# Combat Planning

## Basic Action Types

### Grab Item

|  |  |
| --- | --- |
| **Cursor** | C:\Users\Sebastian\Code\EvilTemple\bin\data\art\interface\cursors\Map_GrabHand_Closed.pngMap\_GrabHand\_Closed.png |
| **Examples** | All non-usable items on the ground. |
| **Range:** | Adjacent |
| **Combat Only** | No |

### Use Item

|  |  |
| --- | --- |
| **Cursor** | C:\Users\Sebastian\Code\EvilTemple\bin\data\art\interface\cursors\Map_GrabHand_Open.png  Map\_GrabHand\_Open.png |
| **Examples** | All usable items on the ground. I.e. Chests, Teleporter Icons |
| **Range:** | Adjacent |
| **Combat Only** | No |

### Use Key

|  |  |
| --- | --- |
| **Cursor** | C:\Users\Sebastian\Code\EvilTemple\bin\data\art\interface\cursors\HaveKey.png  HaveKey.png |
| **Examples** | Locked chests and doors, where the key is in the parties inventory. |
| **Range:** | Adjacent |
| **Combat Only** | No |

### Pick Lock / Deny Picking

|  |  |
| --- | --- |
| **Cursor** | C:\Users\Sebastian\Code\EvilTemple\bin\data\art\interface\cursors\Locked.png  Locked.png |
| **Examples** | Locked chests and doors, where the key is NOT in the parties inventory. |
| **Range:** | Adjacent |
| **Combat Only** | No |

### Move

|  |  |
| --- | --- |
| **Cursor** | C:\Users\Sebastian\Code\EvilTemple\bin\data\art\interface\cursors\feet_GREEN.png  feet\_GREEN.png (If movement will movement equivalent action) OR  C:\Users\Sebastian\Code\EvilTemple\bin\data\art\interface\cursors\feet_RED.png  feet\_RED.png (If movement is impossible) OR  C:\Users\Sebastian\Code\EvilTemple\bin\data\art\interface\cursors\feet_YELLOW.png  feet\_YELLOW.png (If movement will take full action) |
| **Examples** | On worldmap |
| **Range:** | Depends on race/buffs |
| **Combat Only** | Yes |

### Ranged Attack

|  |  |
| --- | --- |
| **Cursor** | C:\Users\Sebastian\Code\EvilTemple\bin\data\art\interface\cursors\arrow.png arrow.png (if target in line of sight) C:\Users\Sebastian\Code\EvilTemple\bin\data\art\interface\cursors\arrow_INVALID.png  OR arrow\_invalid.png (if target is NOT valid) |
| **Examples** | On enemies with a ranged weapon equipped. |
| **Range:** | Infinite, mali for range apply |
| **Combat Only** | Yes & no. Triggers combat. |

### Melee Attack

|  |  |
| --- | --- |
| **Cursor** | C:\Users\Sebastian\Code\EvilTemple\bin\data\art\interface\cursors\Sword.png  sword.png (if target is in melee range) C:\Users\Sebastian\Code\EvilTemple\bin\data\art\interface\cursors\Sword_INVALID.png  OR sword\_invalid.png (if target is NOT valid) |
| **Examples** | On enemies with a melee weapon equipped. |
| **Range:** | Close, depends on weapon type and reach |
| **Combat Only** | Yes & no. Triggers combat. |

### Cast Spell

|  |  |
| --- | --- |
| **Cursor** | C:\Users\Sebastian\Code\EvilTemple\bin\data\art\interface\cursors\UseSpell.png  UseSpell.png (if target is valid for spell & in line of sight/range) C:\Users\Sebastian\Code\EvilTemple\bin\data\art\interface\cursors\UseSpell_INVALID.png  OR UseSpell\_invalid.png (otherwise) |
| **Examples** | Casting any sort of spell. |
| **Range:** | Depends on the spell. |
| **Combat Only** | No. May start combat. |