

ATTACK

(PHB 361)

Equip or unequip a weapon. **Attack roll**, or choose an **Unarmed Strike**:

- **Damage:** *To hit:* Attack roll + Strength modifier + PB.
On a hit: Bludgeoning damage: 1 + Strength modifier. (PHB 377)
- **Grapple:** *Saving throw:* Strength or Dexterity.
On a fail: Target gains the **Grappled** condition. (PHB 367)
- **Shove:** *Saving throw:* Strength or Dexterity.
On a fail: **Pushed** 5ft or target gains the **Prone** condition. (PHB 372)

DASH

(PHB 365)

Gain **extra movement** this turn: + Speed (after modifiers).

(PHB 374)

DISENGAGE

(PHB 366)

Your **movement** this turn triggers **no Opportunity Attacks**.

(PHB 371)

DODGE

(PHB 366)

Until the start of your next turn:

- Any **Attack roll** made against you has **Disadvantage**. (PHB 366)
- You make **Dexterity saving throws** with **Advantage**. (PHB 360)

HELP

(PHB 368)

Help another creature **with an ability check or attack roll**, or **administer first aid** to an Unconscious creature: *Medicine check (DC 10)*. (PHB 370)

HIDE

(PHB 368)

If **Heavily Obscured**, or behind **Three-Quarters Cover** or **Total Cover**:

- **Stealth:** *Stealth check (DC 15)*.
On a Success: Gain the **Invisible** condition. (PHB 370)

INFLUENCE

(PHB 369)

Describe your action **to alter a creature's attitude**. If it's Hesitant:

- **Influence:** *Check (DC 15 or creature's Intelligence score):* Animal Handling, Deception, Intimidation, Performance, Persuasion.

MAGIC

(PHB 371)

Cast a **spell**, use a **magic item**, or use a **magical feature**.

READY

(PHB 372)

Prepare an action or movement as a **Reaction to a trigger** you define. You can ignore the trigger. Holding a spell requires Concentration.

SEARCH

(PHB 373)

Describe your action **to discern something**. Depending on your try:

- **Search:** *Check:* Insight, Medicine, Perception, Survival.

STUDY

(PHB 375)

Describe your action to study a **source of knowledge** or call to mind an important piece of info. Depending on the area of knowledge:

- **Study:** *Check:* Arcana, History, Investigation, Nature, Religion.

UTILIZE

(PHB 377)

Use a **nonmagical object** that requires an action for its use.

IMPROVISE

(PHB 15)

Describe an **action not detailed elsewhere**. The DM tells you if that action is possible and what kind of **D20 Test** you need to make, if any.