

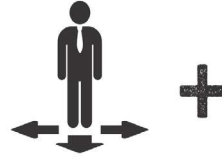
D&D 5.0 COMBAT REFERENCE SHEET



Each round represents 6 seconds in the game world. Anything a person could reasonably do in 6 seconds, your character can do in 1 round.

MOVE

- You don't have to move.
- Your total distance moved can not exceed your speed.
- You can move before or after you take an action / or you can move first, take an action, then move again.
- Your move can include jumping, climbing, swinging, or moving any way that your character is capable of.



Each round, during your turn, you can move and take one action.

ACTION

- You don't have to take an action.
- You can attempt to do anything that could be accomplished in 6 seconds or less.
- The most common action taken in combat is the attack action. (Refer to "Combat Actions" on back of this sheet.)
- If your action permits multiple attacks, you can move between attacks if you have not exceeded your speed.

OTHER THINGS YOU MAY DO ON YOUR TURN

INTERACT WITH ONE OBJECT

You can manipulate one object in an uncomplicated way. (i.e.):

- Draw or sheath a weapon
- Transfer item from one hand to the other
- Load crossbow
- Retrieve or put away a stored item
- Pick up an item
- Move an object
- Open a chest
- Open a door

Doing more than one of these things requires the use of an action.

MAYBE A BONUS ACTION

A special ability, spell, or other feature of the game may allow you take an additional action, called a bonus action. You are only allowed one bonus action in a round.(i.e.)

- If you have a short sword in one hand and dagger in the other, after using your action to attack with the sword, you can use a bonus action to attack with the dagger (refer to the rules on two-weapon fighting.)

DO OTHER SIMPLE ACTIVITIES

Within reason, you can do things that take little or no time and don't interfere with your movement.(i.e.):

- Drawing ammunition for use with a ranged weapon (such as arrows, bolts, sling bullets, or shuriken).
- Dropping an item to your feet or within 5 feet of your current location.
- Dropping to a prone position. (Standing up from prone, however, takes half of your movement for the turn.)
- Speaking

MAYBE A REACTION

A special ability, spell, etc. might allow you to react to a specific triggering event. You are only allowed one reaction in a round. Your reaction does not have to occur during your turn. If it occurs during another's turn, his turn is suspended until your reaction is resolved.(i.e.)

- Wizard's feather fall spell is triggered when the Wizard falls.
- If an opponent attempts to move past you / or attacks you then attempts to move away - you get a free opportunity attack.

If surprised, you lose your turn for the first round of combat. This includes losing use of any reaction for one round, measured from the beginning of combat until the start of your turn on round two.