Attack	**Attack**	**Attack**
High	**Low**	**Mid**
x3 +2	**x3 +2**	**x3 +2**
Variant	**Variant**	**Variant**
Defend	**Defend**	**Defend**
High	**Low**	**Mid**
x2 +1	**x2 +1**	**x2 +1**
Variant	**Variant**	**Variant**
Grapple	**Grapple**	**Grapple**
High	**Low**	**Mid**
x3 +3	**x3 +3**	**x3 +3**
Variant	**Variant**	**Variant**

Attack	Attack	Attack
High	Low	Mid
x1 +4	**x1 +4**	**x1 +4**
Variant	Variant	Variant
Defend	**Defend**	**Defend**
High	Low	Mid
x0 +3	**x0 +3**	**x0 +3**
Variant	Variant	Variant
Grapple	**Grapple**	**Grapple**
High	Low	Mid
x1 +5	**x1 +5**	**x1 +5**
Variant	Variant	Variant