

	None	Basic	Expert	Martial Arts	Assassin	Commando
1	# of Attacks: +1 NCA: +2	# of Attacks: +4 Pull Punch: +2 Roll w/Impact: +2	# of Attacks: +4 Kick: 1D8 Pull Punch: +2 Roll w/Impact: +2	# of Attacks: +4 Pull Punch: +3 Roll w/Impact: +3 Body Flip/Throw	# of Attacks: +3 Strike: +2 W.P. Paired Weapons	# of Attacks: +4 W.P. Paired Weapons Body Block/Tackle Save vs. Horror Factor: +2
2		Parry: +2 Dodge: +2	Parry: +3 Dodge: +3 Pull Punch: +1	Parry: +3 Dodge: +3 Strike: +2 Any Karate hand strike/punch	Initiative: +1 # of Attacks: +2	Initiative: +1 Strike: +1 Parry: +2 Dodge: +2 Roll w/Impact: +3 Pull Punch: +3 Backward Sweep Kick
3	# of Attacks: +1 Dodge: +1 NCA: +1	Kick: 1D8	Strike: +2 Disarm: +2 Karate Punch (2D4)	Initiative: +1 Karate Kick: 2D6 Any foot strike (no Leap Kick)	Karate Punch: 2D4 Pull Punch: +3 Roll w/Impact: +2	Initiative: +1 Disarm: +1 Karate punch: 2D4
4		# of Attacks: +1	# of Attacks: +1	# of Attacks: +1	Karate Kick: 2D6 Damage: +4 Initiative: +1	# of Attacks: +1 Karate Kick: 2D6
5		Strike: +1 Disarm: +1	Karate Kick: 2D6	Leap Kick: 3D8 (two attacks) Entangle: +2	# of Attacks: +1 Strike (thrown): +1	Auto-Dodge: +2 Any foot strike
6	NCA: +2	Critical: 19-20	Critical: 18-20	Critical: 18-20	Parry: +3 Dodge: +3 Entangle: +2 Backhand Strike: 1D6	Initiative: +2 Strike: +1 Parry: +1 Dodge: +1 Body Flip/Throw: +1
7		Damage: +2	W.P. Paired Weapons Backhand Strike (1D4)	W.P. Paired Weapons Perform Holds Disarm: +2	Knockout/Stun: 17-20 Leap Kick: 3D8 (two attacks)	Damage: +2 Save vs. Horror Factor: +1 Disarm: +1 Auto-Dodge: +1 Pull Punch: +2
8		Body Flip/Throw	Body Flip/Throw	Back Flip Back Flip Escape	# of Attacks: +1 Strike (guns): +1 Initiative: +1	# of Attacks: +1 Jump Kick Body Flip/Throw: +2 Roll w/Impact: +1 Death Blow: 18-20 Pull Punch: +2
9	# of Attacks: +1 NCA: +1	# of Attacks: +1	# of Attacks: +1 Disarm: +1	# of Attacks: +1	Initiative: +1 Back Flip	Pull Punch: +2 Save vs. Horror Factor: +2
10		Pull Punch: +2 Roll w/Impact: +2	Damage: +3	Back Flip Attack Disarm: +2	Critical: 19-20	Initiative: +1 Strike: +1
11		Parry: +1 Dodge: +1	Knockout/Stun: 18-20	Damage: +4 Initiative: +1	Strike: +2 Strike (guns): +1 Strike (thrown): +1 Back Flip Attack	Disarm: +1 Pull Punch: +1 Body Flip/Throw: +2
12		Strike: +1	Parry: +2 Dodge: +2	Parry: +2 Dodge: +2	Pull Punch: +2 Death Blow: 19-20	Damage: +2 Parry: +1 Dodge: +1 Auto-Dodge: +2
13		Critical/Knockout (Behind)	Critical/Knockout (Behind)	Knockout/Stun: 18-20	# of Attacks: +1	# of Attacks: +1
14		Damage: +2	# of Attacks: +1	# of Attacks: +1	Damage: +2 Perform Holds	Holds Initiative: +1
15		# of Attacks: +1	Death Blow: 20	Death Blow: 20	Strike: +2 Strike (guns): +1	Critical: 17-20

NCA = Non-Combat Action