



TALES OF ARGOSA COMBAT FLOW

Combat Begins

Moves

Charge	Stand up From Prone <i>Unless Luck (Dex)/GM Call</i>
Intercept (Initiative/Dex)	Melee to Close Range (5 - 30 ft)

Actions "Something you can do within a few seconds"

Charge	Ranged Attack	Sheathing / Stowing Weapon/Item	Drinking Potion
Exploit			
Melee Attack	Sorcery (Spell Cast, Blessings)	Dodging	Activating Magical Item
		Picking Something Up	

