

Turn, Explanation of a:

There are two types of turns in Evolution. The Melee Turn , and the Travel Turn.

Melee Turn:

Each time a player takes his or her turn to do something during an encounter or situation.

Travel Turn:

Each time the Game Master, roll the D20 to check for an encounter as you travel through a region (whether soloing, or in a company). A Travel Turn is one full day (24 hours).