

Skill Action

Each round you have another action you can take called the Skill Action.

During your turn, the Skill Action can be used to perform any active Intelligence, Wisdom, or Charisma skill check.

Your DM may also allow you to use the Skill Action when it is not currently your turn in response to enemy actions (for example, making an Arcana check when someone casts a spell, or making a Perception/Investigation/Insight check when an enemy does something).

If you have a feature that allows the use of Dexterity or Strength skill checks as a Bonus Action, you can also use those features with the Skill Action during your turn (for example, a Rogue with Cunning Action may make a Stealth check with their Skill Action).

Additionally, if you have a feature that lets you Dash, Dodge, or Disengage as a Bonus Action, you may instead use your Skill Action for those features during your turn.

If a Skill Action feature calls for a skill check opposed by another creature's skill, it means that they make a skill check to resist your effect (and you must have a higher skill check to succeed). This works similarly to the Grappling or Shoving rules.