

	Basic	Expert	Martial Arts	Assassin
1	# of Attacks: +2 Pull Punch: +2 Roll w/Impact: +2	# of Attacks: +2 Pull Punch: +2 Roll w/Impact: +2	# of Attacks: +2 Pull Punch: +3 Roll w/Impact: +3	# of Attacks: +1 Strike: +2
2	Parry: +2 Dodge: +2	Parry: +3 Dodge: +3	Parry: +3 Dodge: +3 Strike: +2 Disarm: +2	# of Attacks: +2
3	Karate Kick: 2D4 Snap Kick: 1D6	Strike: +2	Karate Kick: 2D4 Any 4 foot strikes (no Leap Kick)	Pull Punch: +3 Roll w/Impact: +3
4	# of Attacks: +1	# of Attacks: +1	# of Attacks: +1	Damage: +4 Disarm: +4
5	Strike: +1	Karate Kick: 2D4 Any 2 kicks of choice	Jump kicks (all)	# of Attacks: +1
6	Critical: 19-20	Critical: 18-20	Critical: 18-20	Parry: +3 Dodge: +3 Body Flip/Throw
7	Damage: +2	W.P. Paired Weapons	W.P. Paired Weapons	Knockout/Stun: 17-20
8	Body Flip/Throw	Body Flip/Throw Disarm	Leap attack (critical strike)	# of Attacks: +1
9	# of Attacks: +1	# of Attacks: +1	# of Attacks: +1	Karate Kick: 2D4 Any 2 kicks of choice (no jump kicks)
10	Pull Punch: +2 Roll w/Impact: +2	Damage: +3 Pull Punch: +2	Back Flip Attack Initiative: +1	Critical: 19-20
11	Parry: +1 Dodge: +1	Knockout/Stun: 18-20	Damage: +4	Strike: +2
12	Strike: +1	Parry: +2 Dodge: +2	Parry: +2 Dodge: +2	Death Blow: 20
13	Critical/Knockout (Behind)	Critical/Knockout (Behind)	Knockout/Stun: 18-20	# of Attacks: +1
14	Damage: +2	# of Attacks: +1	# of Attacks: +1	Damage: +2
15	# of Attacks: +1	Death Blow: 20	Death Blow: 20	Strike: +2