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

Take an Action
Your turn's main action

Interact
A minor action
- Say something witty
- Draw or sheath 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 sconce
- Pull your hood over your head

Use an object

React a Bonus Action
Off hand attack or bonus action as specified by ability or spell

Reaction
Once per round at any time
Oppportunity attack, special ability, or spell as an instant response to a trigger

Quick Guide

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Your character gets 6 seconds to...