

ROLEPLAY TACTICS 1.1

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THIS IS PLAYTEST MATERIAL

The DnD material in this article is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your DnD campaign but not refined by full game design and editing. They aren't officially part of the game and aren't created by the Wizards of the Coast team.

These Reactions can be taken by any character as long as they can give a reasonable explanation as to how they would accomplish this task. The goal of this ruleset is to increase player awareness on other's turns and make for a more interactive experience. These rules also help fill out the gap in available reactions found in the basic ruleset.

Example- The Rogue wants to use Combat Tactics to aid their Ranger after they've been cornered by an orc. To accomplish this the Rogue uses their reaction to toss one of their daggers at the orc. The orc reacts to block the incoming blade, giving the ranger an opening for a quick attack with their scimitar. The Ranger may now add an additional 1d4 to their attack roll thanks to the Rogues use of Combat Tactics.

REACTIONS

RETREAT

As a reaction, you may call out to your ally warning them of incoming danger. The target creature may immediately move 10 ft. in any direction.

COMBAT TACTICS

As a reaction, you may aid your ally in their next attack. The target creature may roll an additional 1d4 on their next attack roll this round.

BATTLE POSITIONING

You're quick enough on your feet to make a split reaction to reorient yourself on the battlefield. As a reaction, you may move up to 10 ft. while still provoking opportunity attacks.

DEFEND

As a reaction, you're able to defend against one incoming melee attack. Roll 1d4 and remove it from the damage of the incoming attack.

HELPING HAND

As long as you're within 5 feet of an ally you may use your reaction to aid them with the task they're undertaking. Your ally can add 1d4 to their next skill check this round.

LEG UP

As long as you're within 5 feet of an ally when they're jumping. You may use your reaction to add your strength to theirs when calculating jump distance.

ADDITIONAL BONUS ACTIONS

COMBAT FOCUS

As a bonus action you focus your next attack to add additional damage equal to 1 x your level.

INTERACT

As a bonus action you may Interact with an object or creature, as long as the interaction is minimal.

USE A MINOR OBJECT

As a bonus action you may use a minor object.

Examples- Drink a potion, light a lantern, tie a rope, throw a rope.

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