





You make a melee or ranged weapon attack.

### CAST A SPELL

You cast a cantrip or a spell of 1st level or higher. See the spell's casting time.

You gain extra movement equal to your speed (plus any modifiers) for the current turn.

### DISENGAGE

Your movement doesn't provoke opportunity attacks for the rest of the turn.

Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

You help one creature with a task, giving that creature advantage on the next ability check it makes for that task. Or you distract one creature within 5 feet of you, and the next attack roll that an ally of yours makes against that creature has advantage.

Whichever option you choose, the advantage goes away once used or when your next turn starts.

You make a Dexterity (Stealth) check in an attempt to become hidden—unseen and unheard.

You wait for a particular circumstance before you act, which lets you act using your reaction before the start of your next turn. You must decide in advance (a) what perceivable circumstance will

trigger your reaction and (b) the action you will take in response to that trigger.

If you ready a spell, it must have a casting time of 1 action, and you must concentrate on it until you release it.

# SEARCH

You make a Wisdom (Perception) check or an Intelligence (Investigation) check to find something.

### USE A MAGIC ITEM

You use a magic item that requires your action for

## **USE AN OBJECT**

You use an object, other than a magic item, that requires your action for its use.

# USE A SPECIAL ABILITY

You use a class feature or other special ability that requires your action for its use.

COMBAT **ACTIONS IN** 

- · Draw or sheathe a sword.
- · Open or close a door.
- Withdraw a potion from your backpack.
- Pick up a dropped axe.
- Take a bauble from a table.
- Remove a ring from your finger.
- Stuff some food into your mouth.
- Plant a banner in the ground.
- Fish a few coins from your belt pouch.
- Drink all the ale in a flagon.
- Throw a lever or a switch.

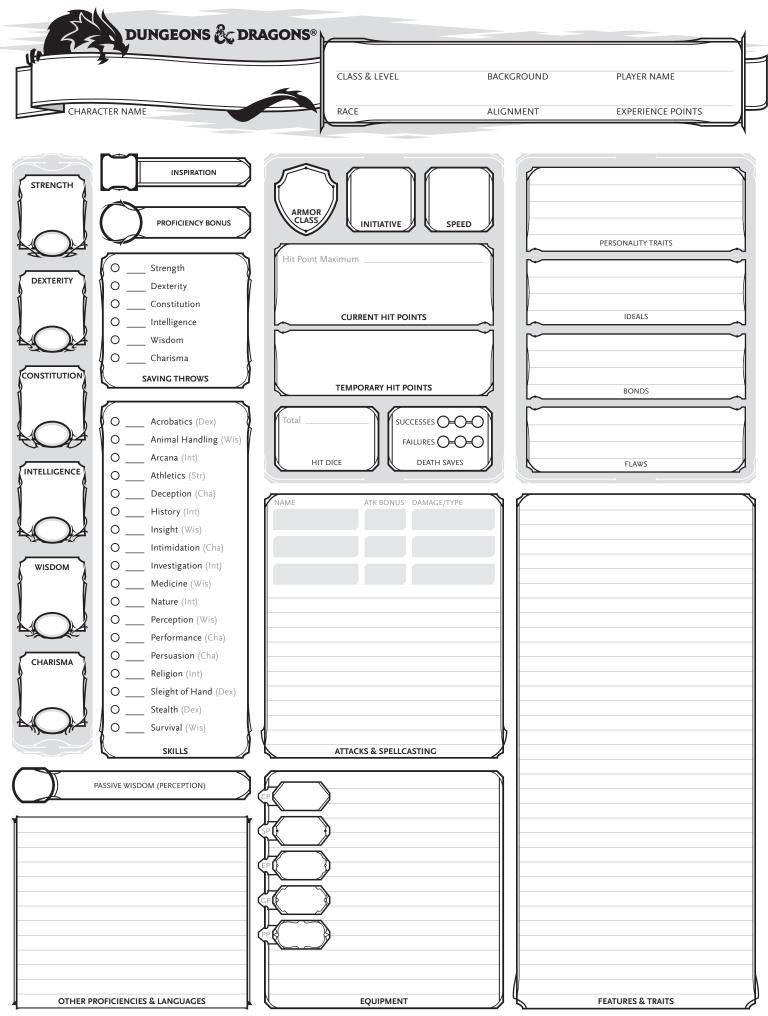
- Pull a torch from a sconce.
- Take a book from a shelf you can reach.
- Extinguish a small flame.
- · Don a mask.
- Pull the hood of your cloak up and over your head.
- Put your ear to a door.
- · Kick a small stone.
- · Turn a key in a lock.
- Tap the floor with a 10-foot pole.
- Hand an item to another character.

# THINGS YOU CAN DO ON YOUR TURN

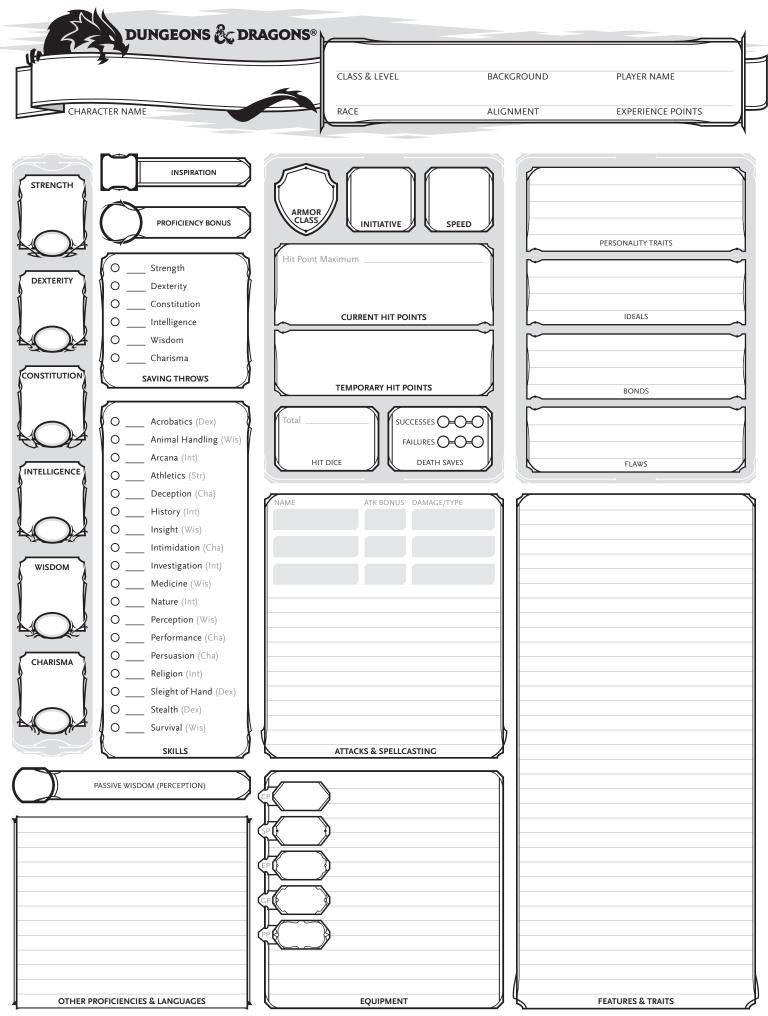
- · Move up to your speed.
- · Take one action.
- Communicate with speech, gestures, or both.
- Interact with one object or feature of the environment as you move or take your action. To interact with a second object, take the Use an Object action.

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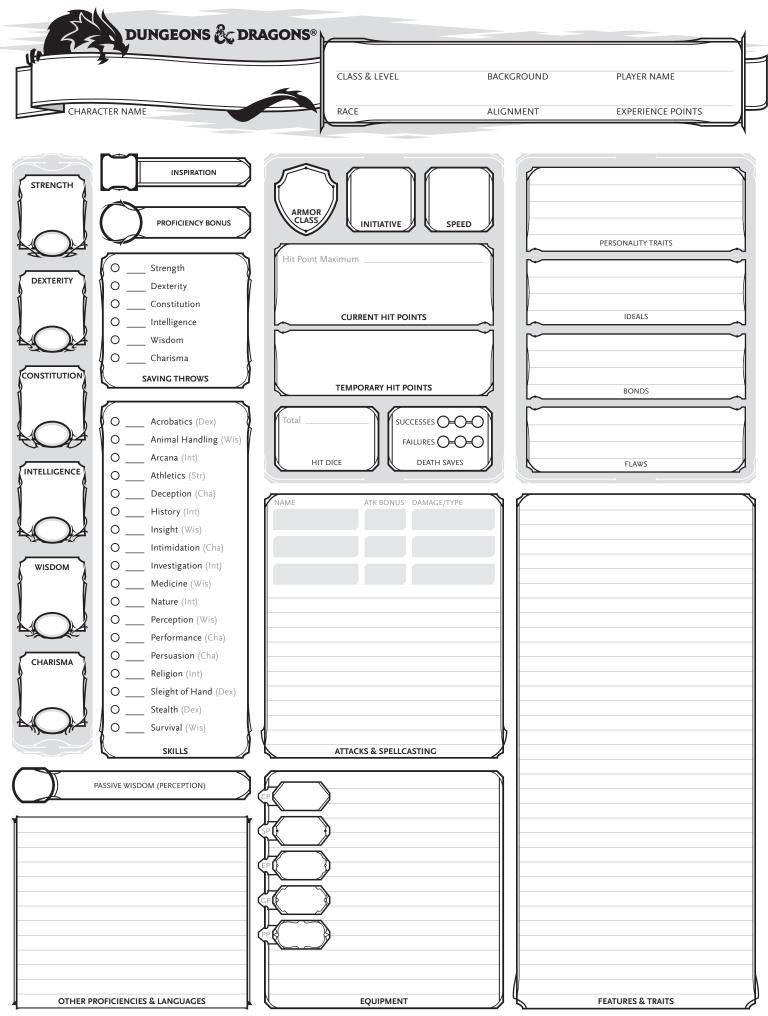




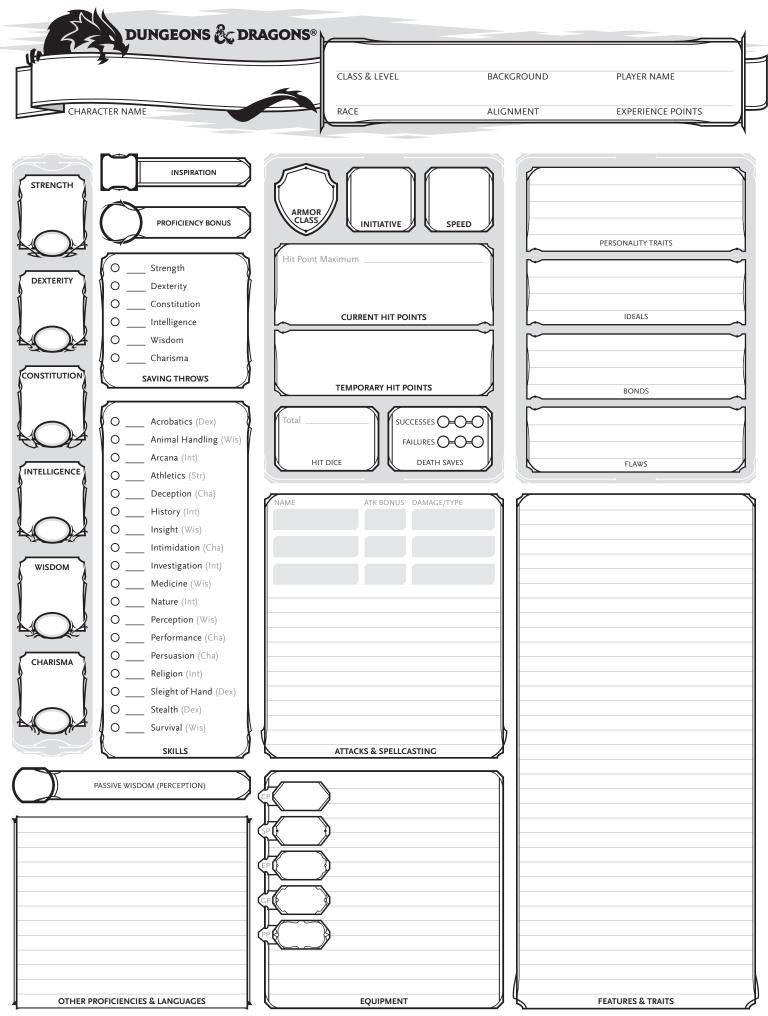




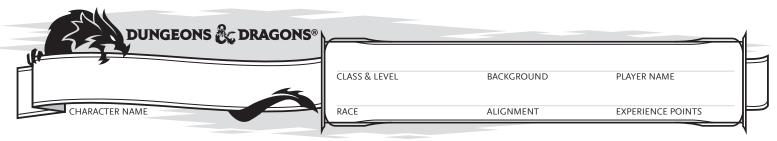






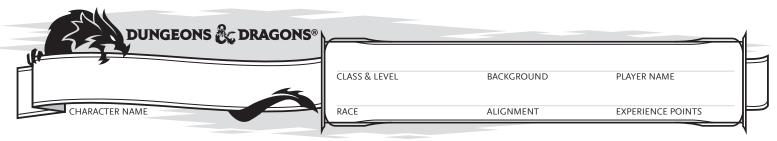






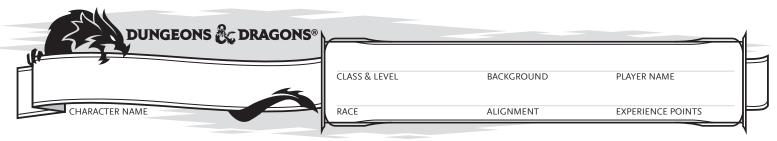






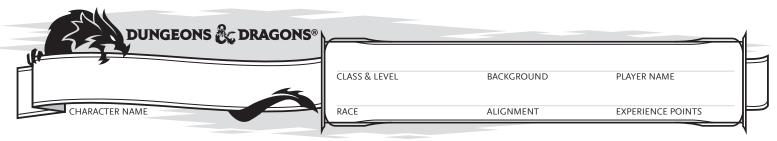






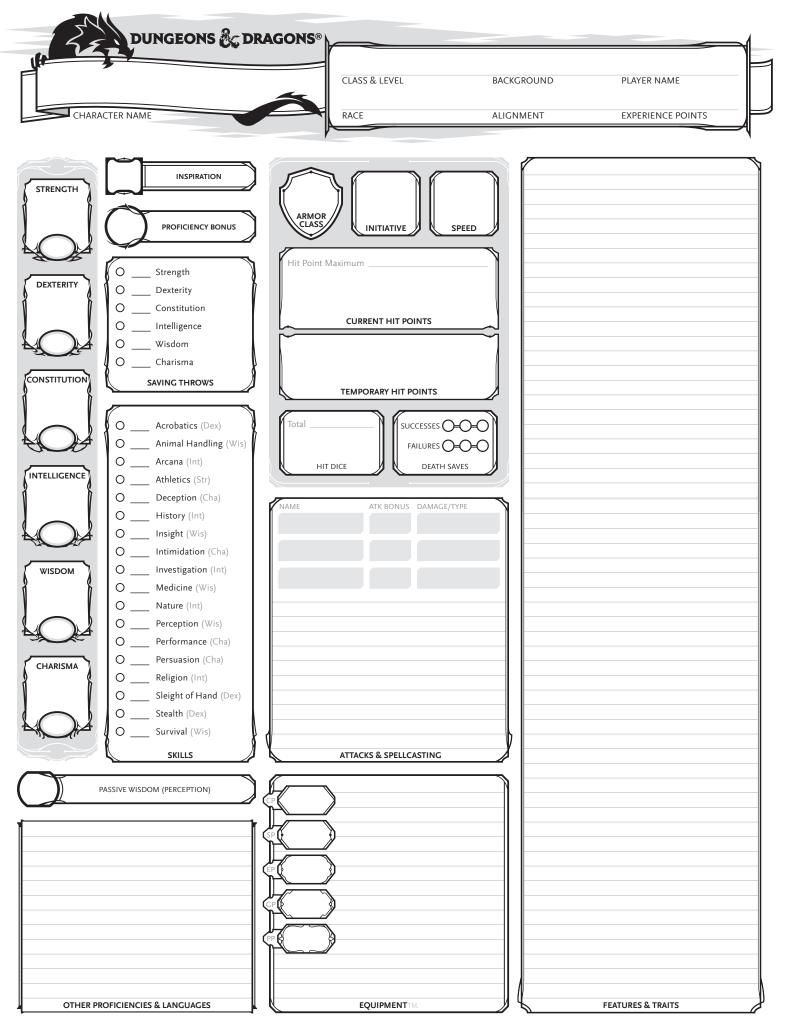




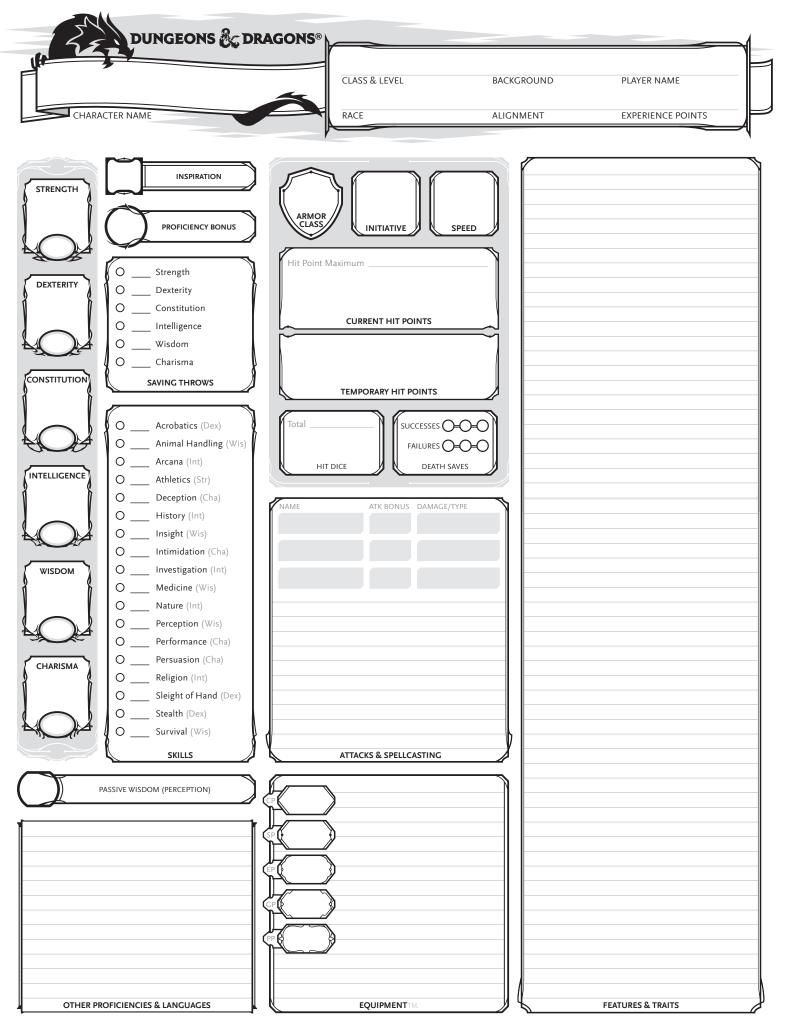




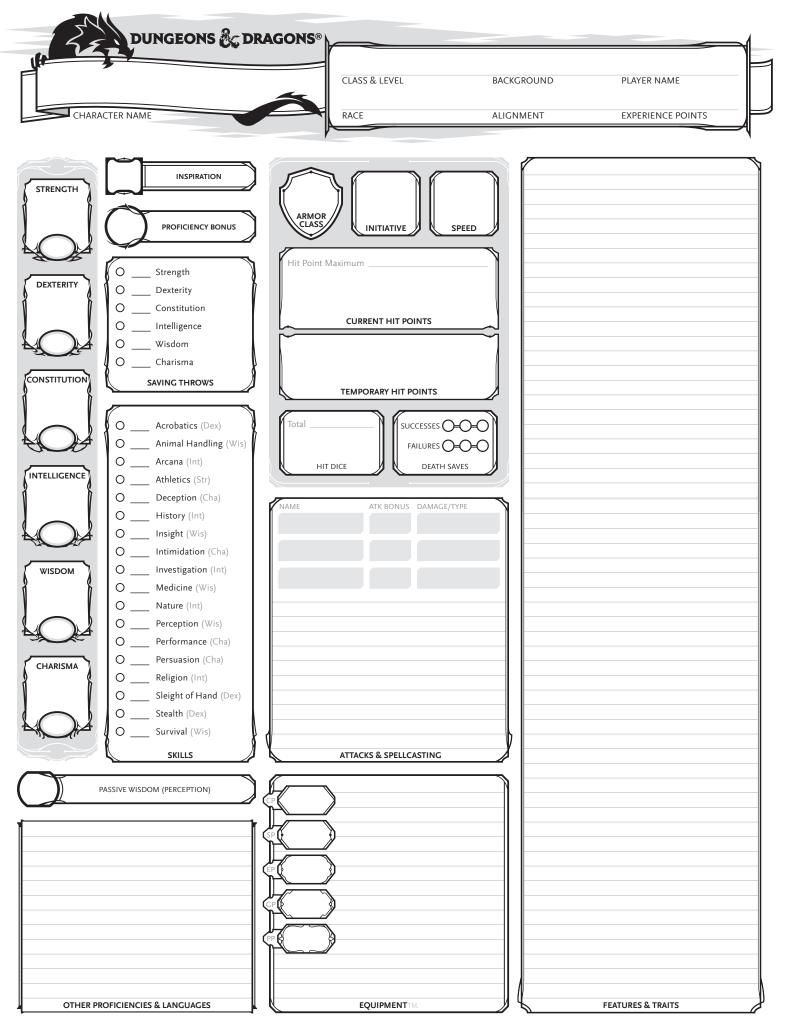




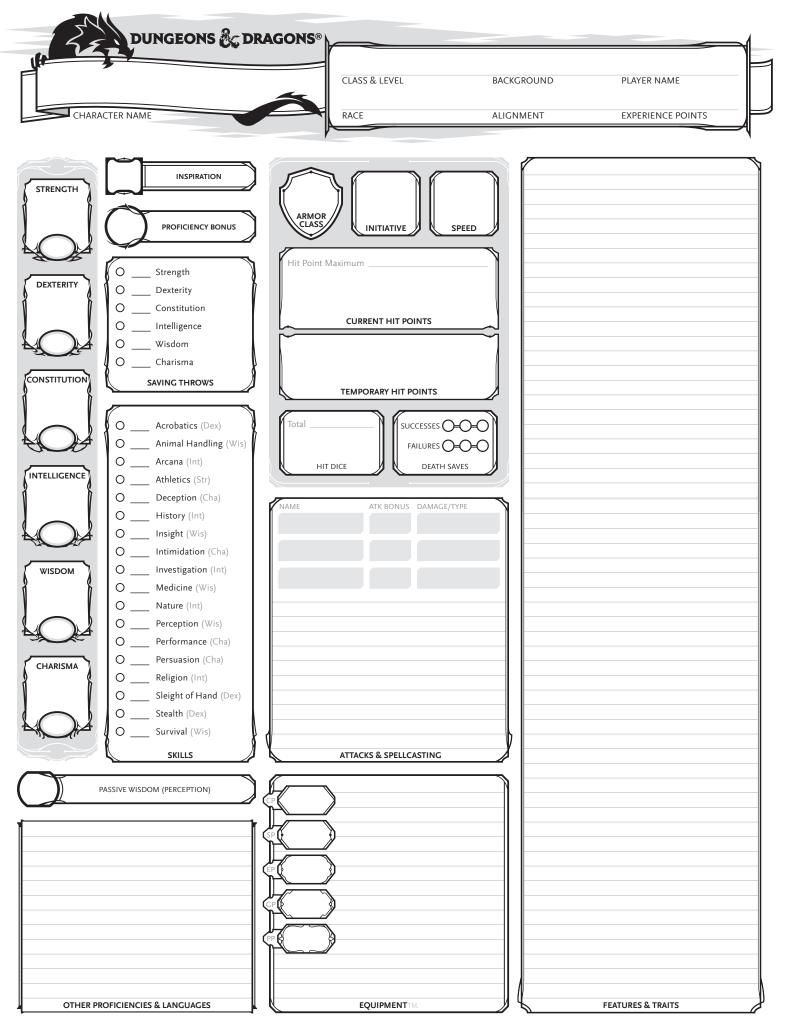




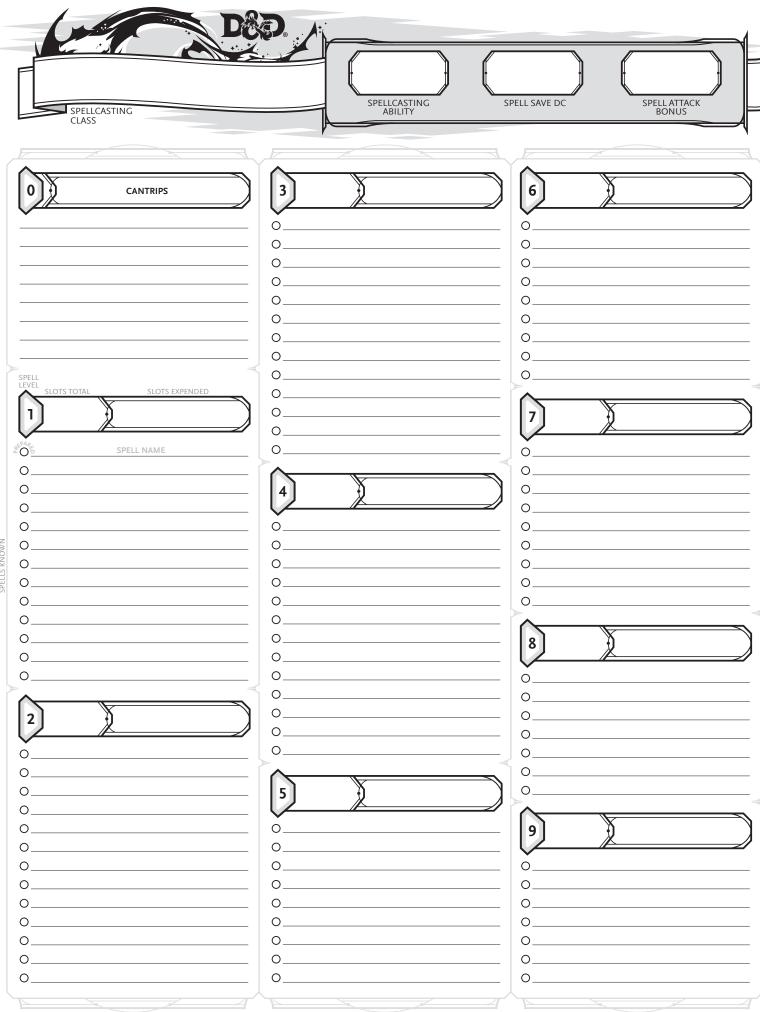


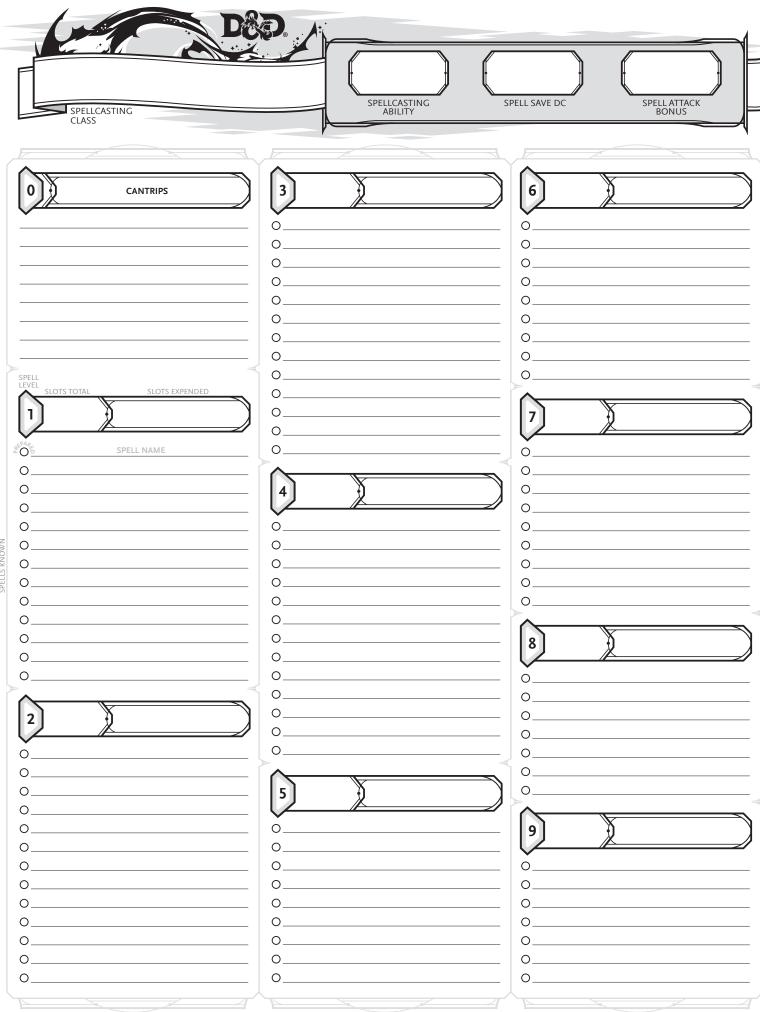


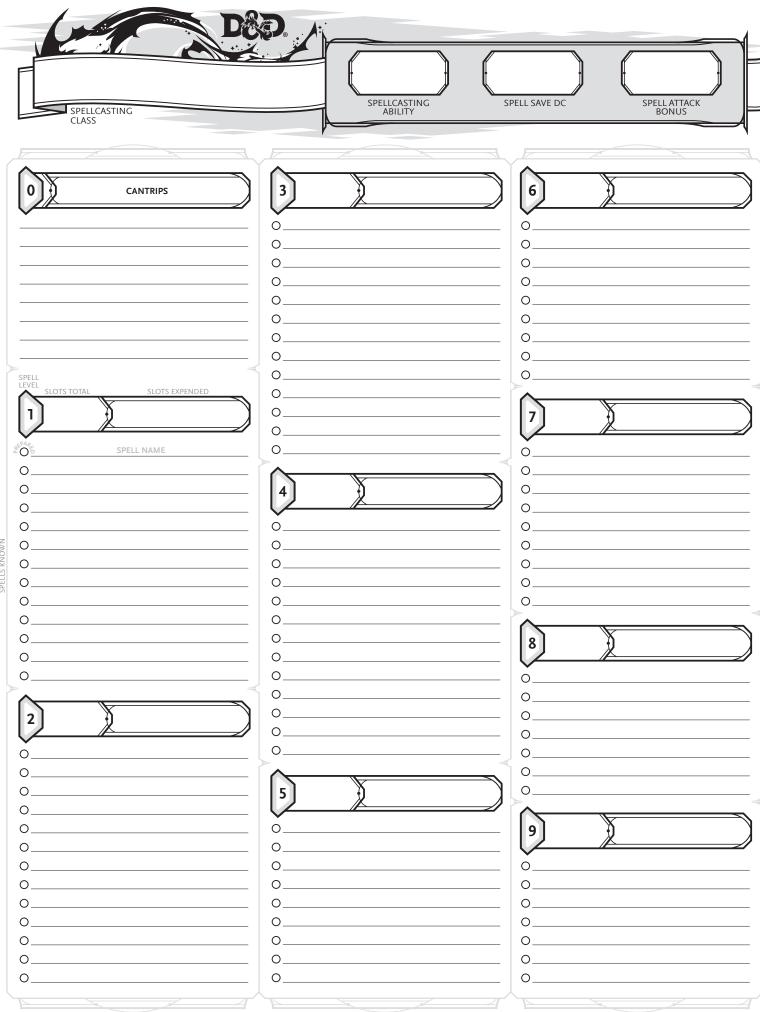


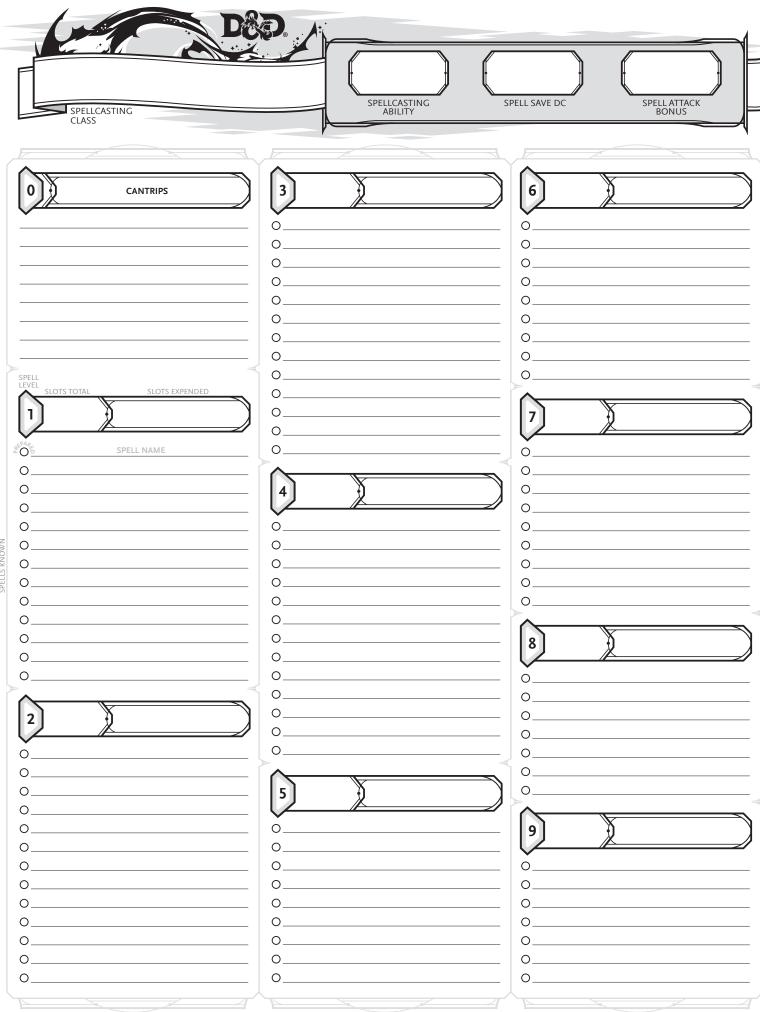


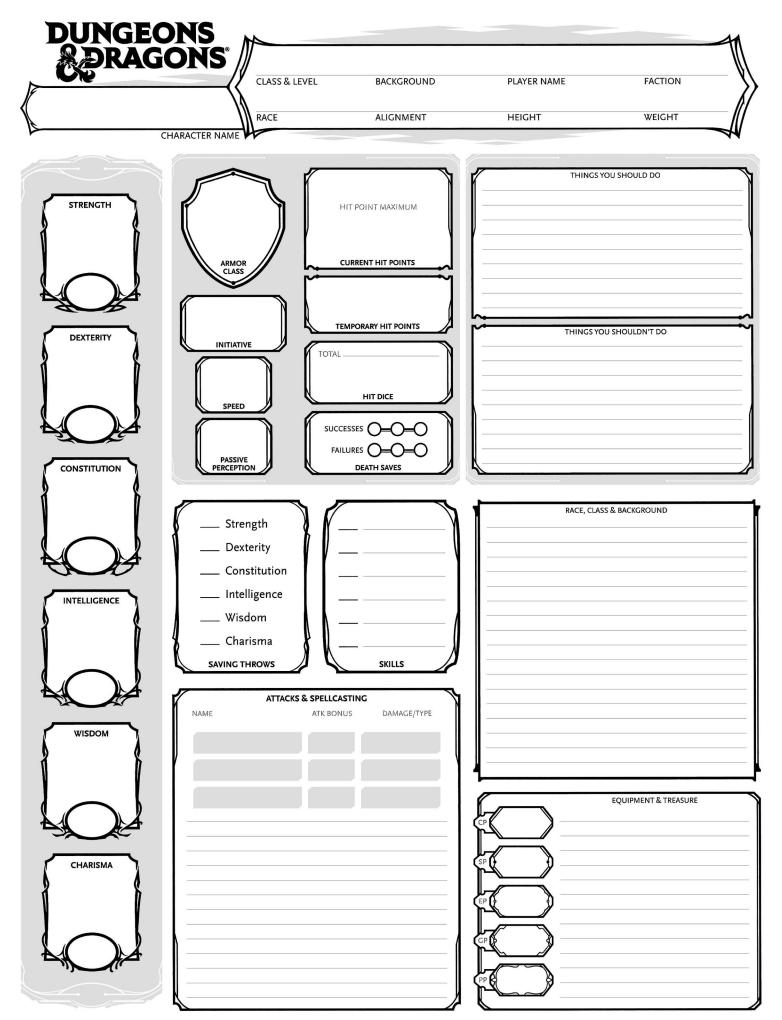


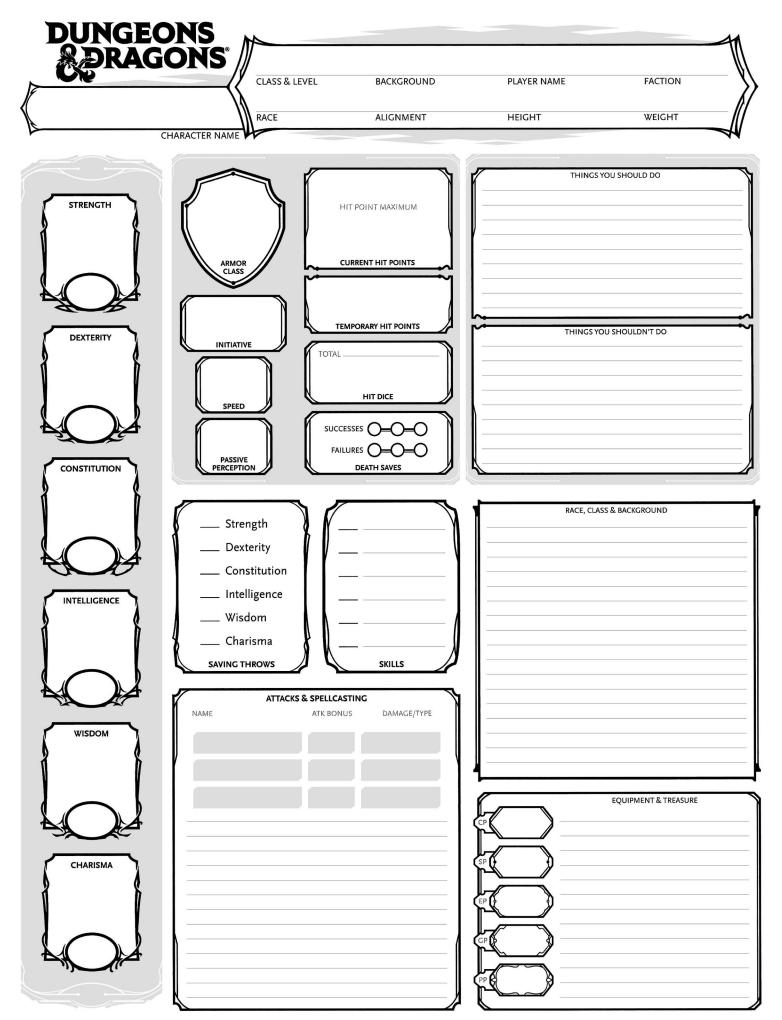


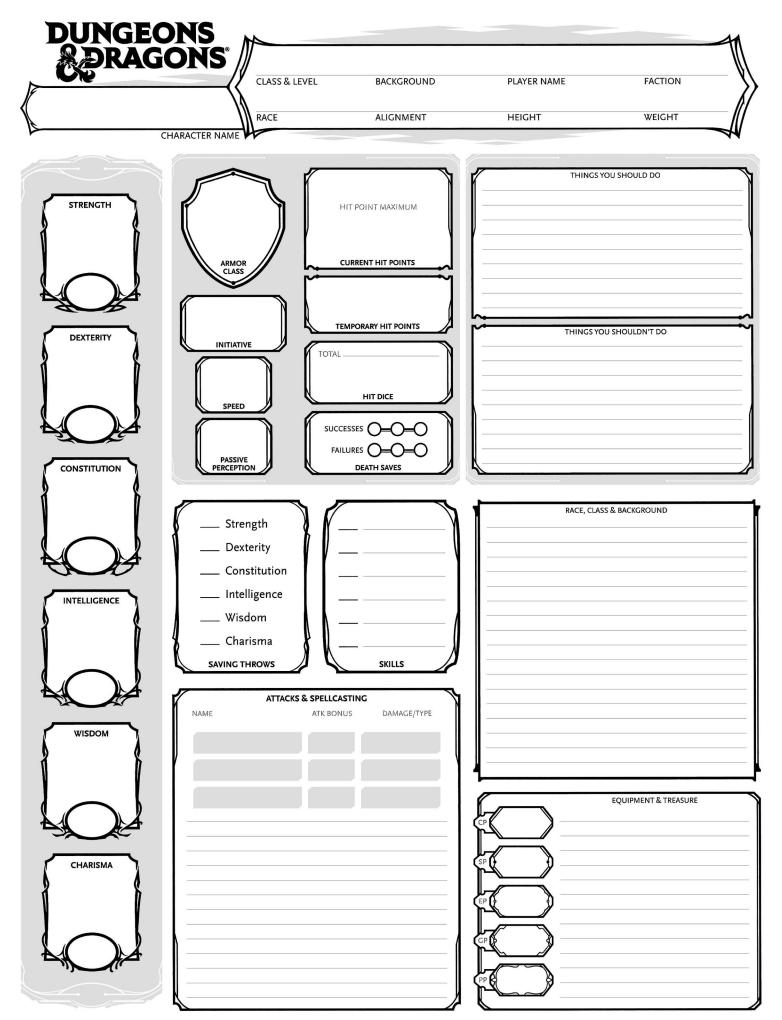


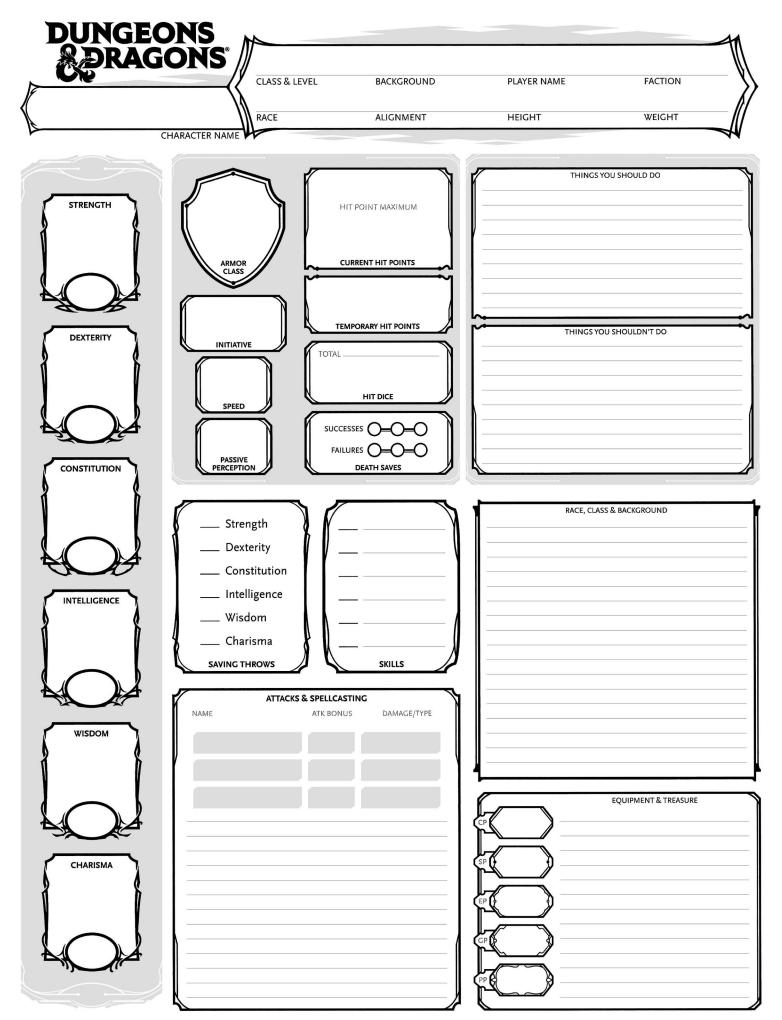


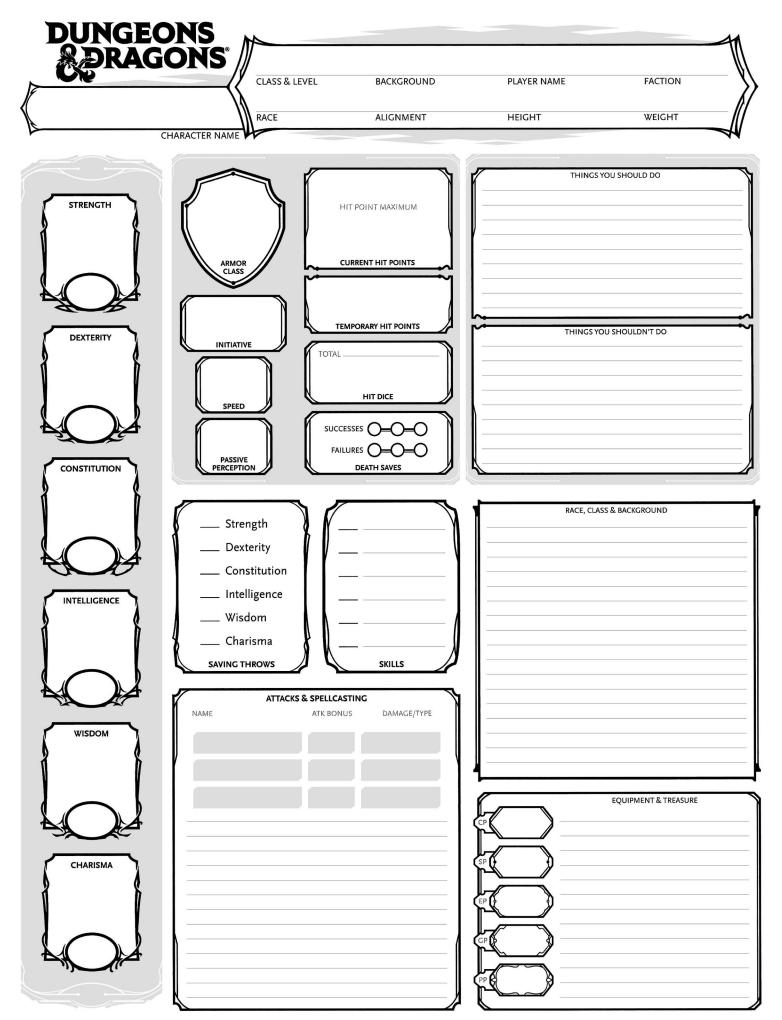


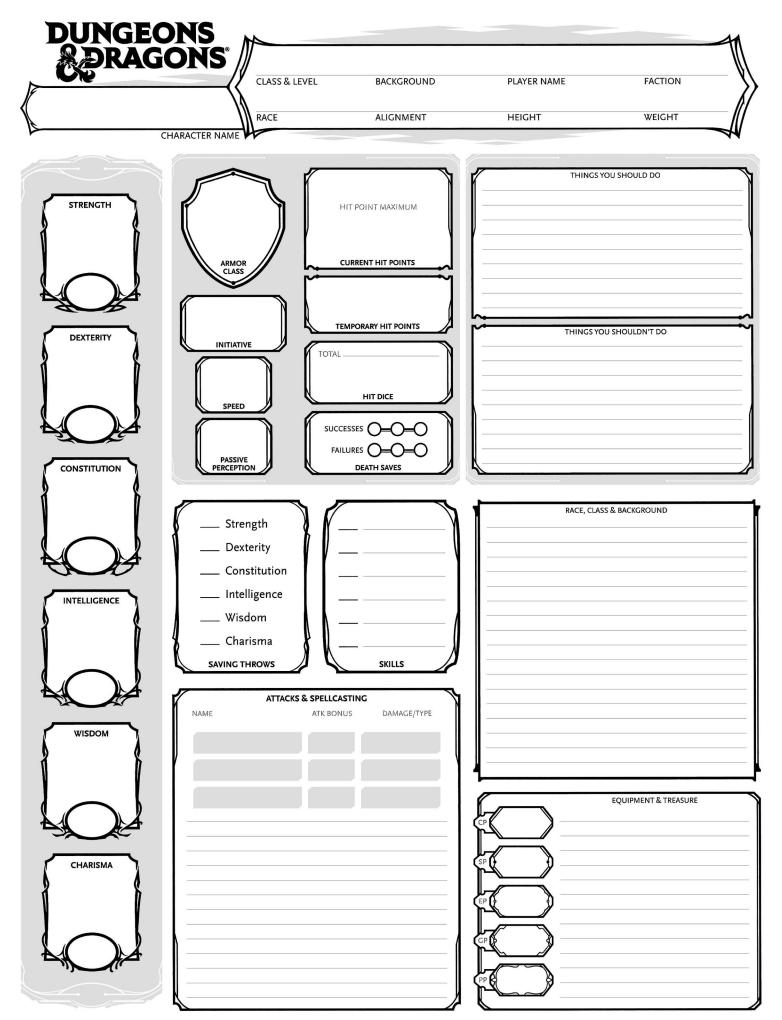


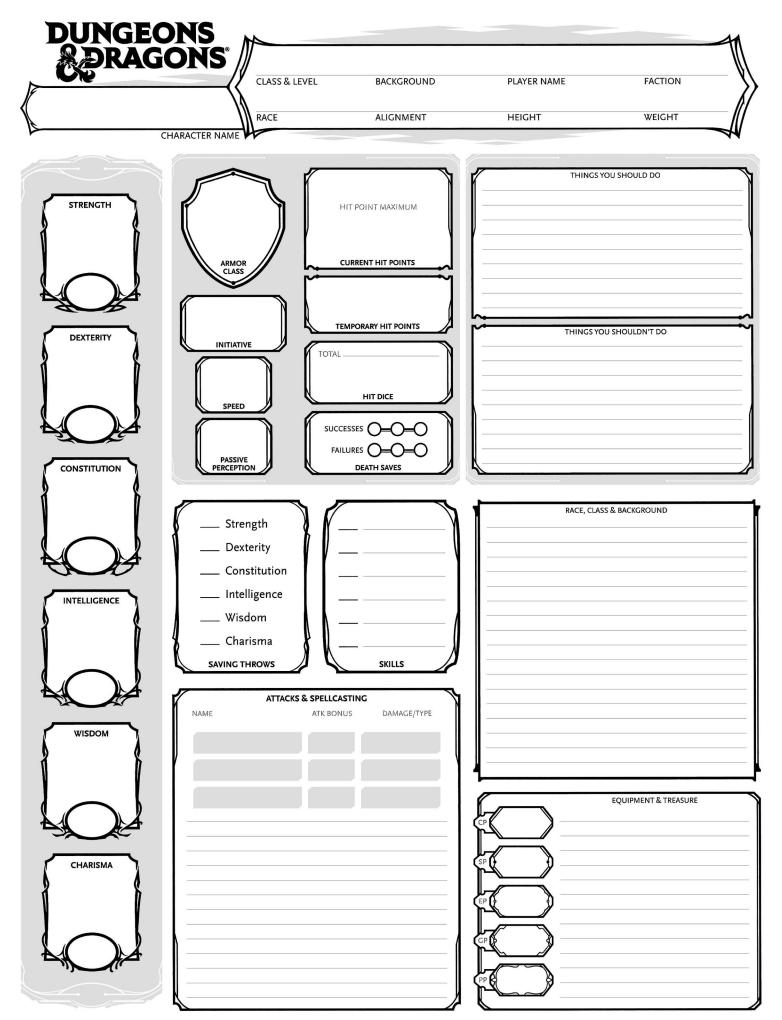


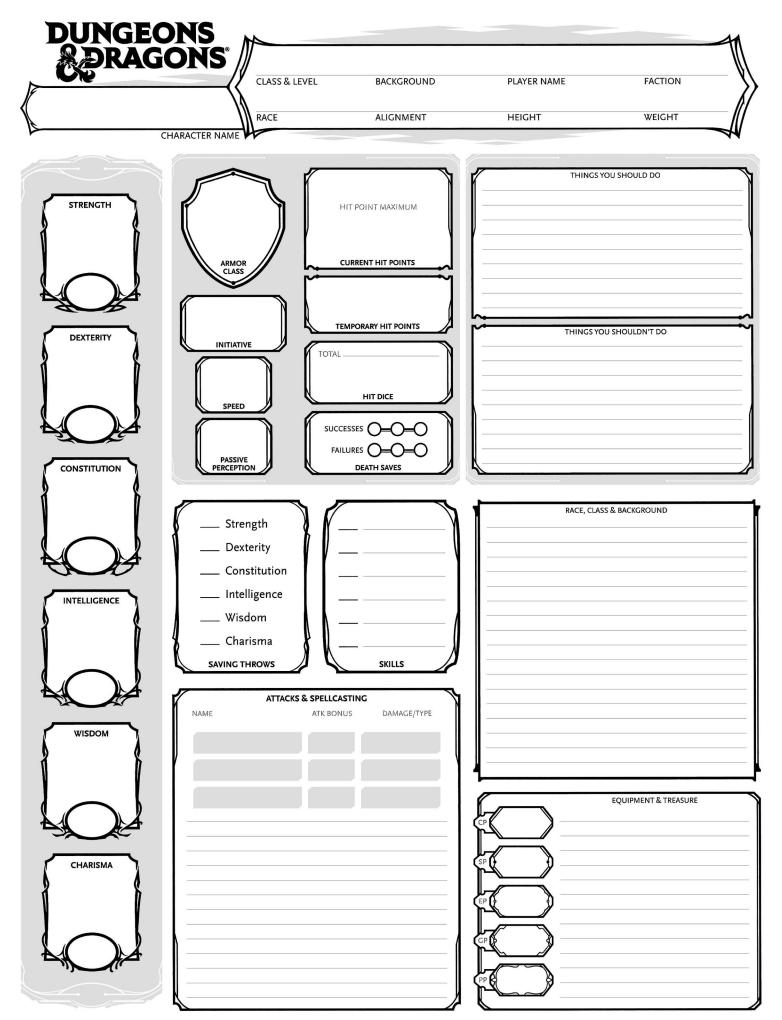












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