By sacrificing your movement & bonus action you are allowed to take 1 extra action on your turn.

Extra Action Guidelines

- Any dice you roll with this extra action will have disadvantage.
- If you are holding concentration on a spell when you take an extra action, then you have to roll to keep concentration before taking your extra action (You do not gain disadvantage for this concentration roll).
- If an opponent must make a saving throw against your action, then they gain advantage for that saving throw.

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