

COMBAT ACTION



ATTACK



CAST SPELL



DASH



DISENGAGE



DODGE



HELP



HIDE



READY



SEARCH



USE OBJECT



FEATURE

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.

Disengage. 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 makes the check before the start of your next turn. Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, 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 Attackers and Targets” section.

Ready. You act using your reaction before the start of your next turn. You decide what circumstance 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 occurs, you can either take your reaction right after the trigger finishes or ignore 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 readied, a spell must have a casting time of 1 action, and holding onto the spell’s magic requires concentration. 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.