

Player Cheat Sheet

Per combat 'Turn' you may do 1 of each of the following, in any order.
+1 minor object interaction. (Draw weapon / potion, open door, hand over an item) & talk 6 sec

MOVE

A distance up to your Speed.

Can be broken up around Actions/Multiattack attacks/Bonus Actions.

ACTION

Take one 'Action' such as attack

BONUS ACTION*

Take 1 'Bonus Action', if you have one.

REACTION*

An action commonly triggered outside your Turn, if you have one.

*Bonus Actions/Reactions are from items, abilities, Actions & spells

List of Actions

Attack: Make 1 (or more*) attacks: Melee, Ranged, Grapple or Shove.

Cast: A spell with casting time of '1 Action' (some take longer/shorter).

Dash: Move your speed again.

Disengage: Your movement does not provoke 'Opportunity Attacks' this turn.

Dodge: Visible enemies suffer 'Dis' attacking you and you gain 'Adv' on Dex saves.

Help: Give 'Adv' to someone's ability check when they take an Action, or
Give 'Adv' to their next attack, if their target is within 5ft of you.

Hide: Make a Stealth check to hide, needs 'cover' (darkness, wall, object etc).

Ready: Action becomes Reaction with trigger. Eg. Attack first person to enter.

Search: Devote Action to finding something. Perception or Investigate check.

Use: Allows you a second 'Minor Object Interaction' (open door etc).

Improvise: Do something not specifically listed if it can be done in under 6 secs.

*Some features add additional attacks to the 'Attack Action'