

D&D 5TH EDITION ACTIONS

IN ONE ROUND YOU MAY TAKE...

One Move Action

Move up to your speed on your turn.

Movement can be interrupted to perform any other action then finish afterwards.

One Action



Attack with a weapon or cast a spell.



Help gives an ally advantage to an ability check or attack.



Two-Weapon Fighting allows two attacks using a pair of light weapons, using your Bonus Action. (counts as one attack)



Hide gives you advantage to attacking visible foes and them disadvantage to hit you.



Grapple a foe with a free hand, using your Athletics vs their Athletics or Acrobatics. (counts as one attack)



Ready an Action performs a single action later in the round, using your Reaction, once a trigger occurs.



Dash allows you to move up to your speed, in addition to your Move Action.



Search devotes your turn to finding something. This may require a Perception or Investigation check.



Disengage from melee with a foe. Your movement no longer provokes attacks for this turn.



Shove lets you push a foe back 5 feet or knock them prone using Athletics vs their Athletics or Acrobatics. (counts as one attack)



Dodge to focus on defense. Attacks made against you have disadvantage.



Use an Object lets you activate or interact with an item that takes an entire action to function.

One Bonus Action (when granted)

Many class and racial features are performed as a bonus action on your turn. These will be specified as such (e.g., the second attack when using Two-Weapon Fighting is a Bonus Action).

One Reaction (if triggered)

You can use a reaction once at any point during the round until it is your turn again.

- ◆ Perform a single attack of opportunity.
- ◆ Use a Readied Action that has been triggered.
- ◆ Some spells can only be used as a reaction.

One Interaction

A short amount of speaking and a simple action (e.g., drawing a weapon).