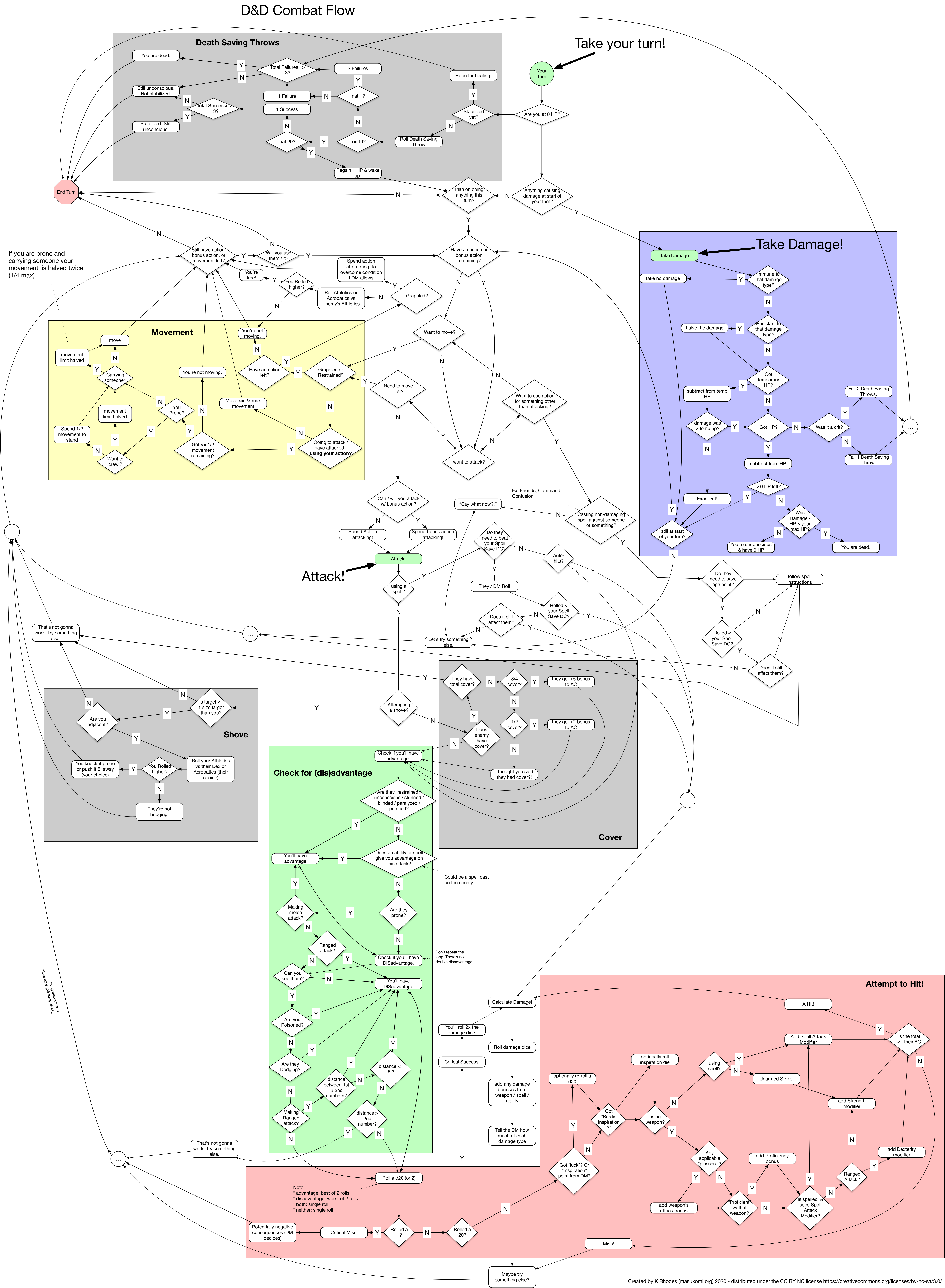


D&D Combat Flow



Take your turn!

Take Damage!

Attack!

Attempt to Hit!

Check for (dis)advantage

Movement

Death Saving Throws

If you are prone and carrying someone your movement is halved twice (1/4 max)

There's one got a bit long roll contribution...

Note:
* advantage: best of 2 rolls
* disadvantage: worst of 2 rolls
* both: single roll
* neither: single roll