

## ACTION RESOURCES

Action



Special



Ability



Reaction



## ACTIONS IN YOUR TURN

**Move (1 Action)** - move your movement in tiles.

**Use a Skill (???)** - Use a Skill, using the required action resource and Skill resource.

**Interact (1 Action)** - Do something in the environment.

**Attack (1 Action)** - Target a character within your attack range. Allows that target to either dodge or block. If not dodged make a Critical roll and deal your power as damage to the target.

**Aid (1 Action)** - Grant a target within 1m a Shield (Level + 3).

**Switch equipment (1 Action)** - switch equipment, either two small items or one big item or armor.

**Small interact (1 Special)** - Do something small in the environment.

**Dash (1 Special)** - move one tile.

## SKILL RESOURCES

Common



Rare



Epic



Ultimate



## ACTIONS TO ON A SPECIFIC MOMENT

**Dodge (2 Reactions)** - Once attacked or targeted by a Skill, attempt a dodge roll to avoid damage/effects.

**Block (1 Reaction)** - Once attacked or targeted by a Skill (which does not deal true damage), attempt a block roll to reduce damage.

**React (1 Reaction)** - Do something small based on someone else's action.

**Focus (1 Ability)** - Make an ability roll in order to determine the success of an ability related action. It can go with a special or action depending on the action.

**Save (1 Ability)** - Once targeted by a Skill with a savable effect, attempt a save roll to avoid/reduce negative effects.

**Brace (1 Reaction)** - Before making a saving roll, increase your save height by 3.