

Combat Turn Comparison: D&D 5E vs Nimble 5E

Phase	D&D 5E	Nimble 5E	Time Savings
Initiative	Roll d20 + modifier, track full turn order	Roll d20 once; result determines how many Actions you get on round 1	✅ No need to track full initiative order; play proceeds clockwise or narratively
Turn Structure	Move → Action → Bonus Action → Reaction	3 Actions per turn (used for anything); reactions cost future Actions	✅ Unified action economy simplifies choices and speeds up resolution
Attack Resolution	Roll to hit → check AC → roll damage → add modifiers	Roll damage die directly; 1 = miss, max = exploding crit	✅ Removes hit roll and AC check; fewer steps per attack
Critical Hits	Roll to hit → confirm crit → double dice	Max roll = crit → roll again and stack damage	✅ Faster crit resolution, more exciting outcomes
Bonus Actions	Only usable if granted by class/feature	Treated as standard Actions or free once per round	✅ No confusion over bonus action eligibility or tracking
Movement	Separate from Action economy	Costs 1 Action to move	✅ Encourages tactical choices; simplifies turn flow
Spellcasting	Spell slots by level; action economy varies	Mana pool; most spells cost 2 Actions	✅ Easier resource tracking; faster casting decisions
Damage vs Armor	Compare attack roll to AC; modifiers vary	Armor affects damage directly (Medium = no mods, Heavy = half damage)	✅ No math for modifiers or AC checks; faster resolution
Monster Turns	Full action economy; track HP, modifiers, AC	Same structure; simplified armor and damage	✅ Easier monster management; faster encounter pacing

Where Nimble Gains Efficiency

- **Fewer dice rolls per attack:** No hit roll, just damage.
- **No AC math:** Armor affects damage directly.
- **Unified action system:** No parsing between move/action/bonus/reaction.
- **Streamlined initiative:** No full turn order tracking.
- **Simplified spellcasting:** Mana pool replaces slot-level bookkeeping.
- **Minion rules:** No HP tracking; roll all minions at once.
- **Reactions with cost:** Encourages tactical use without slowing play.