**DnD**

**Rules of the Game**

**Actions:** Player will have a set of movements and actions when it comes to battle

* **Movement**: Player can move within appropriated space
* **Action**: Player takes action in whatever form of object/item use, attacking, or skill/magic use.
* **Bonus Action**: Like Action you can use this if you have a weapon or object/item in your off hand. (Must have dual wield to use weapon)
* **Reaction**: Player can set parameters so that they can act when they are met.

**\*Note that the player can take these actions in any form of order**

**Non-Combat:**

When player is not in action they are in the Scenario and players can move freely, prepare for next senario and take actions to however the Dungeon Master sees fit, Rests can be taken as well and only at this time.

**Skills:**

Skills work on a limited number of casts whether it be combat ability or magic.

Skills usually reset after a Rest is taken during scenario not combat however special skills have a daily limit as well.

(OPR) skills that reset Once Per Rest

(OPD) skills that reset Once Per Day