Forebearers UI

With a character selected, right clicking on an entity will cause a ring of categories to pop up (the sims)

Each ring has a default value (fixed, most common, last used) and expands into more values when moused over.

The values collapse after mousing over the center, another ring, or left clicking anywhere

Invalid options will either not appear or be greyed out

Target

Name

* Social (friendly)
  + Talk
  + –romance options-
  + Beckon
  + Follow
* Hostile
  + Attack
  + Stalk/Observe
  + Threaten
  + Rob
  + Burn/Ignite
  + Execute
  + Steal/Pickpocket
* Business
  + Trade
  + Bribe
  + Gather resource
  + Use equipment/work
  + Build Structure
* Special Actions
  + Government Actions
  + Job Actions
  + Title Actions
  + Building Upgrade (selected from building)