Fimbulvinter: Controls and Inputs List

Input/Control	Purpose	Why
A/D	Move forwards/backwards	Common movement keybinds when paired with W/S. Familiar area of the keyboard for gamers.
Space	Jump	Common Keybinding for Jump
Left Shift	Sprint	Common keybind for sprint, due to proximity to movement keys.
C	Crouch	"C" for crouch - once pressed, must be pressed again to stand.
Escape	Open Menu	Commmon Keybinding for Menu
J	Open Quest Journal	"J" for journal - also seen in other RPGs
I	Open Inventory	"I" for inventory - also seen in other RPGs
U	Open Equipment Screen	Seen in KOTOR, is away from the movement keys to avoid mis-clicks.
P	Open Stats Screen	"P" for person/ality - also seen in other RPGs
Left Mouse	Interact/Swing Weapon	Common Keybinding for interact
Right Mouse	Block	Common Keybinding for block (should be close to Swing Weapon)
H	Switch Weapons	Though I have also considered using H (seen in KOTOR2), this is closer to the other weapon functions, and is also common for games.
Left Mouse Hold	Draw back ranged	Common Keybinding for Ranged
R	Heal	Close to movement keys (which will likely be used in combat), and is the same as the "reload" key in other RPGs, meaning it's an easy reach. Considered H for "Heal", but it's too far away when both hands are occupied.