

EVERY TURN...

Movement

Move distance up to your speed. Standing from a prone position costs half movement.

Interaction

Communicate freely, interact with an object in a simple way.

Reaction

Circumstantial, one per round.

Bonus Action

Circumstantial, one per round.

Action

Choose an action from this list.

INTERACTIONS

Draw or sheathe a sword.

Open or close a door.

Pick up a dropped axe.

Stuff food into your mouth.

Plant a banner.

Drink all the ale in a flagon.

Throw a lever or a switch.

Pull a torch from a sconce.

Take a book from a shelf.

Don a cool mask.

ACTIONS

Cast a spell

Depending on your class.

Dash

Double your movement speed.

Dodge

Attacks against you have disadvantage. You have advantage on Dex saves.

Disengage

You don't provoke opportunity attacks.

Help

An ally within 5ft gets advantage.

Hide

Make a stealth ability check.

Ready

Declare an intention and a trigger, spend your Reaction to execute.

Search

Make a Perception or Investigation ability check.

Attack

Make one weapon attack or a Special Attack.

Two-weapon fighting

When you take the Attack action, attack with your off-hand light weapon by spending a bonus action. No damage modifier.

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SPECIAL ATTACKS

Grapple

Make a contested Athletics ability check. Requires a free hand.

Shove

Make a contested Athletics ability check. Target is knocked prone or pushed back 5ft.

