



# 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	Help
Cast a Spell	Hide
Dash	Ready
Disengage	Search
Dodge	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  $1d20 + \text{ability bonus} + \text{proficiency bonus} + \text{situational modifiers}$ . Melee attacks (usually) use strength and ranged attacks (usually) use dexterity. Thrown weapons can use strength, and finesse melee weapons can use 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	Opportunity Attack
Ranged Attack	Two-Weapon Fighting
Grappling	
Shoving	

