

COMBAT ACTION



ATTACK CAST SPELL



DASH



DISENGAGE



DODGE



HELP



HIDE



READY



FEATURE

SEARCH USE OBJECT

BONUS ACTION



OFFHAND
ATTACK



CAST SPELL



FEATURE

REACTION



ATTACK



READIED



CAST SPELL



FEATURE

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 can 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 more than one weapon attack, you can break up your 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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