

# Dual wielding

## DnD 5e Quickref

### 1 Basic rules (PHB p.195)

- You must hold a light melee weapon in each hand
- You must take the Attack action with one of those to attack with the other
- The second attack uses your bonus action
- You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative
- If either weapon has the thrown property, you can throw it instead of making a melee attack with it
- Both attacks can target a different target and you can move between the attacks

### 2 Broken down

1. Hold a light melee weapon in each hand
2. Take the Attack action with one of the weapons
  - Attack roll:  $1d20 + \text{prof} + \text{STR}$  (finesse: DEX)
  - Damage roll: damage die + STR (finesse: DEX)
3. Take the Attack bonus action with the other weapon
  - Attack roll:  $1d20 + \text{prof} + \text{STR}$  (finesse: DEX)
  - Damage roll: damage die (no modifiers)

### 3 Some notes

- When a feature (ex. extra attack) activates when you use your Action to attack, it does not activate on your bonus action attack
- Features that activate 'on a hit' without explicitly requiring the Action (ex. sneak attack) can activate on your bonus action attack
- The 'Two weapon fighting' style allows you to add your ability modifier to the damage roll of the bonus attack
- You have the Bonus action required to make this bonus attack as long as you have a light melee weapon in each hand
- Using this rule one can make 3 attacks per round, without any other features
  1. On your turn using your Action
  2. On your turn using your Bonus action
  3. On another creature's turn as an Opportunity Attack using your Reaction