

BEFORE, BETWEEN AND AFTER ACTIONS:

## Move your speed

IN ANY ORDER UNLESS STATED OTHERWISE:

Action

Bonus  
Action

One  
Interaction

WHEN TRIGGER OCCURS

## Reaction

### Movement:

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. For example, a fighter who can make two attacks and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.

### Actions:

Actions in combat include:

- Attack
- Search
- Use an object
- Drink a Potion of Healing
- Cast a spell
- Dash
- Disengage
- Dodge
- Help
- Ready Action to act on a triggering event

### 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 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.

### Reactions

Certain special abilities, spells, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack, described later in this chapter, is the most common type of reaction.

**When you take a reaction, you can't take another one until the start of your next turn.**

If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

### Interactions:

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

### Examples:

- Draw or sheathe a sword*
- Open or close a door*
- Withdraw a potion from your backpack*
- Pick up a dropped axe*

**You can communicate however you are able, through brief utterances and gestures, as you take your turn.**