-5 OR MORE O'

COMBAT ACTIONS

AIM (3/-1)
ATTACK (Varies/-1)
COORDINATE ATTACK (5/None)
DASH (3/-2)
FLURRY (Varies/Varies)
JOIN BATTLE (Varies/-0)
JUMP (5/-1)
GUARD (3/None)
INACTIVE (5/Special)
MISCELLANEOUS ACTION (5/Varies)
READY WEAPONS (5/-1)
RISE FROM PRONE (5/-1)
SIMPLE CHARM (6/-1)
SHAPE SORCERY (5/Varies)
CAST SORCERY (Varies/-0)

MASS COMBAT

CAST SPELL (5/-2) CHANGE FORMATION (5/-1) CHARMS

- REFLEXIVE (Unlimited per tick)
- OTHER (As normal combat)
 DISENGAGE (0/None)
 INITIATE DUEL (Varies/-1)
 MERGE UNITS (3/-1)
 RALLY (4/-1)

SIGNAL UNITS (3/-0) SPLIT UNIT (3/-1) TURN (3/-1)

SOCIAL COMBAT

ATTACK (Varies/-2)
COORDINATE ATTACK (5/None)
DASH (3/-3)
FLURRY (Varies/Varies)
GUARD (3/None)
INACTIVE (5/Special)
JOIN DEBATE (Varies/None)
MISCELLANEOUS ACTION (5/-2)
MONOLOGUE/STUDY (AIM) (3/-2)
READ MOTIVATION (5/-2)
SIMPLE SOCIAL CHARM (6/-1)