

RACE

CLASS

NAME

On Your Turn

- Move AND
- 1 Interact with Object AND
- Communicate AND
- 1 Action AND
- 1 Bonus action

On Another's Turn

- 1 Reaction (recharges on your turn)
- Opportunity attack: attack creature moving out of your reach

Movement: _____ ft

- Move (cost: 5ft per 5 ft)
- Climb (cost: 10ft per 5 ft)
- Swim (cost: 10ft per 5 ft)
- Drop prone (cost: 0ft)
- Crawl (cost: 10ft per 5 ft)
- Stand up (cost: half movement speed)
- Jump (cost: 5ft per 5 ft)
- Difficult terrain (cost: +5ft per 5 ft)
- Grapple move (modifier: speed halved)

Actions

- **Attack (all attacks)**
Grappling (replaces one attack):
apply Grappled condition

Shoving (replaces one attack):
knock target Prone or move it 5 ft away

Two-weapon fighting (Bonus action):
when Attack with light melee weapon may
attack with light melee weapon in other hand
(or throw thrown weapon); no damage bonus.
- **Cast spell**
- **Dash**
Do another ■ Move
- **Disengage**
Deny opportunity attacks as you ■ Move
- **Dodge**
Visible attackers have disadvantage
- **Help**
Give advantage to ally within 5 ft on next
attack roll
- **Hide**
- **Ready**
Set a triggered ■ Reaction for yourself
- **Search**
- **Use an object**
Do another ■ Interact with Object