

Your Turn

-Movement

-During your turn you can move a distance up to your speed. You can break up your movement using a portion of your speed before or after other actions you take on your turn, including between attacks. Movement through difficult terrain is twice as difficult, costing you two feet of movement for every one.

-Interaction

-During your turn you can communicate freely within the game (within reason). You can also interact with one object or feature for free as part of your movement or action.

Examples:

- Draw/sheath a weapon
- Open/close door
- Withdraw item from pack
- Pick up a dropped item
- Hand item to another player
- Throw lever/switch
- Turn key in lock
- Pull hood of cloak up/down

-Action

-Your action represents a major part of the turn. You can only perform one action per turn. The most common action is the 'attack' action, but there are a variety of other options.

Attack	Make a melee or ranged attack.
Cast Spell	Cast a spell you are able to cast. Spell must have casting time of '1 action'.
Dash	You may move an extra distance equal to your current speed.
Disengage	Your movement for the turn provokes no attacks of opportunity.
Dodge	Attacks against you have disadvantage, you have advantage on DEX saves.
Escape Grapple	Make athletics or acrobatics check contested by the grappler's Athletics check to escape a grapple.
Grapple	Forego's one weapon attack. See above for contest. Success grants target 'grappled' condition.
Help	Target gains advantage on next ability check.
Hide	Make stealth check to attempt to become hidden.
Improvise	Any action not described here, approved by GM.
Ready	Ready action for later in round. Decide circumstances that trigger the action.
Search	Nature of search determines perception or investigation check.
Shove	Roll same as grapple, but success knocks target prone or pushes it 5 ft away.
Stablize	Use healer's kit or medicine check (DC 10) to cause dying creature to become 'Stable'.

-Bonus Action

-Allows use of various class features, spells, and other abilities that specifically state their use as a bonus action. Only use once per turn.

-Reaction

-Action made in response to a trigger. Most common is opportunity attack.