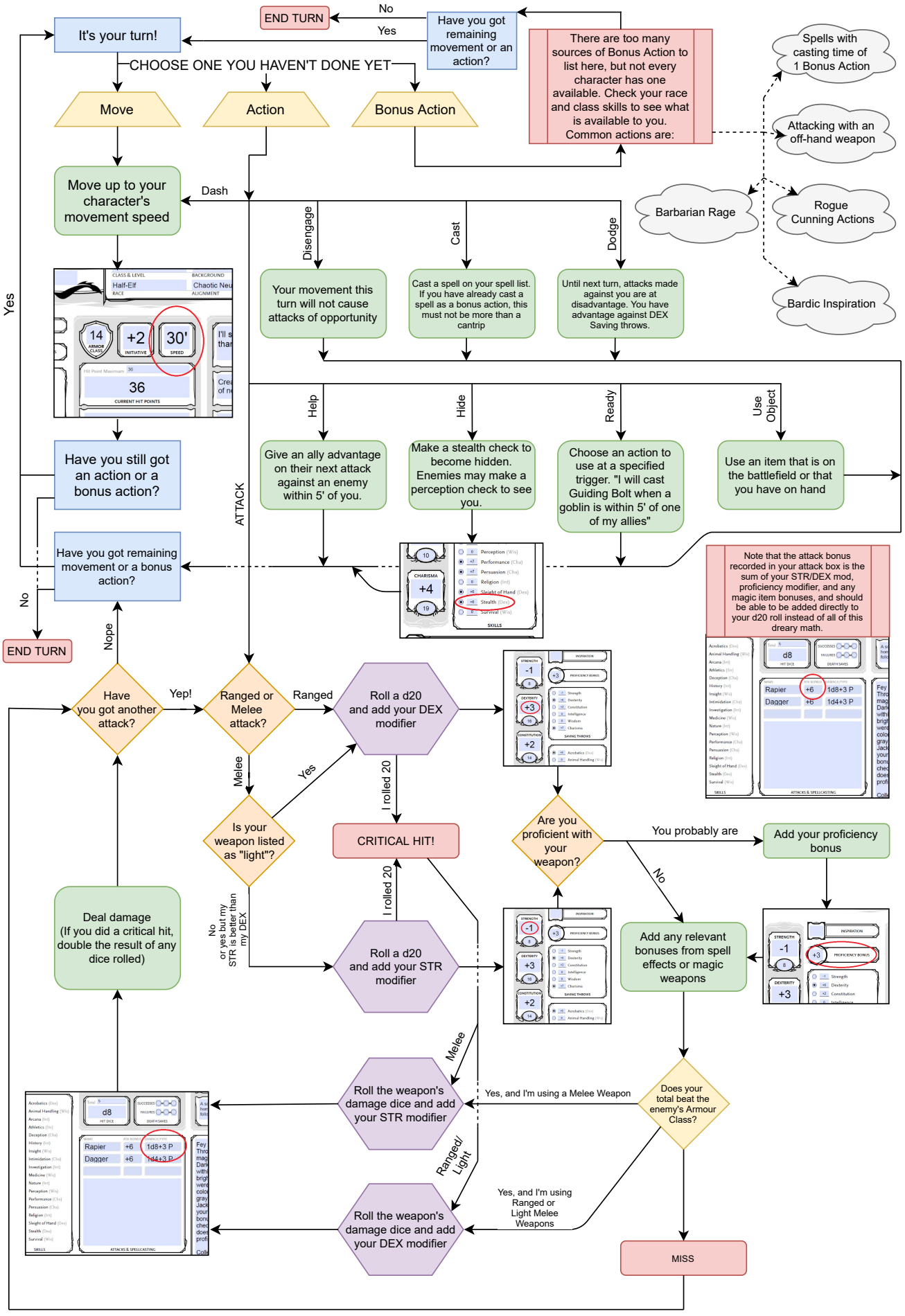
It's your turn!
Have you got remaining movement or an action?
No
Yes
END TURN
CHOOSE ONE YOU HAVEN'T DONE YET
Move
Action
Bonus Action
There are too many sources of Bonus Action to list here, but not every character has one available. Check your race and class skills to see what is available to you. Common actions are:
Spells with casting time of 1 Bonus Action
Attacking with an off-hand weapon
Barbarian Rage
Rogue Cunning Actions
Bardic Inspiration
Move up to your character's movement speed
Dash
Disengage
Cast
Dodge
Your movement this turn will not cause attacks of opportunity
Cast a spell on your spell list. If you have already cast a spell as a bonus action, this must not be more than a cantrip
Until next turn, attacks made against you are at disadvantage. You have advantage against DEX Saving throws.
Yes
Half-Elf
Chaotic Neu
14
+2
30'
36
Have you still got an action or a bonus action?
Help
Hide
Ready
Use Object
Give an ally advantage on their next attack against an enemy within 5' of you.
Make a stealth check to become hidden. Enemies may make a perception check to see you.
Choose an action to use at a specified trigger. "I will cast Guiding Bolt when a goblin is within 5' of one of my allies"
Use an item that is on the battlefield or that you have on hand
ATTACK
Have you got remaining movement or a bonus action?
No
END TURN
CHARISMA
+4
Note that the attack bonus recorded in your attack box is the sum of your STR/DEX mod, proficiency modifier, and any magic item bonuses, and should be able to be added directly to your d20 roll instead of all of this dreary math.
Nope
Have you got another attack?
Yep!
Ranged or Melee attack?
Ranged
Roll a d20 and add your DEX modifier
Melee
Yes
Is your weapon listed as "light"?
I rolled 20
CRITICAL HIT!
Are you proficient with your weapon?
You probably are
Add your proficiency bonus
No
Deal damage (If you did a critical hit, double the result of any dice rolled)
No or yes but my STR is better than my DEX
Roll a d20 and add your STR modifier
Add any relevant bonuses from spell effects or magic weapons
Melee
Roll the weapon's damage dice and add your STR modifier
Yes, and I'm using a Melee Weapon
Does your total beat the enemy's Armour Class?
Ranged/ Light
Roll the weapon's damage dice and add your DEX modifier
Yes, and I'm using Ranged or Light Melee Weapons
MISS
Rapier
Dagger
1d8+3 P
1d4+3 P