

**MOVEMENT**

LIMITED BY MOVEMENT SPEED

*You can move at any time during your turn (before, after, or during actions).***Move***Cost: 5ft per 5ft***Drop prone***Cost: 0ft***High jump***Cost: 5ft per 5ft***Difficult terrain***Cost modifier: +5ft per 5ft***Climb***Cost: 10ft per 5ft***Crawl***Cost: 10ft per 5ft***Long jump***Cost: 5ft per 5ft***Grapple move***Modifier: speed halved***Swim***Cost: 10ft per 5ft***Stand up***Cost: half movement speed***Improvise***Any stunt not on this list***ACTION**

1/TURN

*You can also interact with one object or feature of the environment for free.***Attack***Melee or ranged attack***Cast a spell***Cast time of 1 action***Dodge***Increase defenses***Use Object***Interact, use special abilities***Search****Improvise***Any action not on this list***Grapple***Special melee attack***Dash***Double movement speed***Escape***Escape a grapple***Use shield***Equip or unequip a shield***Ready***Choose trigger and action***Shove***Special melee attack***Disengage***Prevent opportunity attacks***Help***Grant an ally advantage***Hide****Use class feature***Some features use actions***BONUS ACTION**

MAX. 1/TURN

*You can take a bonus action only when a special ability, spell, or feature states that you can do something as a bonus action.***Offhand Attack***Use with the Attack action***Cast a spell***Cast time of 1 bonus action***Use class feature***Some features use bonus actions*

**REACTION****MAX. 1/ROUND**

A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's.

**Opportunity attack**

*Enemy leaves your reach*

**Readied action**

*Part of your Ready action*

**Cast a spell**

*Cast time of 1 reaction*

**CONDITION**

Conditions alter your capabilities in a variety of ways, and can arise as a result of a spell, a class feature, a monster's attack, or other effect.

**Blinded**

*You can't see*

**Charmed**

*You are charmed*

**Deafened**

*You can't hear*

**Exhaustion**

*You are exhausted*

**Frightened**

*You are frightened*

**Grappled**

*You are grappled*

**Incapacitated**

*You can't take actions or reactio*

**Invisible**

*You can't be seen*

**Paralyzed**

*You are paralyzed*

**Petrified**

*You are transformed into stone*

**Poisoned**

*You are poisoned*

**Prone**

*You are prone*

**Restrained**

*You are restrained*

**Stunned**

*You are stunned*

**Unconscious**

*You are unconscious*

**ENVIRONMENTAL EFFECTS**

Effects that obscure vision can prove a significant hindrance to most adventuring tasks.

**Lightly obscured**

*Disadvantage on Perception*

**Heavily obscured**

*Effectively blind*

The presence or absence of light in an environment creates three categories of illumination.

**Bright light**

*Normal vision*

**Dim light**

*Lightly obscured*

**Darkness**

*Heavily obscured*

Some creatures have extraordinary senses that allow them to perceive their environment.

**Blindsight**

*Perceive without sight*

**Darkvision**

*Limited vision in darkness*

**Truesight**

*See in darkness*

Obstacles can provide cover during combat, making a target more difficult to harm.

**Half cover**

*Low wall, furniture*

**Three-quarters cover**

*Portcullis, arrow slit*

**Full cover**

*Completely concealed*