

# Character Cheat Sheet

## ON YOUR TURN:

- One Action
- One Bonus Action
- Movement

## ON ANYONE'S TURN

- One Reaction

## ARMOR CLASS (AC)

10 + Dexterity Modifier + Armor

Rule is:

If the aggressor meets your AC, it beats your AC

AN ACTION CAN BE	
<b>ATTACK</b>	Make on melee or ranged attack
<b>CAST A SPELL</b>	Cast a known spell, depending on the casting time specified
<b>DASH</b>	Take a second movement
<b>DISENGAGE</b>	Your movement doesn't provoke attacks of opportunity
<b>DODGE</b>	Until your next turn, all attacks against you, from attackers you can see, are at disadvantage
<b>HELP</b>	<ul style="list-style-type: none"> <li>• Provide a creature with advantage on the next skill check</li> <li>• Provide a friendly creature advantage on their first attack against an enemy within 5 ft of you.</li> </ul>
<b>HIDE</b>	Make a Stealth check in an attempt to hide
<b>READY</b>	Prepare an action to use as your reaction when a certain triggering action happens (ie, the enemies are within hitting distance)
<b>SEARCH</b>	<ul style="list-style-type: none"> <li>• Perform a Wisdom (Perception) or Intelligence (Investigation) check to find something.</li> </ul>
<b>USE AN OBJECT</b>	Interact with an object (drink a potion, items that specify you must use your action, take a second free action)
<b>GRAPPLE/SHOVE</b>	Attempt to grapple/shove a creature no larger than one size bigger than you

## COMBAT MODIFIERS

<b>MELEE ATTACK</b>	D20 + Strength Modifier + Proficiency
<b>RANGED ATTACK</b>	D20 + Dexterity Modifier + Proficiency
<b>SPELL ATTACK</b>	D20 + Spellcasting Modifier* + Proficiency
<b>SPELL SAVE</b>	8 + Spellcasting Modifier* + Proficiency
SPELLCASTING MODIFIER:	
<b>CHARISMA</b>	Bards, Paladins, Sorcerers, Warlocks
<b>INTELLIGENCE</b>	Rogues, Wizards
<b>WISDOM</b>	Druids, Rangers

## BONUS ACTION (1/TURN):

- Offhand attack
- Cast a bonus action spell
- Class Actions such as:
  - ▶ Barbarian: Enter/Exit Rage
  - ▶ Bard: Give Bardic Inspiration
  - ▶ Druid: Enter/Exit Wild Shape
  - ▶ Fighter: Second Wind
  - ▶ Monk: Unarmed Strike
  - ▶ Rogue: Dash, Disengage or Hide
  - ▶ Sorcerer: Convert between spell slots and sorcery points

## FREE ACTIONS (CAN DO 1 PER TURN):

- Draw/sheathe a weapon
- Open/close doors
- Take a potion from your backpack
- Grab/move/place items
- Hand an item to another player
- Interact with most items

## REACTION (1/ROUND):

- Attack of opportunity
- Make one melee attack as a creature leaves your reach
- Perform a readied action
- Cast a reaction spell

## MOVEMENT:

- Move up to your full movement speed in increments of 5 ft (including diagonally). This can be split to perform an attack.
- Stand Up (takes half of max movement)
- Notable Rules:
- You cannot end your turn within another creature's square
  - ▶ If you (or an enemy) leave a creature's reach, you provoke an attack of opportunity.

