ACTIONS

Outside of combat, there are no predefined actions in D&D, you are limited only by your imagination! But to get you started and give you an idea of what sort of things you can do and the abilities that might be tested in doing so, I have created a basic list of actions:

MOVEMENT

Outside of combat, movement is pretty unrestricted. But if that movement is deemed difficult or dangerous, the DM may ask you to roll for it:

- It is important to describe your party's marching order when moving - who is leading, flanking the sides or following up the rear?
- Attempt to sneak through a passageway undetected - may require a stealth test
- Crossing a narrow and rickety bridge - may require an agility test
- Swimming across a fast moving river - may require an athletics test

COMMUNICATION

When communicating with NPCs (Non-Player Characters) you can do so in a myriad of different ways:

- Want to charm someone? - may require a charisma test
- Or maybe threaten someone? - may require an intimidation test
- Feel like bluffing? - may require a deception test
- Is someone is lying to you? - may require an insight test

INVESTIGATION

D&D is as much about exploration and adventure as it is combat, don't forget to look around:

- You enter a room and glance around for anything out of the ordinary - this would fall under a perception check as it is pretty non-specific
- You reach a suspicious clearing perfect for an ambush - take a perception check to see if you can spot any signs of enemies nearby
- You wish to search a body for cause of death or to loot it - take an investigation check
- You want to track a creature through a wooded area - a survival check would determine if you can spot any footprints or broken branches nearby

OTHER

As I said, you can literally do whatever you want in D&D, well... you can try at least!

- Seduce a dwarf - roll for charisma
- Pickpockets in a crowd - roll for sleight of hand

ASSISTING ANOTHER PLAYER

Whether you want to help another player threaten someone or search a body, rather than both rolling to see if one of you succeeds, you would instead assist the active player, which would give them advantage on their roll.

(Advantage means rolling 2 d20 dice instead of 1 and you choose the highest number as your result!)