

Dungeons & Dragons 5E Reference

Once per round

Actions

ATTACK

- Weapon
- Unarmed
- Improvised
- Grapple
- Shove
- Tumble

Cast a Spell

Dash

Disengage

Dodge

Help

Hide

Ready

Search

Use Object

Administer Potion

Cover

Half cover +2 AC & Dex saves

- Shooting through a creature counts as half cover

Three quarter cover

+5 AC & Dex saves

Interaction with Objects

Draw or sheathe a weapon

Open or close a door

Take an item from backpack

Put on or remove jewellery

Eat some food

Drink some liquid

Take coins from pouch

Throw a lever or a switch

Take an object from a shelf

Put on or take off a mask

Pull up or down a hood

Pick up item or Kick an item

Turn a key in a lock

Hand item to another player

Reactions

Opportunity attack

Readied action

Cast a reaction spell

Potions



Healing 2d4+2

Greater 4d4+4

Superior 8d4+8

Supreme 10d4+20