D&D Encounter Cheatsheet

You get **1 turn per round**.

Each round lasts **6 seconds (in-game)**.

Four Parts

- **Movement**: Go somewhere.
- **Action**: Do something.
- **Bonus Action**: Do something small.
- **Reaction**: Respond to something.



During Your Turn

Movement

- **Maximum range:** Your speed.
- **Split movement:** Move, attack, then keep moving. Entirely legal.

Bonus Actions

- **Drink one potion:** Alternatively, use your **Action** to guarantee the full effect.

Anything else is character-specific, check your skill/spells.

Action

- **Attack:** One by default, two if you have "Extra Attack".
- **Magic:** Cast a spell, or use a magic item.
- **Dash:** Double movement range this turn.
- **Disengage:** Prevent opportunity attacks if you move.
- **Dodge:** Attacks against you have disadvantage, until your next turn.
- **Grapple:** Stop a creature from moving and gives disadvantage if they attack anyone but you.
- **Help:** Give your ally advantage on their next roll.
- **Hide:** Roll a stealth check to become unseen.
- **Interact:** One free object interaction per turn, second is an action.
- **Ready:** Prepare a **Readied Action**, as a **Reaction** to something that's about to happen.
- **Search:** Roll a wisdom check to look for something.
- **Shove:** Push a creature away from you (potentially knock it over).

Outside of Your Turn



Reactions

- **Opportunity Attack:** Attack an opponent within your reach, if they move away.
- **Readied Action:** If you used the **Ready** action... this is it.
- **Reaction Spells:** Shield, counterspell, etc.

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