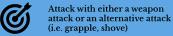
# D&D 5th Edition Actions

These Are the Actions You Gain Each Round

### One Action





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



Attack with either a weapon attack or an alternative attack



D&D 5th Edition Actions

These Are the Actions You Gain Each Round

One Action

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)



Cast a Spell with a casting time of one action

(i.e. grapple, shove)



Hide from enemies by making a Dexterity (Stealth)



Dash by moving up to what your Speed allows



Ready an action for when a triggering event occurs



Dash by moving up to what your Speed allows



Ready an action for when a triggering event occurs



Dodge, giving attackers

Disadvantage until the start of your next turn



Search the area for hidden objects or people



Disengage so movement does not provoke attacks of opportunity this turn



Search the area for hidden objects or people



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



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



**One Bonus Action** 

One Move Action

One Reaction

D&D 5th Edition Actions

These Are the Actions You Gain Each Round

One Action

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



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### 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)

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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# 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)

Cast a Spell with a casting

Dash by moving up to what

time of one action

your Speed allows



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



Hide from enemies by making a Dexterity (Stealth)



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



does not provoke attacks of opportunity this turn

Disengage so movement



Ready an action for when a triggering event occurs Search the area for hidden

Help an ally by giving them

Advantage on a specific action until your next turn

making a Dexterity (Stealth)

Hide from enemies by



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

Attack with either a weapon

Cast a Spell with a casting

Dash by moving up to what

(i.e. grapple, shove)

time of one action

your Speed allows

attack or an alternative attack



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

objects or people





Certain spells or abilities require a bonus action to be activated



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



Certain spells or abilities require a bonus action to be activated

Move up to what your Speed allows



**One Bonus Action** 

One Move Action

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)

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

### 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



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