

D&D 5th Edition Actions

These Are the Actions You Gain Each Round

One Action



Attack with either a weapon attack or an alternative attack (i.e. grapple, shove)



Help an ally by giving them Advantage on a specific action until your next turn



Cast a Spell with a casting time of one action



Hide from enemies by making a Dexterity (Stealth) roll



Dash by moving up to what your Speed allows



Ready an action for when a triggering event occurs



Disengage so movement does not provoke attacks of opportunity this turn



Search the area for hidden objects or people



Dodge, giving attackers Disadvantage until the start of your next turn



Use An Object, such as a magic items or some feature of the environment

One Bonus Action



Certain spells or abilities require a bonus action to be activated



If you used the Attack action, you can make an off-hand attack

One Move Action



Move up to what your Speed allows
Your movement can be broken up throughout your turn and actions
You can interact with one object for free as part of your move (or action)

One Reaction



You can make an attack of opportunity, use a Readied action, or perform some other task that requires a Reaction
Reactions can be taken at any point and refresh at the start of your turn

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