

# COMBAT ACTIONS

## ON YOUR TURN (in any order)

### Movement

- ✦ Run up to your Speed
- ✦ Climb up to half your Speed
- ✦ Swim up to half your Speed
- ✦ Walk through Difficult Terrain up to half your speed
- ✦ Any other kind of movement, as determined by your DM

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### Action

- ✦ Attack
- ✦ Cast any spell listed as an Action
- ✦ Use any ability listed as an Action
- ✦ Dash (move up to your Speed)
- ✦ Disengage from a target without provoking an opportunity attack
- ✦ Dodge (attack rolls against you have Disadvantage if you can see the attacker and Dexterity saving throws have Advantage, until your next turn)
- ✦ Hide (attack rolls you make against creatures that cannot see you have Advantage and attack rolls from creatures that cannot see you have Disadvantage)
- ✦ Ready (select a trigger to react to with an action later in the combat order)
- ✦ Stabilize an unconscious creature
- ✦ Stand after being knocked prone
- ✦ Interact with complex objects
- ✦ Other actions of similar duration to the above

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### Bonus Action

- ✦ Attack with a second weapon
- ✦ Cast any spell listed as a Bonus Action
- ✦ Use any ability listed as a Bonus Action

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### Free Action

- ✦ Speak
- ✦ Interact with simple objects

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## ON OTHERS' TURNS (once per round)

### Reaction

- ✦ Opportunity Attack (attack a creature attempting to leave your melee range)
- ✦ Cast any spell listed as a Reaction
- ✦ Use any ability listed as a Reaction
- ✦ Perform a Readied Action