

Jacker Honeyfist stars in...

# THE ADVENTURER'S GUIDE TO



## ACTIONS IN COMBAT!

A Tableside Guide for D&D 5e Basics

By @pom.machine on Instagram  
<https://ko-fi.com/pommachine/shop>

## TERMS TO KNOW:

**ABILITY CHECK:** Specific roll you make when you try to do something that involves a skill

**ADVANTAGE:** Roll 2d20 and take the higher roll

**ATTACK OF OPPORTUNITY:** A reaction attack made when an opponent moves out of reach

**CONCENTRATION:** Some spells require you to concentrate. If you lose concentration for any reason, the spell will drop.

**CONTESTED:** When two people roll ability checks or compare stats to see who succeeds against the other

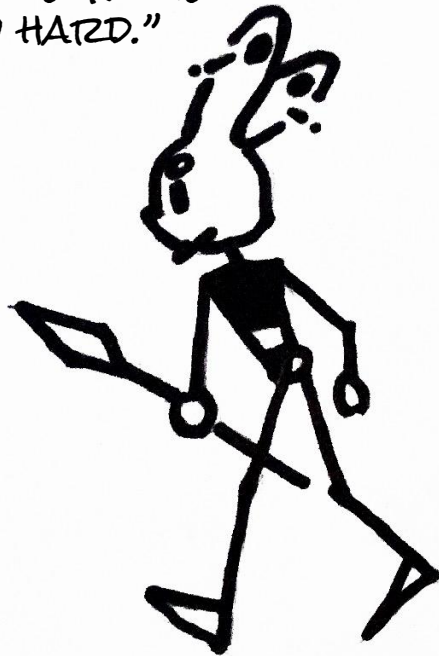
**DISADVANTAGE:** Roll 2d20 and take the lower roll

**WALKING SPEED:** How far your character can walk in one round of combat

# ATTACK!!

Use your action to attack someone with your stabbies (weapons) or your meaty paws (hands/feet). Pretty straightforward!

"I'M GONNA STAB THAT ZOMBIE IN THE FACE SO HARD."



# CAST A SPELL!!

Use one of them there spells you might have to do all sorts of things!

Make sure you check the casting time, range, target, and duration.

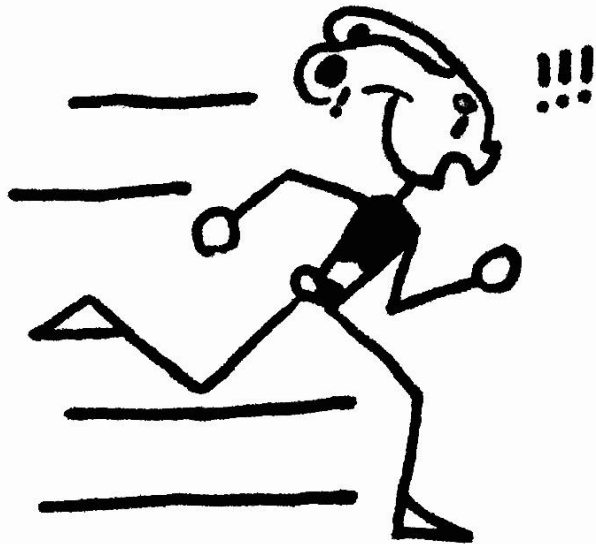


"DON'T JUST SLING RANDOM SPELLS ALL OVER THE PLACE!"

## DASH!!

Take your action to move double the amount of your current speed.

If your speed is being affected, your dash is as well.



GOTTA GO FAST!

## DISENGAGE!!

Spend your action blocking any attacks of opportunity while you move.

MISS ME WITH THAT SHI-

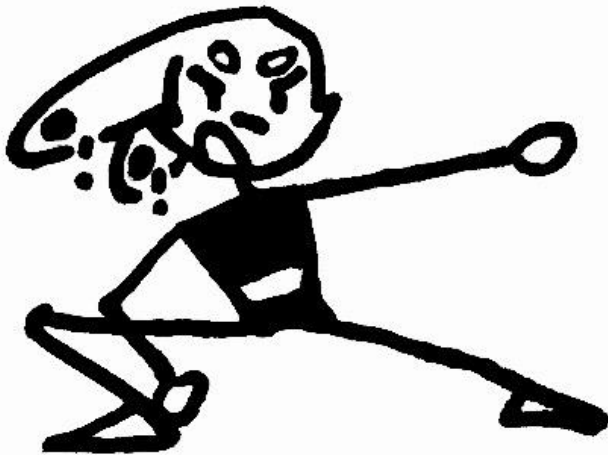


## DODGE!!

Fend off any attacks coming your way as your action.

You have advantage on Dexterity saving throws, and attacks from people you can see are disadvantaged.

FLOAT LIKE A  
BUTTERFLY...



## HIDE!!

Make a Stealth check as your action to tuck yourself somewhere safe. On a success, you get advantage on attacks, while others are disadvantaged when attacking you.

In order to find you, they have to make a contested Perception check against whatever your stealth was

Once you attack or your presence is somehow made known, you lose those advantages.

HEHEHEHEHE



# HELP!!

Be a friend! Describe how you're going to give someone assistance. They'll get advantage on their next ability check or attack, depending on what you're helping with. If they don't do the thing you're helping with before your next turn, then the help dissolves and they don't get the advantage.

JUST HOLD HIM  
STEADY...



This can also be used outside of combat!

# SEARCH!!

Put your whole attention and action into looking for something. Usually you'll be making a Perception or an Investigation check, but it's all up to the circumstances!

"THERE'S ALWAYS A SECRET  
PASSAGE BEHIND A BOOKCASE."

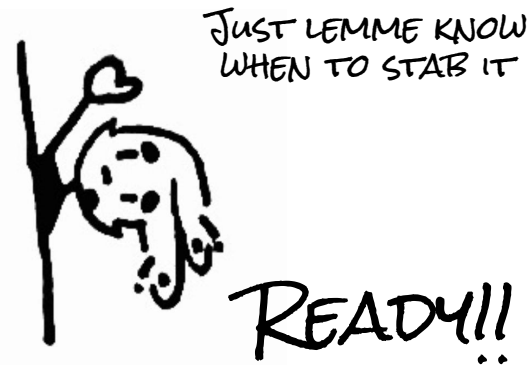


# USE AN OBJECT!!

You can use most objects without using your action, however! Some objects will require you take your whole action to interact with them, as well as if you want to mess with a second object.



"I'M GONNA YEET THIS AT THAT THING'S FACE, WATCH-"



You can spend your action preparing to do something as a reaction to a trigger of your choice. You need to say exactly what your trigger and readied action will be. If you don't use your readied action before your next turn, it'll go away.

WITH SPELLS, you're required to be concentrating on having your spell ready, so any concentration spell you had going will stop. If you break concentration before you can cast, or you don't cast before your next turn, your spell is lost and you lose a spell slot.

## THINGS TO DO ON YOUR TURN:

**MOVE!** - Check your walking speed, and make sure you know how many feet are in a square. You can split your movement through your turn!

**ACTION!** - Take your main action! The ones in this book are the basics, but you may have actions specific to your character's build

**BONUS ACTION!** - If available, take your second, special action! Not everyone has this, so be sure to check if you do

**COMMUNICATE IN-CHARACTER!** - Not required, but free to do and very much encouraged!

**USE A SINGLE ITEM!** - Most of the time you will be able to interact with one object, if you'd like to

**YOU DO NOT HAVE TO DO THESE IN ANY SPECIFIC ORDER!!**

## DISCLAIMER!!

The info here is an accurate simplification of what the book states, **BUT!!**

All Dungeon Masters are different. If you're a DM, don't be afraid to mess around with these! Your table might work with something different than what the book says. Be sure to go over any homebrew or house rules in your Session Zero. That includes you as well, players!

**REMEMBER,** we play D&D to have fun and play some make believe! It's okay to do so however you and your party feel good with. Now that that's done...



**HAVE FUN AND GET SOME ACTION, ADVENTURERS!**