Default

These skills are innate to everyone.

Target Tier 0
AP: None
Timing: A
Targeting: Single
~
Visually detect a target to perform actions on.
Functions passively.
~
Targeting Success: [Perception] * [Target Visibility Modifier] - [Distance to Target]

React Tier 0
AP: Mental
Timing: A
Targeting: Self
~
Detect an incoming action from a Target and respond with an action that occurs at the same
time if in the same or higher time class. Only consumes AP if there is an action to check against.
~
Reaction Check: ([Reactor Speed] + [Reactor Perception]) * [Actor Visibility Modifier] > [Actor Speed]

Evade Tier 0
AP: Physical
Timing: D
Targeting: Self
~
Avoid an attack
~
Evade: ([Speed] * 0.5 + [Evasion] + [Stamina]) / [Visibility Modifier] > [Attack Accuracy]

Melee Tier 0
AP: Physical
Timing: D
Targeting: Single

~
Strike a target with your melee weapon.
~
Range: 0
Accuracy: [Aim] + [Speed]
Damage: ([Strength] + [Stamina]) * [Object Damage Multiplier] * (1+ [Dmg Multiplier 1] + [Dmg Multiplier 2] ...)

Move Tier 0
AP: Physical
Timing: D
Targeting: Self
~
Move 1 Tile
~