frightened o Grappled o Incapacitated o Invisible o Paralyzed o Restrained o Poisoned o Petrified o Stunned o	