Armor Class (AC)

10 + Dexterity Modifier + Armor

Rule: If the aggressor meets your AC, it beats your AC

Your Turn:

Movement

One Action

One Bonus Action

An Action Can Be:

Attack	Made on melee or ranged attack
Cast a Spell	Cast a known spell, depending on the casting time specified
Dash	Take a second movement
Disengage	Your movement doesn't provoke attacks of opportunity
Dodge	Until your next turn, all attacks against you, from attackers you can see, are at disadvantage
Help	▸ Provide a creature with advantage on the next skill check ▸ Provide a friendly creature advantage on their first attack against an enemy withing 5ft of you
Hide	Make a Stealth Check in an attempt to hide
Ready	Prepare an action to use as your reaction when a certain triggering action happens (ie. the enemies are within hitting distance)
Search	▸ Perform a Wisdom (Perception) or Intelligence (Investigation) check to find something
Use an Object	Interact with an object (drink a potion, items that spedify you must use your action, take a second free action)
Grappl-e/Shove	Attempt to grapple/shove a creature no larger than one size bigger than you

Movement:

- ▸ Move up to your full movement speed in increments of 5ft. This can be split to perform an attack
- ▸ Stand Up (takes half of max movement)
- ▸ If you (or an enemy) leave a creature's reach, you provoke an attack of opportunity

Attacking:

Attack	To hit: d20 + Ability Modifier + Proficiency Bonus
Damage	Weapon specific die + Ability Modifier

Anyone Else's Turn:

One Reaction

Reaction (1/Turn)

- ▸ Attack of opportunity
- ▸ Make one melee attack as a creature leaves your reach
- ▸ Perform a readied action
- ▸ Cast a reaction spell

Bonus Action (1/Turn):

Offhand attack

Cast a bonus action spell

Class Actions such as:

- ▸ Barbarian: Enter/Exit Rage
- ▸ Bard: Give Bardic Inspiration
- ▸ Druid: Enter/Exit Wild Shape
- ▸ Fighter: Second Wind
- ▸ Monk: Unarmed Strike
- ▸ Rogue: Dash, Disengage or Hide
- ▸ Sorcerer: Convert between spell slots and sorcery points

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Free Actions (1/Turn):

- Draw/sheathe a weapon
- Open/close doors
- Take a potion from your backpack
- Grab/move/place items
- Hand an item to another player
- Interact with most items

Combat Modifiers

Melee Attack	D20 + Strength Modifier + Proficiency
Ranged Attack	D20 + Dexterity Modifier + Proficiency
Spell Attack	D20 + Spellcasting Modifier + Proficiency
Spell Save	8 + Spellcasting Modifier + Proficiency

Spellcasting Modifiers

Charisma	Bards, Paladins, Sorcerers, Warlocks
Intelligence	Rogues, Wizards
Wisdom	Druids, Rangers

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