

BONUS ACTION



OFFHAND
ATTACK



CAST SPELL



FEATURE

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 special ability, 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.

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 take a bonus action on Your Turn. The Cunning Action feature, for example, allows a rogue to take a Bonus Action.