

### Movement

<b>Move</b>	2 feet of movement to move 1 foot
<b>Climb</b>	2 feet of movement to move 1 foot
<b>Swim</b>	2 feet of movement to move 1 foot
<b>Drop Prone</b>	No movement or action required
<b>Crawl</b>	Half movement
<b>Stand Up</b>	Halves movement until next turn
<b>High Jump</b>	Jump [3 + Strength modifier] feet high, halved without a 10 foot start
<b>Long Jump</b>	Jump your Strength score in feet, halved without a 10 foot start
<b>Difficult Terrain</b>	Use 2 feet of movement to move 1 foot

### Actions

<b>Attack</b>	Make a melee or ranged attack
<b>Cast a Spell</b>	Cast a spell with a casting time of 1 action
<b>Dodge</b>	Until the start of your next turn, all attacks against you are made with disadvantage, and you get advantage on Dexterity saving throws
<b>Use Object</b>	Interact with an object in the environment or use an item's special ability
<b>Search</b>	Search an area for items or information of interest
<b>Grapple</b>	Make a Strength (Athletics) check opposed by either a Strength (Athletics) or Dexterity (Acrobatics) check. On a success, the target is Grappled. Can be done as part of an Attack action if you have multiple attacks
<b>Dash</b>	Double your movement speed for the rest of your turn
<b>Escape</b>	Make a Strength (Athletics) or Dexterity (Athletics) check against a Strength (Athletics) check to escape a grapple
<b>Use Shield</b>	Equip or unequip a shield
<b>Ready</b>	Take an action or move in response to a pre-defined trigger

### Actions (cont)

<b>Shove</b>	Make a Strength (Athletics) check opposed by either a Strength (Athletics) or Dexterity (Acrobatics) check. On a success, you may knock the target prone or push it back 5 feet. Can be done as part of an Attack action if you have multiple attacks
<b>Disengage</b>	Prevents attacks of opportunity against you for moving out of an enemy's reach
<b>Help</b>	Grant advantage to an ally
<b>Hide</b>	Make a Dexterity (Stealth) check to hide. May require cover or other obscuring conditions
<b>Use a Class Feature</b>	Some class features require actions to use
<b>Improved Action</b>	It is possible to perform actions not on this list

### Reactions

<b>Opportunity Attack</b>	When an enemy leaves your reach, you may use a reaction to make an attack roll against that enemy
<b>Readied Action</b>	Used as part of the Ready action in response to a pre-defined trigger
<b>Cast a Spell</b>	With a cast time of 1 reaction

### Bonus Actions

<b>Offhand Attack</b>	<ul style="list-style-type: none"> <li>When you use the Attack action to make an attack with a light weapon, you may take a bonus action to make an extra attack with a light weapon in your off-hand</li> <li>Offhand attacks do not add STR modifier to damage</li> </ul>
<b>Cast a Spell</b>	<ul style="list-style-type: none"> <li>With a cast time of 1 bonus action</li> </ul>
<b>Use Class Feature</b>	<ul style="list-style-type: none"> <li>Some class features use bonus actions</li> </ul>



### Conditions

**Blinded** ⚙️ You can't see and fail any check that requires sight  
 ⚙️ Attack rolls against you have advantage, and your attack rolls have disadvantage

**Charmed** ⚙️ You can't attack charmer or target it with harmful abilities or magical effects  
 ⚙️ Charmer has advantage on ability checks to interact socially with you

**Deafened** ⚙️ You can't hear and automatically fails any ability check that requires hearing

**Fatigued** ⚙️ See Exhaustion, elsewhere

**Frightened** ⚙️ You have disadvantage on ability checks and attack rolls while source of fear is within line of sight  
 ⚙️ You can't willingly move closer to source of fear

**Grappled** ⚙️ Your speed becomes 0, and can't benefit from any bonus to speed  
 ⚙️ Ends if grappler Incapacitated  
 ⚙️ Ends if effect removes you from reach of grappler

**Incapacitated** ⚙️ You can't take actions or reactions

**Invisible** ⚙️ You are impossible to see without magic or special senses.  
 You are considered heavily obscured for purposes of hiding, but can be detected by any noise made or tracks left  
 ⚙️ Attack rolls against you have disadvantage, and your attack rolls have advantage

**Paralyzed** ⚙️ You are Incapacitated and can't move or speak  
 ⚙️ Automatically fail Strength and Dexterity saving throws  
 ⚙️ Attack rolls against you have advantage  
 ⚙️ Any attack made from within 5 feet that hits you is a critical hit

### Conditions (cont)

**Petrified** ⚙️ Transformed into a solid inanimate substance. Weight multiplied by 10. Stops aging.  
 ⚙️ You are Incapacitated, can't move or speak and are unaware  
 ⚙️ Automatically fail STR and DEX saving throws  
 ⚙️ Gain resistance to all damage  
 ⚙️ Immune to poison and disease

**Poisoned** ⚙️ Disadvantage on attack rolls and ability checks

**Prone** ⚙️ Can only crawl. Standing ends condition  
 You have disadvantage on attack rolls  
 ⚙️ Attacks against you have advantage if attacker within 5 feet, otherwise attack roll has disadvantage

**Restrained** ⚙️ Speed becomes 0, can't benefit from any bonus to speed  
 ⚙️ Attack rolls against you have advantage, and your attack rolls have disadvantage  
 ⚙️ Disadvantage on DEX saving throws

**Stunned** ⚙️ Incapacitated, can't move, can speak falteringly  
 ⚙️ Fail all STR and DEX saving throws  
 ⚙️ Attacks against you have advantage

**Unconscious** ⚙️ Incapacitated, can't move or speak, unaware  
 ⚙️ Drop what you are holding and fall prone  
 ⚙️ Fail all STR and DEX saving throws  
 ⚙️ Attack rolls against you have advantage  
 ⚙️ Attacks made within 5 feet that hit you are critical hits

