

Combat: On Your Turn

Move
Interact With Object
Action
Bonus Action

Anytime

Reaction

Movement

Normal

Up to your movement speed

Running Long Jump

(Strength Score) feet

Standing Long Jump

1/2 x (Strength Score) feet

Running High Jump

(3 + Strength Mod) feet

Standing High Jump

1/2 x (3 + Strength Mod) feet

Different Speeds

May switch between methods, but remove distance traveled from new speed.

Prone

Drop prone = 0 ft. Stand up = 1/2 movement

Actions

Attack
Cast a Spell
Dash
Disengage
Dodge
Help
Hide
Ready
Search
Interact With Object

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Page 1 of 1.

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