

## EVERY TURN...

### Movement

Move distance up to your speed. Standing from a prone position costs half movement.

### Interaction

Communicate freely, interact with an object in a simple way.

### Reaction

Circumstantial, one per round.

### Bonus Action

Circumstantial, one per round.

### Action

Choose an action from this list.

## INTERACTIONS

Draw or sheathe a sword.

Open or close a door.

Pick up a dropped axe.

Stuff food into your mouth.

Plant a banner.

Drink all the ale in a flagon.

Throw a lever or a switch.

Pull a torch from a sconce.

Take a book from a shelf.

Don a cool mask.

## ACTIONS

### Cast a spell

Depending on your class.

### Dash

Double your movement speed.

### Dodge

Attacks against you have disadvantage. You have advantage on Dex saves.

### Disengage

You don't provoke opportunity attacks.

### Help

An ally within 5ft gets advantage.

### Hide

Make a stealth ability check.

### Ready

Declare an intention and a trigger, spend your Reaction to execute.

### Search

Make a Perception or Investigation ability check.

### Attack

Make one weapon attack or a Special Attack.

### Two-weapon fighting

When you take the Attack action, attack with your off-hand light weapon by spending a bonus action. No damage modifier.

# DUNGEONS & DRAGONS COMBAT CHEAT SHEET

[www.MatthewPerkins.net](http://www.MatthewPerkins.net)

## SPECIAL ATTACKS

### Grapple

Make a contested Athletics ability check. Requires a free hand.

### Shove

Make a contested Athletics ability check. Target is knocked prone or pushed back 5ft.

