Overall CS

Cognitive Processing (CP)
Cognitive Processing is the act of processing the sensory information of which you are provided.

Cognitive Attention (CA)
Cognitive Attention consists of utilizing your cognitive resources towards certain details while filtering out irrelevant information.

Cognitive Memory (CM)
Cognitive Memory involves the retaining, storage, and retrieval of information when presented with it. This includes the capability of recalling details from memory when needed.

Cognitive Knowledge (CK)
Cognitive Knowledge is the compilation of known facts to build an internal depiction of it within your cognitive space to use later.

Cognitive Learning (CL)
Cognitive Learning comprises accession of information obtained through memory and using it to create a process of improvement or adaptation. This utilization of learning as a form of adaptation can be either intentionally or unintentionally

Cognitive Thinking (CT)
Cognitive thinking is where concepts and mental representations are considered and manipulated, this can overlap into other categories as well, such as reasoning, decision-making, problem-solving, and more.

Overall Understanding

Opponent Analysis

Opponent Profiling is the extrapolation of information about something, based on known qualities

Weakpoints Detection (WD)

Weakpoint Detection is the observation and identification of a weakpoint in your opponent

Game Sense

Game sense is the awareness of your surrounding area, including all of the contents within it

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Mentality

Mental Fortitude

Mental fortitude is the ability to have strength in the face of adversity

Determination

Determination is the emotion of persevering to meet a difficult goal

Stress Tolerance

Stress Tolerance is the capacity to endure pressure

Endurance

Style Derivation is the processing and implementation of another's combat style

Combat Style

Application
Application is the use of employing something for a specific purpose
Style Derivation (SD)
Style Derivation is the processing and implementation of another's combat style

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Overall Management

Risk Management (RM)
Risk Management is the identification and minimization of risks
Capability Management (CM)
Capability Management is the managing of your capabilities so that you don't lose your position
Neutralization Management (NM)
Neutralization Management is the managing of your own inner impulses and actions while in combat, it is the act of neutralizing thoughts that might lead you in a worse position.
Knowledge Management (KM)
Knowledge Management is the managing of your knowledge, whether that's by concealment or usage of it in more manipulative ways in combat

Overall Techniques

Technique Competency (TC)
Skill Competency is the navigation and efficient use of techniques
Technique building (TB)
Technique Building is the active pursuit and building on your education and overall skills, it requires a more hands on approach rather than passivity

Game Theory

Game theory is defined by decision making behind strategies for those dealing with competitive situations

Overall Strategy

Strategy is generally planning to achieve one's goals in conditions of uncertainty

Overall Tactics

Tactics are a short series of actions with the aim of achieving short-term goals

Improvisation

Improvisation is performance without preparation or just spontaneous action

Foresight

Foresight is the prediction of future events

Situations

Fixed Situation
A Fixed-Situation is defined by a set rules and regulations to follow when in combat, a restrictive system.
Non-Fixed Situation
A Non-Fixed Situation is primarily just a situation not defined by regulation or rules, combat where everything goes
Dynamic Situation
A Dynamic Situation is usually aroused by constant new elements at play and counteraction to those constantly changing variables

This is still in the development stage