Outside of Combat

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

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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