



Combat Turn

Movement

You can move up to your speed, and this can be before, after, or in between your actions

Bonus Action

Sometimes, circumstances or special abilities allow you to use a bonus action. You only get one bonus action per round.

Main Action

You get to do one thing each turn, like attack or cast a spell.

Attack

Cast a Spell

Dash

Disengage

Dodge

Help

Hide

Ready

Search

Use an Object

Reaction

Reactions are interruptions of other turns, like readying a spell or an opportunity attack. You only get one reaction per round.

Advantage = 2d20, keep high

Disadvantage = 2d20, keep low

Making an Attack

1. Choose a target: within your range, whether that's melee, ranged, or a spell.

2. Make the attack roll: which is usually 1d20 + ability bonus + proficiency bonus + situational modifiers.

Melee attacks: Uses Strength (usually).

Ranged attacks: Uses Dexterity (usually).

Thrown weapons: Uses Strength (usually).

Finesse melee weapons: Uses Strength or Dexterity.

A natural 1 is a miss, and a natural 20 is a critical hit.

3. Resolve the attack: If you successfully hit. This is typically your weapon damage + your ability bonus (the same one used for the attack roll).

Attacks

There are several kinds of attacks you can make.

Melee Attack

Ranged Attack

Grappling

Shoving

Opportunity Attack

Two-Weapon Fighting