

Outside of Combat

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|------------------------------|
| Move |
| Talk |
| Start Combat |
| Perform an everyday activity |
| Perform a skill |

Skill Options

| | |
|--|---|
| Everyday Activity | Normal skills that everyone does for example, making a bed, or tea. No drama, no roll. |
| Trivial Action for one Skilled | Things that are trivial for someone skilled, and your character has the skill, for example making pasta if you have cook. |
| Using a Skill Your Character Does Not Have | This will be a percentile roll based on affinities and situation starting from 00% to 10% |
| Using a Skill Your Character Has | Roll your skill % modified based on situation and a second time to check your work. |

Inside Combat

| | |
|-----------------------|-------------------------|
| Parry | Usually Free |
| Dodge | Usually 1 Action |
| Attack at Melee | 1 Action |
| Attack at Range | 1 Action |
| Use a Psionic Ability | 1 Action |
| Cast a Spell | Actions Depend on Level |
| Move | 1+ Actions |
| Use a Skill | 1+ Actions |

Spell Timings

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|---|-----------|
| Levels 1-5 | 1 Action |
| Levels 6-10 | 2 Actions |
| Level 11+ | 3 Actions |
| Spell details may alter the timing, read your spells carefully. | |



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Not published yet.
 Last updated 3rd October, 2020.
 Page 1 of 1.

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