

### **D&D 5E Player Turn Checklist**

- ☐ [M] Move (up to your speed)
- ☐ [A] Action
- ☐ [B] Bonus Action
- ☐ [I] Free Interaction (one small thing)
- ☐ [R] Reaction (when triggered)

Quick tip: Move before, after, or between actions; you don't have to use all your movement at once.

### **Common Player Actions**

Attack (melee or ranged)

Cast a spell (uses Action unless stated otherwise)

Dash — double your movement this turn

Disengage — avoid opportunity attacks when moving away

Dodge — give attackers disadvantage, you have advantage on Dexterity saves

Help — grant advantage to an ally's check or attack

Hide — attempt to become unseen or unnoticed

Search — look for traps, secret doors, or clues

Use an Object — interact with an item that requires an Action

Special class features — follow feature text for Action use

### **Bonus Actions, Free Interactions, Reactions**

- Bonus Action: Only available if a feature, spell, or item grants it.
- Free Interaction: One small interaction per turn (draw weapon, open door, pick up item). Extra interactions become an Action.
- Reaction: Triggers immediately when its condition occurs (opportunity attacks, Shield). One Reaction per round.

Short rule memory: Action > Bonus Action (if any) > Interaction (1) > Reaction (when triggered).

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### **DM Turn**

- DM moves and acts for monsters in initiative order.
- DM resolves environmental effects, traps, and simultaneous hazards.
- DM calls for saves, skill checks, or brief roleplay between actions.
- Use theater of the mind to keep scenes moving; call for short descriptions then resolve rolls.

### **Short Example Turn**

1. Move 20 ft to cover.
2. Attack with sword (Action).
3. Bonus Action: off-hand dagger attack.
4. Free Interaction: draw potion.
5. Reaction: opportunity attack if an enemy tries to run past later this round.

### **Handy Reference**

- You can: move, take one Action, maybe take one Bonus Action, interact with one object, use one Reaction.
- You cannot: take a Bonus Action unless you have one; take multiple Reactions in the same round; exceed your movement without spending it.

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