



Action	Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, First Aid
Bonus Action	Class Features, Spells, Abilities
Movement	Walking Speed, Half Movement to Stand Up, Can break up movement between Actions and Bonus Actions
Reaction	Special Abilities, Spells, Held Actions, Opportunity Attack

Surprise: If you're surprised, you can't move or take an Action on your first turn of the combat, and you can't take a Reaction until that turn ends. A member of a group can be surprised even if the other Members aren't.

Initiative: A skill check with a D20 roll + Dexterity Modifier (and other applicable bonuses) to determine Turn Order.

First Aid: You can use your Action to administer first aid to an Unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

Bonus Action Spells: A spell cast with a bonus action is especially swift. You must use a bonus action on your turn to cast the spell, provided that you haven't already taken a bonus action this turn. You can't cast another spell during the same turn, except for a cantrip with a casting time of 1 action.

Attack Rolls: All rolls to attack are made with a D20 + the appropriate skill modifier used for the weapon + proficiency bonus IF you are proficient with the weapon you are using. If the collective roll meets or beats the Armor Class of the target, it hits and you can roll damage.

Damage Rolls: Each weapon/attack has unique damage rolls. Roll the respective dice and add the appropriate modifiers outlined by the attack type if your attack hit. Proficiency is NOT included in damage rolls, only attack rolls.

Communicating: On your turn, you can speak, gesture, or however else you can communicate. However, these should be brief, given that a turn traditionally lasts about 6 seconds.



Turn Planner (With Example)

Character Geoffrey the Fox **Hit Points** 43 **Armor Class** 15

Action	2 Longbow shots at Goblin #2
Bonus Action	Hunters Mark on Goblin #2 (Before Action)
Movement	Move 20 Feet away from enemies
Description	Taz dips through the low limbs and branches while readying arrows, firing them at the goblin attacking Sheila.

Prepared Rolls: Longbow: $D20 + 4(\text{Dex Mod}) + 3(\text{Proficiency})$ Damage: $D8(\text{Weapon}) + D6(\text{Hunter's Mark}) + 4(\text{Dex Mod})$ piercing damage

Action	
Bonus Action	
Movement	
Description	

Prepared Rolls:

Action	
Bonus Action	
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Description	

Prepared Rolls:



Turn Planner

Character

Hit Points

Armor Class

Action	
Bonus Action	
Movement	
Description	

Prepared Rolls:

Action	
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Description	

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