

5^{FT} OF MOVEMENT



Movement and Position. You can use as much or as little of your speed as you like on your turn. Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

Breaking Up Your Move. 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.

Using Different Speeds. You can move more than one speed, such as when you're swimming and then running. You can switch back and forth between your speeds during your move.

Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

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Breaking Up Your Move. 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.

Using Different Speeds. If you have more than one speed, such as a flying speed and a swimming speed, you can switch back and forth between your speeds during your move.

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Breaking Up Your Move. 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.

Using Different Speeds. You have more than one speed, such as walking, swimming, and flying. You can switch between them back and forth as often as you like during your move.

Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

5TH OF MOVEMENT



Movement and Position. You can use as much or as little of your speed as you like on your turn. Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However, you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

Breaking Up Your Move. 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.

Using Different Speeds. You can move more than one speed, such as a swimmer who has a 30-foot land speed and a 60-foot swim speed. You can use either speed during your turn, moving back and forth between your speeds during your move.

Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move, if the result is 0 or less, you can't use the new speed during the current move.

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Breaking Up Your Move. 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.

Using Different Speeds. If you have more than one speed, such as a swim speed, you can use a different speed to match back and forth between your speeds during your move.

Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

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Breaking Up Your Move. You can break up your movement on your turn, using some of your speed before and after your 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.

Using Different Speeds. You can move more than one speed, such as walking and flying, during your turn. You can move back and forth between your speeds during your turn.

Whenver you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

