

COMMON ACTIONS

Join Battle	Varies	-0	Physical Attack	Varies	-1	Coordinate Attack	5	-0
Ready Weapon	5	-1	Social Attack	Varies	-2	Simple Charm	6	-1
Guard	3	-0	Dash	3	-2	Rise from Prone	5	-1
Move	0	-0	Jump	5	-1	Miscellaneous	5	Varies
						Inactive	5	Special



COMMON ACTIONS

Join Battle	Varies	-0	Physical Attack	Varies	-1	Coordinate Attack	5	-0
Ready Weapon	5	-1	Social Attack	Varies	-2	Simple Charm	6	-1
Guard	3	-0	Dash	3	-2	Rise from Prone	5	-1
Move	0	-0	Jump	5	-1	Miscellaneous	5	Varies
						Inactive	5	Special