

Combat Actions

ATTACK (action)

When you take the Attack action, you can make one attack roll with a weapon or an Unarmed Strike.

Equipping and Unequipping. You can either equip or unequip one weapon when you make an attack as part of this action. You do so either before or after the attack. If you equip a weapon before an attack, you don't need to use it for that attack. Equipping a weapon includes drawing it from a sheath or picking it up. Unequipping a weapon includes sheathing, stowing, or dropping it.

Moving Between Attacks. If you move on your turn and have a feature, such as Extra Attack, that gives you more than one attack as part of the Attack action, you can use some or all of that movement to move between those attacks.

DON/DOFF SHIELD (action)

A Shield can be donned or doffed as an action.

END CONCENTRATION (free)

Some spells and other effects require Concentration to remain active, as specified in their descriptions. You can end Concentration at any time (no action required).

DASH (action)

When you take the Dash action, you gain extra movement for the current turn. The increase equals your Speed after applying any modifiers. With a Speed of 30 feet, for example, you can move up to 60 feet on your turn if you Dash. If your Speed of 30 feet is reduced to 15 feet, you can move up to 30 feet this turn if you Dash.

If you have a special speed, such as a Fly Speed or Swim Speed, you can use that speed instead of your Speed when you take this action. You choose which speed to use each time you take it.

DISENGAGE (action)

If you take the Disengage action, your movement doesn't provoke Opportunity Attacks for the rest of the current turn.

Combat Actions (cont)

DODGE (action)

If you take the Dodge action, you gain the following benefits: 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 these benefits if you have the Incapacitated condition or if your Speed is 0.

HELP (action)

When you take the Help action, you do one of the following.

Assist an Ability Check: Choose one of your skill or tool proficiencies and one ally who is near enough for you to assist verbally or physically when they make an ability check. That ally has Advantage on the next ability check they make with the chosen skill or tool. This benefit expires if the ally doesn't use it before the start of your next turn. The DM has final say on whether your assistance is possible.

Assist an Attack Roll: You momentarily distract an enemy within 5 feet of you, giving Advantage to the next attack roll by one of your allies against that enemy. This benefit expires at the start of your next turn.

Combat Actions (cont)

HIDE (action)

With the Hide action, you try to conceal yourself. To do so, you must succeed on a DC 15 Dexterity (Stealth) check while you're Heavily Obscured or behind Three-Quarters Cover or Total Cover, and you must be out of any enemy's line of sight; if you can see a creature, you can discern whether it can see you.

On a successful check, you have the Invisible condition. Make note of your check's total, which is the DC for a creature to find you with a Wisdom (Perception) check.

The condition ends on you immediately after any of the following occurs: you make a sound louder than a whisper, an enemy finds you, you make an attack roll, or you cast a spell with a Verbal component.

ESCAPE A GRAPPLE (action)

A Grappled creature can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check against the grapple's escape DC, ending the condition on itself on a success. The condition also ends if the grappler has the Incapacitated condition or if the distance between the Grappled target and the grappler exceeds the grapple's range.

IMPROVISING (varies)

Player characters and monsters can also do things not covered by other actions. Many class features and other abilities provide additional action options, and you can improvise other actions. When you describe an action not detailed elsewhere in the rules, the Dungeon Master tells you whether that action is possible and what kind of D20 Test you need to make, if any.

Combat Actions (cont)

READY (action)

You take the Ready action to prepare for a specific circumstance before your next turn.

This lets you act by taking a Reaction before the start of your next turn.

First, decide what perceivable event will trigger your Reaction. Then, choose the action you'll take or decide to move up to your Speed in response. Examples include "If the cultist steps on the trapdoor, I'll pull the lever that opens it," and "If the zombie steps next to me, I move away."

When the trigger occurs, you can take your Reaction immediately after the trigger finishes or ignore it.

When you Ready a spell, you cast it as normal (expending resources) but hold its energy, releasing it with your Reaction when the trigger occurs. The spell must have a casting time of an action, and holding the spell requires Concentration until the start of your next turn. If your Concentration is broken, the spell dissipates without effect.

SEARCH (action)

When you take the Search action, you make a Wisdom check to discern something that isn't obvious. The Search table suggests which skills are applicable when you take this action, depending on what you're trying to detect.

STUDY (action)

When you take the Study action, you make an Intelligence check to study your memory, a book, a clue, or another source of knowledge and call to mind an important piece of information about it.

UTILIZE (action)

You normally interact with an object while doing something else, such as when you draw a sword as part of the Attack action. When an object requires an action for its use, you take the Utilize action.

Conditions

BLINDED

While you have the Blinded condition, you experience the following effects.

Can't See: You can't see and automatically fail any ability check that requires sight.

Attacks Affected: Attack rolls against you have Advantage, and your attack rolls have Disadvantage.

CHARMED

While you have the Charmed condition, you experience the following effects.

Can't Harm the Charmer: You can't attack the charmer or target the charmer with damaging abilities or magical effects.

Social Advantage: The charmer has Advantage on any ability check to interact with you socially.

DEAFENED

While you have the Deafened condition, you experience the following effect.

Can't Hear: You can't hear and automatically fail any ability check that requires hearing.

FRIGHTENED

While you have the Frightened condition, you experience the following effects.

Ability Checks and Attacks Affected: You have Disadvantage on ability checks and attack rolls while the source of fear is within line of sight.

Can't Approach: You can't willingly move closer to the source of fear.

GRAPPLED

While you have the Grappled condition, you experience the following effects. Speed 0. Your Speed is 0 and can't increase. Attacks Affected. You have Disadvantage on attack rolls against any target other than the grappler. Movable. The grappler can drag or carry you when it moves, but every foot of movement costs it 1 extra foot unless you are Tiny or two or more sizes smaller than it.

Conditions (cont)

INCAPACITATED

While you have the Incapacitated condition, you experience the following effects.

Inactive. You can't take any action, Bonus Action, or Reaction. No Concentration. Your Concentration is broken. Speechless. You can't speak. Surprised. If you're Incapacitated when you roll Initiative, you have Disadvantage on the roll.

INVISIBLE

While you have the Invisible condition, you experience the following effects. Surprise. If

you're Invisible when you roll Initiative, you have Advantage on the roll. Concealed.

You aren't affected by any effect that requires its target to be seen unless the effect's creator can somehow see you. Any equipment you are wearing or carrying is also concealed. Attacks Affected. Attack rolls against you have Disadvantage, and your attack rolls have Advantage. If a creature can somehow see you, you don't gain this benefit against that creature.

PARALYSED

While you have the Paralyzed condition, you experience the following effects.

Incapacitated. You have the Incapacitated condition. Speed 0. Your Speed is 0 and can't increase. Saving Throws Affected. You automatically fail Strength and Dexterity saving throws. Attacks Affected. Attack rolls against you have Advantage. Automatic Critical Hits. Any attack roll that hits you is a Critical Hit if the attacker is within 5 feet of you.



Conditions (cont)

PETRIFIED

While you have the Petrified condition, you experience the following effects. Turned to Inanimate Substance. You are transformed, along with any nonmagical objects you are wearing and carrying, into a solid inanimate substance (usually stone). Your weight increases by a factor of ten, and you cease aging. Incapacitated. You have the Incapacitated condition. Speed 0. Your Speed is 0 and can't increase. Attacks Affected. Attack rolls against you have Advantage. Saving Throws Affected. You automatically fail Strength and Dexterity saving throws. Resist Damage. You have Resistance to all damage. Poison Immunity. You have Immunity to the Poisoned condition

POISONED

While you have the Poisoned condition, you experience the following effect. Ability Checks and Attacks Affected. You have Disadvantage on attack rolls and ability checks.

PRONE

While you have the Prone condition, you experience the following effects. Restricted Movement. Your only movement options are to crawl or to spend an amount of movement equal to half your Speed (round down) to right yourself and thereby end the condition. If your Speed is 0, you can't right yourself. Attacks Affected. You have Disadvantage on attack rolls. An attack roll against you has Advantage if the attacker is within 5 feet of you. Otherwise, that attack roll has Disadvantage.

RESTRAINED

While you have the Restrained condition, you experience the following effects. Speed 0. Your Speed is 0 and can't increase. Attacks Affected. Attack rolls against you have Advantage, and your attack rolls have Disadvantage. Saving Throws Affected. You have Disadvantage on Dexterity saving throws.

Conditions (cont)

STUNNED

While you have the Stunned condition, you experience the following effects. Incapacitated. You have the Incapacitated condition. Saving Throws Affected. You automatically fail Strength and Dexterity saving throws. Attacks Affected. Attack rolls against you have Advantage.

UNCONSCIOUS

While you have the Unconscious condition, you experience the following effects. Inert. You have the Incapacitated and Prone conditions, and you drop whatever you're holding. When this condition ends, you remain Prone. Speed 0. Your Speed is 0 and can't increase. Attacks Affected. Attack rolls against you have Advantage. Saving Throws Affected. You automatically fail Strength and Dexterity saving throws. Automatic Critical Hits. Any attack roll that hits you is a Critical Hit if the attacker is within 5 feet of you. Unaware. You're unaware of your surroundings.

Attack Action

MELEE ATTACK (one attack)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

RANGED ATTACK (one attack)

Normal attack if up to normal range (first number). Disadvantage on the attack if up to long range (second number). Disadvantage on the attack if a hostile that is not incapacitated is within 5 ft and can see the attacker.

Attack Action (cont)

CAST A SPELL (casting time of the spell)

When you take the Magic action, you cast a spell that has a casting time of an action or use a feature or magic item that requires a Magic action to be activated.

If you cast a spell that has a casting time of 1 minute or longer, you must take the Magic action on each turn of that casting, and you must maintain Concentration while you do so. If your Concentration is broken, the spell fails, but you don't expend a spell slot.

TWO-WEAPON FIGHTING (bonus action with attack action)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

DISARM (instead of one attack)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage on the weapon attack roll if the item is being held with two or more hands. Larger opponents have advantage and smaller have disadvantage.

GRAPPLE (instead of one attack)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

SHOVE (instead of one attack)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

Movement

MOVE (limited by movement speed)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

CRAWL (at ½ speed)

Crawl while prone (see conditions).

Dropping prone costs no movement speed

CLIMB / SWIM (at ½ speed)

May involve a Str (Athletics) check if the climb / swim is difficult.

DIFFICULT TERRAIN (at ½ speed)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

JUMP

After moving at least 10 feet on foot, you can jump your Str score in feet straight forward, or 3 + your Str modifier in feet up.

The jump distance is halved when performing a standing jump.

STAND UP (costs ½ speed)

Standing up from being prone costs half your movement speed for this turn.

Cover

HALF +2 AC and Dex saving throws

3/4 +5 AC and Dex saving throws

TOTAL Can't be targeted directly by attack or spell

Environment

FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

Light & Vision

LIGHTLY OBSCURED (dim light)

Disadvantage on sight Perception checks

HEAVILY OBSCURED (darkness)

Effectively blinded (see conditions)

BLINDSIGHT

Out to range, perceive without sight.

DARKVISION

Out to range, treat dim light as bright light. Can't see colors.

TRUESIGHT

Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.

DEVIL'S SIGHT

You can see normally in Dim Light and Darkness—both magical and nonmagical—within 120 feet of yourself.



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Page 4 of 4.

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