AttackPacket calls:

Attack event

* Martial Arts p 1,2
* Ki-Empowered Strikes

Attack roll event

* Cover
* Conditions
* Archery Fighting Style
* Protection Fighting Style

Attack result event

* Critical hits
* Improved Critical
* Superior Critical

Attack damage roll event

* Dueling Fighting Style
* Two-Weapon Fighting Fighting Style
* Most maneuvers
* Stunning Strike

Attack damage result event

* Great Weapon Fighting Fighting Style
* Deflect Missiles

Ability check roll event

* Remarkable Athlete p1

Ability check result event

* Remarkable Athlete p2

Saving throw roll event

Saving throw result event

* Indomitable
* Diamond Soul
* Evasion p1

Take Damage event

* Slow Fall
* Evasion p2

Use Action event

* Extra Attack
* Commander’s Strike
* Martial Arts p3
* Flurry of Blows

Move event

Start turn event

* Survivor

End turn event

Short rest event

Long rest event

Sources of move event

* Move action (choose path, uses speed, provokes OA, animates)
* Moving a fixed distance (choose path, doesn’t use speed, provokes OA, animates)
* Getting pushed (fixed square, doesn’t use speed, doesn’t provoke OA, animates)
* Teleporting with a spell (fixed square, doesn’t use speed, doesn’t provoke OA, doesn’t animate)

Uses of move event

* If X, the path move is interrupted

Opportunity Attacks

* Creatures have disadvantage on opportunity attack rolls against you
* You don’t provoke opportunity attacks from X creature
* A movement doesn’t provoke opportunity attacks
* When you hit with an opportunity attack
* Creatures provoke an opportunity attack when they enter your reach (after the move)
* Disengage doesn’t prevent opportunity attacks
* When a creature’s movement provokes an opportunity attack, you can do something else instead
* Creatures provoke an opportunity attack when they leave your reach (before the move)
* All your movement doesn’t provoke opportunity attacks
* Your mount’s movement provokes opportunity attacks that can target you or the mount
* You don’t provoke opportunity attacks when you leave a creature’s reach

OpportunityAttackEvent

Conditional amount - adds an amount based on a boolean function

* Defense Fighting Style
* Unarmored Defense
* Unarmored Movement

Possible actions

Queries

SquareQuery

BooleanQuery

SelectQuery

TaggedSelectQuery

DirectionQuery

PositionQuery?

PathQuery

MultiQuery<Q extends Query>