



## QUICK COMBAT GUIDE

Determine Surprise

Establish Positions

**Roll Initiative**

**Take Turns**  
STARTING WITH THE HIGHEST INITIATIVE

### ON YOUR TURN

YOUR CHARACTER GETS 6 SECONDS TO...

#### Move

UP TO YOUR SPEED, BROKEN UP AS DESIRED

#### Interact

A MINOR ACTION

- SAY SOMETHING WITTY
- DRAW OR SHEATHE A SWORD
- WITHDRAW AN OBJECT FROM YOUR BACKPACK
- TAKE A BAUBLE FROM A TABLE
- THROW A LEVER OR SWITCH
- TAP THE FLOOR WITH A 10- FOOT POLE
- OPEN OR CLOSE A DOOR
- PICK UP A DROPPED WEAPON
- REMOVE A RING FROM YOUR FINGER
- PULL A TORCH FROM A SCOURCE
- PULL YOUR HOOD OVER YOUR HEAD

#### Take an Action

YOUR TURN'S MAIN ACTION

ATTACK

CAST A SPELL

DASH

DISENGAGE

DODGE

HELP

HIDE

READY

SEARCH

USE AN OBJECT

#### Reaction

ONCE PER ROUND AT ANY TIME

OPPORTUNITY ATTACK, SPECIAL ABILITY, OR SPELL AS AN INSTANT RESPONSE TO A TRIGGER

Designed by Paul Alquist-Harris

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#### Take a Bonus Action

OFF HAND ATTACK OR BONUS ACTION AS SPECIFIED BY ABILITY OR SPELL

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