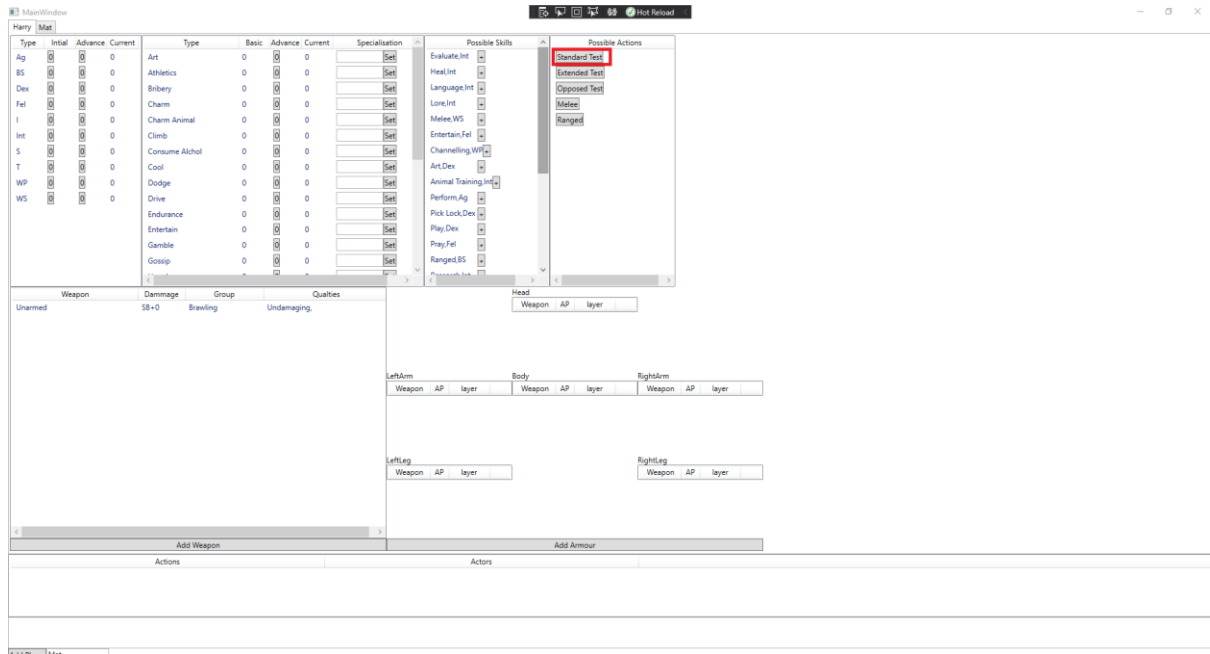


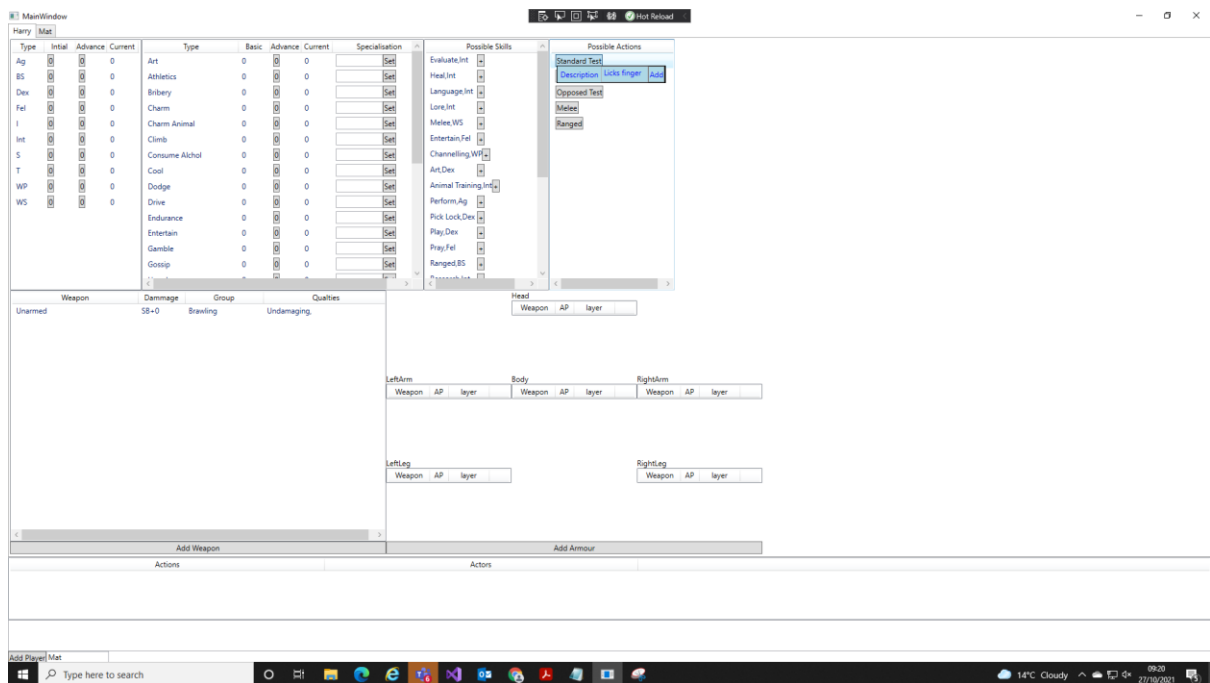
## Simple actions

First click on the actor who will be carrying out the action.

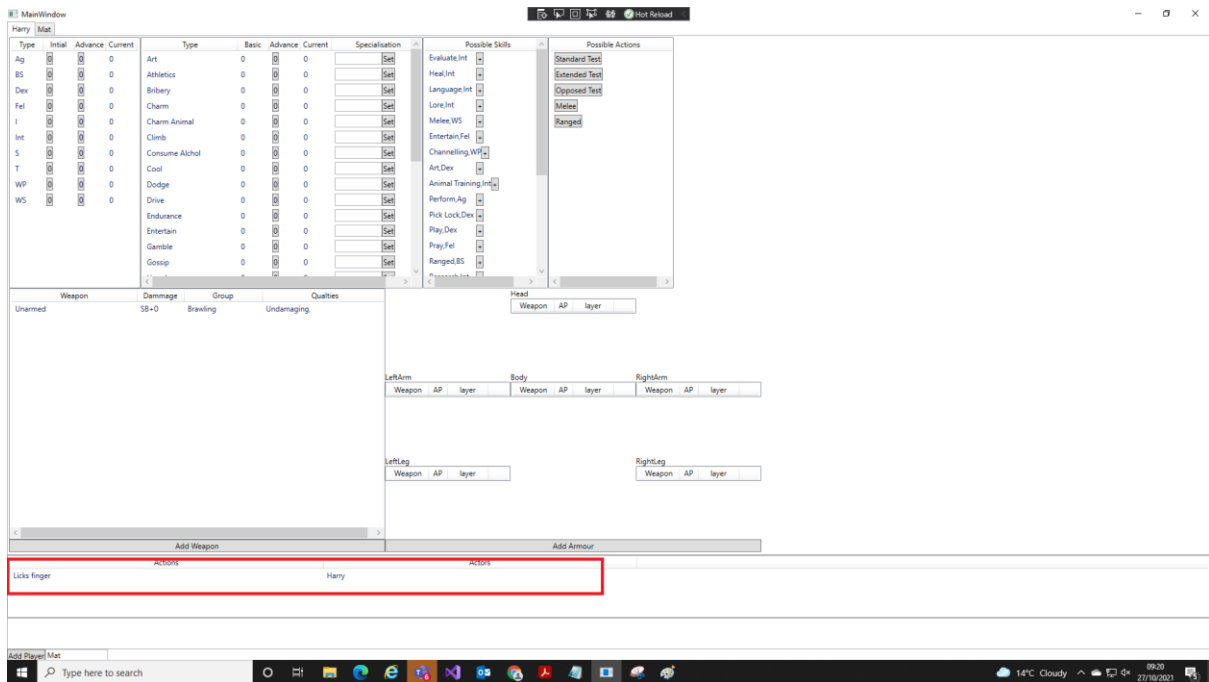
Then add the action by clicking on the action button in possible actions.



Then add a description (optional) and add.



This will create an action in the action lock window at the bottom.



To complete the action click on it to get the action window

The screenshot shows the 'ActionWindow' for the 'Licks finger' action. It contains the following elements:

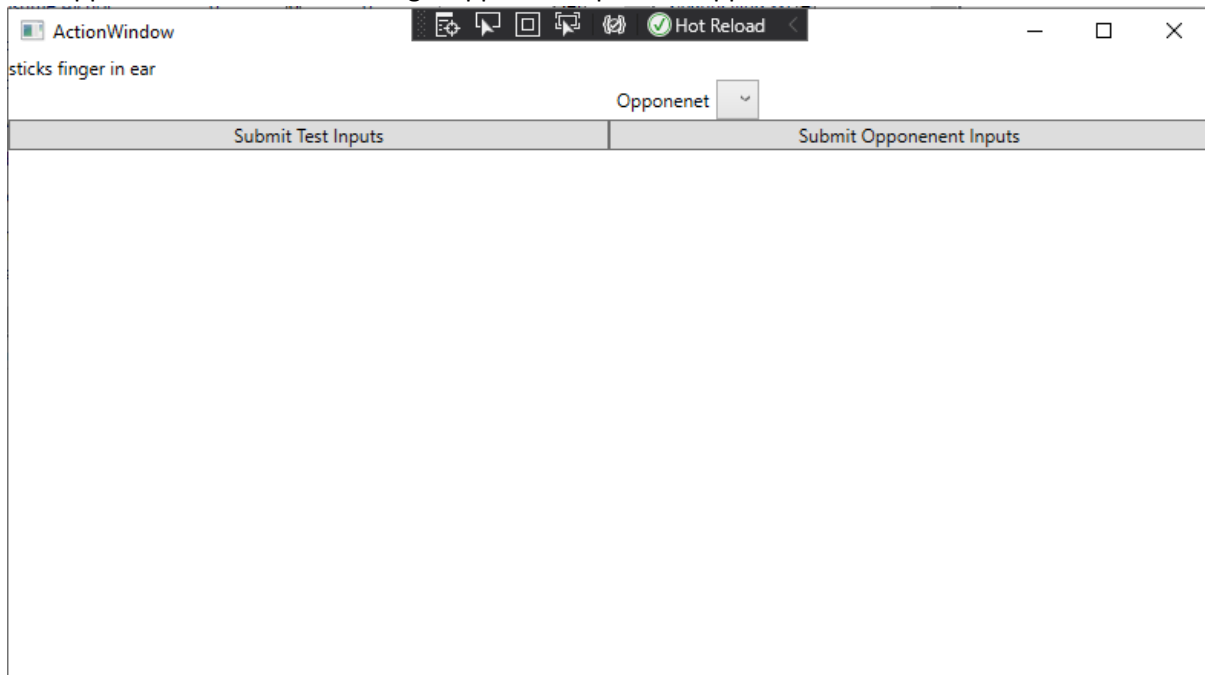
- Test Difficulty:** A text input field.
- Test Roll:** A dropdown menu with 'Roll' selected.
- Computer Roll:** A text input field.
- Test Skill:** A dropdown menu.
- Submit Test Inputs:** A button to submit the test inputs.
- Submit Opponent Inputs:** A button to submit opponent inputs.

This has a number of inputs on the left hand side. All need to be submitted to complete the action. So fill them out by selecting a difficulty, type in a roll then selecting the skill to complete the test. Once all have been filled out click submit test button.

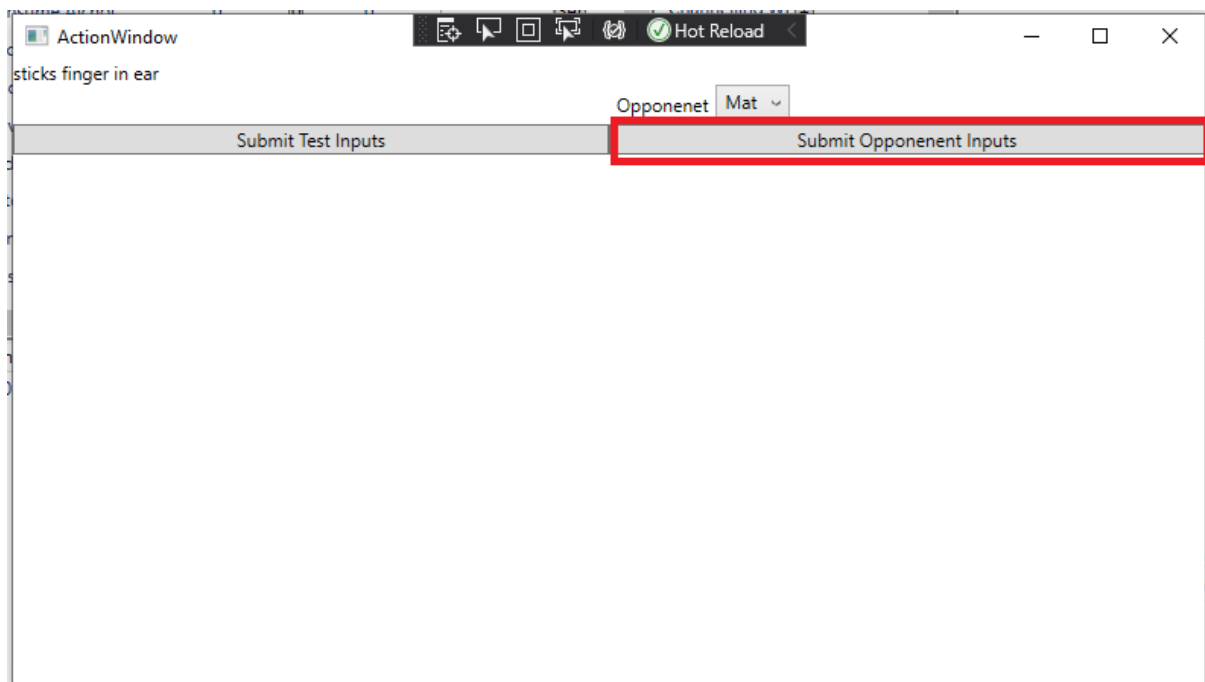


## Opposed actions

The opposed test starts with a single opponent input: the opponent.



Select it then submit opponent inputs.



You will now see that there are two columns of inputs,

ActionWindow

Hot Reload

sticks finger in ear

Test Roll

12

Computer Roll

Defenders Roll

Roll

Computer Roll

Test Skill

Athletics(00)

Defenders Skill

Submit Test Inputs

Submit Opponent Inputs

fill them out and submit one column at a time.

ActionWindow

Hot Reload

sticks finger in ear

Test Roll

Roll

Computer Roll

Defenders Roll

14

Computer Roll

Test Skill

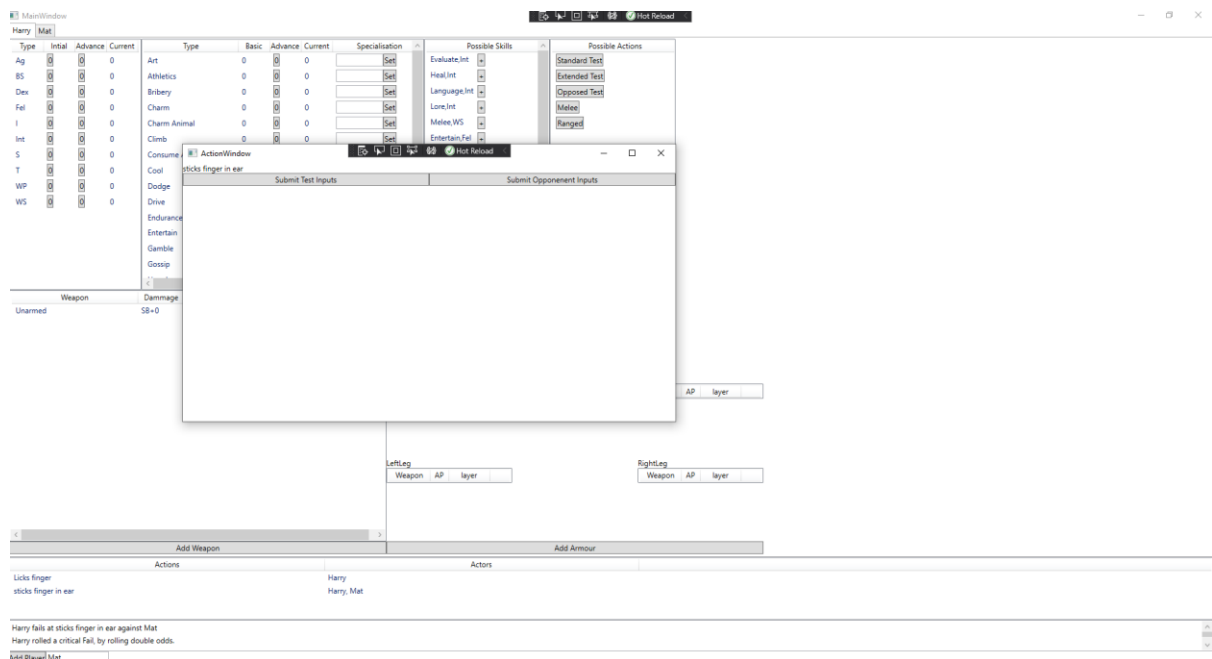
Defenders Skill

Athletics(00)

Submit Test Inputs

Submit Opponent Inputs

Once both are completed the action shows no more inputs and the result of the action is in the results log.



## Modifiers

Some test have modifiers. For example the simple test at the beginning had a simple difficulty modifier.

However modifiers can be more complicated. The range input takes multiple modifiers and sums them., so you might be shooting at a mousntrous target at extreame range. Slelect both modifiers and the test will be the two difficulties summed

