

Player Combat Menu for *D&D 5th Edition*

On Your Turn

- Move AND
- 1 Interact with Object AND
- Communicate AND
- 1 Action AND
- 1 Bonus action

On Another's Turn

- 1 Reaction (recharges on your turn)
Opportunity attack: attack creature moving out of your reach

Ranged Combat

Point Blank (incl. spells):

Disadvantage to attack targets within 5 ft

Long Range:

Disadvantage to attack targets at long range

Half Cover:

+2 AC and Dexterity saving throws

Three-quarters Cover:

+5 AC and Dexterity saving throws

Actions

- Attack (all attacks)
Grappling (replaces one attack): apply *Grappled* condition

Shoving (replaces one attack): knock target *Prone* or move it 5 ft away

Two-weapon fighting (Bonus action): when Attack with light melee weapon may attack with light melee weapon in other hand (or throw thrown weapon); no damage bonus.
- Cast spell
- Dash
Do another ■ Move
- Disengage
Deny opportunity attacks as you ■ Move
- Dodge
Visible attackers have *disadvantage*
- Help
Give *advantage* to ally within 5 ft on next attack roll
- Hide
- Ready
Set a triggered ■ Reaction for yourself
- Search
- Use an object
Do another ■ Interact with Object