

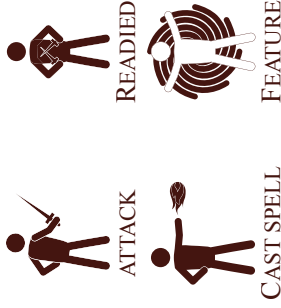
COMBAT ACTION



BONUS ACTION



REACTION



5 FT OF MOVEMENT



Movement and Position. You can use as much or as little of your speed as you like on your turn. Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

Breaking Up Your Move. You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

Moving between Attacks. If you take an action that includes movement even further by moving between those attacks. **Using Different Speeds.** If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

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Difficult Terrain. Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

Being Prow. You can drop prone without using any of your speed. Standing up takes more effort, doing so costs an amount of movement equal to half your speed. To move while prone, you must crawl or use magic such as teleporation. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

Moving Around Other Creatures. You can move through a nonhostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least one size larger or smaller than you. Remember that another creature's space is difficult terrain for you. Whether a creature is a friend or an enemy, you can't willingly end your move in its space. If you leave a hostile creature's reach during your move, you provoke an opportunity attack.

Flying Movement. If a flying creature is knocked prone, has its speed reduced to 0 or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover or it is being held aloft by magic.

Creatio Size. Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

Space. A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5ft wide, for example, but it does control a space that wide.

Squeezing into a Smaller Space. A creature can squeeze through a space that is large enough for a creature one size smaller than it. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

Reactions. Certain special abilities, spells, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack is the most common type of reaction. When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

Attack. You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

Cast a Spell. Each spell has a casting time, which specifies whether the caster must use an action, a bonus action, a reaction, minutes, or even hours to cast the spell. Casting a spell is, therefore, not necessarily an action. Most spells do have a casting time of 1 action.

Class Feature. Various Class Features let you perform a reaction. The Cutting Words feature, for example, allows a bard to take a Reaction.

Bonus Actions. Various class features, spells, and other abilities let you take an additional action on your turn called a bonus action. You can take a bonus action only when a bonus action, spell, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take. You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available. You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

Offhand Attack. Using Two-Weapon Fighting, when you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

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Class Feature. Various Class Features let you take a bonus action on your turn. The Cunning Action feature, for example, allows a rogue to take a Bonus Action.

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Attack. With this action, you make one melee or ranged attack. See the Making an Attack section for the rules that govern attacks.

Cast a Spell. Each spell has a casting time, which specifies whether the caster must use an action, a bonus action, a reaction, minutes, or even hours to cast the spell. Casting a spell is, therefore, not necessarily an action. Most spells do have a casting time of 1 action. Dash. You gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. Any increase or decrease to your speed changes this additional movement by the same amount. If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

Dodge. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

Help. The creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it isn't already making the check. You can't use this action to help a creature you can't see, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

Hide. When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules for hiding. If you succeed, you gain certain benefits, as described in the Unseen Attacks and Triggers section.

Adventuring and Triggers. Before the start of your next turn, you decide what circumstances will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. When the trigger finishes or ignores the trigger, when you ready a spell, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readyed, a spell must have a casting time of 1 action, and holding onto the spell's magic requires a concentration check. If your concentration is broken, the spell dissipates without taking effect.

Search. Depending on the nature of your search, the GM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

Use an Object. When an object requires your action for its use, you take the Use an Object action.

Feature. Various class features let you take an action on your turn.

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