

Name: Taiolu

Player: Taiolu Spent: 15000 Age: 10 Race: Human Ht: 4'9 Wt: 88 Lbs Unspent: 0 Appearance: A 10 year old boy. He's fully naked and covered in tattoos. He's in shape and isn't afraid to let himself be seen. Some things seem kinda off, as if he isn't all the way here.

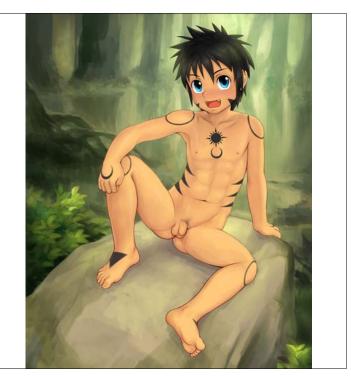
CHARACTER SHEET

ST	<u>64</u> * 154	[440]	HP	620¶	[1	1092]	Basic Speed	76††	[610]
DX	70†	[76 0]	Will	58	[65]	Basic Move	84	[40]
IQ	45 [‡]	[380]	Per	60	[75]	BL	<u>1345</u> 2.96		ST×ST)/5
нт	108 [§]	[620]	FP	210**	[300]	Thr)d	Sw 1	l1d
				g ST , Cond. I Cond. I Cond. I sent- ther	Skeleto (Hypero ** +2 fro †† +1 fr from 'E	on)', +5 f dense S om 'Extr rom 'En xtra Bas +1 from	a Hit Poi rom 'Ext keleton)' a Fatigu hanced f sic Speed 'Extra Ba	ra Hit Po e Points Reflexes d (Booste	oints (Hyper ', Cond. ed Hear	. +4 rt)',	
TL	12						[0]	SM	-1	

Taste/Smell Vision 70[†] Death Check 110‡ 82* Fright Check 62[¶] High Jump 1756.44 yd Hearing 65§ 117^{††} Broad Jump Touch 80** Consciousness 4 mi ¶ +2 from 'Enhanced Time Sense', +2 from 'Combat Reflexes (Enhanced Reflexes)' ** +20 from 'Acute Touch' †† +7 from 'Hard to Subdue', +2 from 'Very Fit' * +22 from 'Acute Vision' † +10 from 'Acute Taste and Smell', Cond. +4 from 'Discriminatory Smell' when it involves Smell ‡ +2 from 'Very Fit', Cond. -110 from 'Unkillable' when you automatically succeed at all Death Checks § +5 from 'Acute Hearing'

HP	-1, -620, -1 3100, -3720, -4		^{80, -} ED		60.0.210				
····			<u></u>		<u>69, 0, -210</u>				
	ENCUMBRANCE TABLE								
Name	« None »	Light	Med	Hvy	X-Hvy				
Basic	1345 lb	1.34 tn	2.02 tn	4.04 tn	6.72 tn				
Super	2.96 tn	5.92 tn	8.87 tn	17.75 tn	29.58 tn				
Ground	84 yd	67 yd	50 yd	33 yd	16 yd				
	168 yd	134 yd	100 yd	67 yd	33 yd				
Water	84 yd	67 yd	50 yd	33 yd	16 yd				
	1344 yd	1075 yd	806 yd	537 yd	268 yd				
Āir	153 yd	122 yd	91 yd	61 yd	30 yd				
	1.39 mi	1.11 mi	1468 yd	979 yd	489 yd				
Space	100 yd	80 yd	60 yd	40 yd	20 yd				
Tunnel	1 yd -	1 yd	1 yd	1 yd	1 yd				
Jump	1408 yd	1126 yd	844 yd	563 yd	281 yd				
Brachiate	42 yd	33 yd	25 yd	16 yd	8 yd				
Dodge	96	95	94	93	92				

PARRY	PARRY	BLOCK	DODGE	DR
58*	78*	48†	96‡	0+98§
	Eve-Poke Defense			
DX	(Brawling)	DX	None	Torso
* +18 from 'Enha	nced Parry (all parries)', +1 from 'Enhance	ed Time Sense', +1	from 'Combat
Reflexes (Enhan	ced Reflexes)'			
† +10 from 'Enha	anced Block', +1 from '	Enhanced Time Sei	nse', +1 from 'Comb	at Reflexes
Enhanced Refle	exes)'			
+15 from 'Enha	anced Dodge', +1 from	'Enhanced Time Se	ense', +1 from 'Com	bat Reflexes
Enhanced Refle	exes)'			
8 +20 from 'Dom	age Resistance (Reinf	aroad Skalaton: Ski	(III) 20 from Domo	na Desistanas
g +20 nom Dam	age resistance (rein	uiceu skeleiuii, ski	JII), -20 from Dama	ge Resistance
Reinforced Skel	eton; Skull)', +10 from	'Damage Resistand	e (Reinforced Skele	eton; Crushing)', -
Reinforced Skel		'Damage Resistand	e (Reinforced Skele	eton; Crushing)', -
Reinforced Skel 10 from 'Damage (Hyperdense Ske	leton; Skull)', +10 from e Resistance (Reinforc eleton; Skull)', -40 from	'Damage Resistand ed Skeleton; Crushi i 'Damage Resistan	ce (Reinforced Skele ing)', +40 from 'Dam ce (Hyperdense Ske	eton; Crushing)', - age Resistance eleton; Skull)', +20
Reinforced Skel 10 from 'Damage (Hyperdense Ske from 'Damage Re	leton; Skull)', +10 from e Resistance (Reinforc eleton; Skull)', -40 from esistance (Hyperdense	'Damage Resistand ed Skeleton; Crushi Damage Resistan Skeleton; Crushing	ce (Reinforced Skele ing)', +40 from 'Dam ce (Hyperdense Ske g)', -20 from 'Damag	eton; Crushing)', - age Resistance eleton; Skull)', +20 e Resistance
Reinforced Skel 10 from 'Damage (Hyperdense Ske from 'Damage Re (Hyperdense Ske	leton; Skull)', +10 from e Resistance (Reinforc eleton; Skull)', -40 from esistance (Hyperdense eleton; Crushing)', +67	'Damage Resistand ed Skeleton; Crushi Damage Resistan Skeleton; Crushing from 'Damage Res	ce (Reinforced Skele ing)', +40 from 'Dam ce (Hyperdense Ske g)', -20 from 'Damag istance', +10 from 'D	eton; Crushing)', - age Resistance eleton; Skull)', +20 e Resistance Damage
Reinforced Skel (Reinforced Skel (Hyperdense Ske from 'Damage Ri (Hyperdense Ske Resistance (Biop	leton; Skull)', +10 from e Resistance (Reinforc eleton; Skull)', -40 from esistance (Hyperdense eleton; Crushing)', +67 blastic Skin; Burning &	'Damage Resistand ed Skeleton; Crushi Damage Resistan Skeleton; Crushing from 'Damage Res Piercing)', -10 from	ce (Reinforced Skele ing)', +40 from 'Dam ce (Hyperdense Ske g)', -20 from 'Damag istance', +10 from 'D 'Damage Resistanc	iton; Crushing)', - age Resistance eleton; Skull)', +20 e Resistance Damage e (Bioplastic Skin
Reinforced Skel 10 from 'Damage (Hyperdense Ske from 'Damage Ri (Hyperdense Ske Resistance (Biop Burning & Piercii	leton; Skull)', +10 from e Resistance (Reinforc eleton; Skull)', -40 from esistance (Hyperdense eleton; Crushing)', +67 olastic Skin; Burning & ng)', +5 from 'Damage	'Damage Resistance ed Skeleton; Crushi 'Damage Resistan e Skeleton; Crushing from 'Damage Res Piercing)', -10 from Resistance (Skin)',	e (Reinforced Skele ing)', +40 from 'Dam ce (Hyperdense Ske g)', -20 from 'Damag istance', +10 from 'D 'Damage Resistanc +12 from 'Damage F	eton; Crushing)', - age Resistance eleton; Skull)', +2(e Resistance Damage e (Bioplastic Skin Resistance
Reinforced Skel 10 from 'Damage (Hyperdense Ske from 'Damage Re (Hyperdense Ske Resistance (Biop Burning & Piercii (Nanoweave Sut	leton; Skull)', +10 from e Resistance (Reinforc eleton; Skull)', -40 from esistance (Hyperdense eleton; Crushing)', +67 blastic Skin; Burning &	'Damage Resistanc ed Skeleton; Crushi 'Damage Resistan e Skeleton; Crushing from 'Damage Res Piercing)', -10 from Resistance (Skin)', g & Cutting)', -12 frr	e (Reinforced Skele ing)', +40 from 'Dam ce (Hyperdense Ske g)', -20 from 'Damag istance', +10 from 'D 'Damage Resistanc +12 from 'Damage Resista	ton; Crushing)', - age Resistance eleton; Skull)', +20 e Resistance Damage e (Bioplastic Skin Resistance ance (Nanoweave



REACTION MODIFIERS
Appearance: +1*
* +1 from 'Appearance'
Status: +0
Other: +12 ⁺
† +6 from 'Charisma', +2 from 'Fast-Talk', +2 from 'Diplomacy', -2 from 'Bully', +4 from 'Charisma (Dominance Pheromones)', Cond2 from 'Social Stigma (Mino)' when dealing with others as an Adult, Cond. +2 from 'Voice' when your voice can be heard, Cond4 from 'Social Stigma (Naked)', Cond2 from 'Social Stigma (Slut)', Cond4 from 'Social Stigma (Pedophile)', Cond. +1 from 'Animal Friend (Xeno-Pheromones)' when All ordinary animals, Cond. +2 from 'Merchant' when buying or selling, Cond. +2 from 'Voice (Silvertongue Implant)' when your yoire can be heard.

LA	NGUAGES		
Name	Spoken	Written	Pts
Draconic	Native*	Native*	[4]
Polygot (Native)	Native [†]	Native [†]	[0]
* +1 from 'Language Talent'	+ -1 from 'Polygo	t', +1 from 'Langua	ige Talent'

ADVANTAGES

ADVAILAGED	
Name	Pts
Absolute Direction	[5]
Accelerated Reflexes	[20]
Extra Attack 1 (Accelerated Reflexes; Temporary	[20]
Disadvantage (Electrical))	
Acute Hearing 5	[10]
Roll to hear: 65 (Hearing)	
Acute Mana Sense 16	[32]
Acute Taste and Smell 10	[20]
Roll to taste/smell: 70 (Taste/Smell)	
Acute Touch 20	[40]
Roll to feel: 80 (Touch)	
Acute Vision 22	[44]
Roll to see: 82 (Vision)	
Adaptation	[30]
Doesn't Breathe (Oxygen Storage •25; Super)	[8]
Sealed (Super)	[14]
Temperature Tolerance 8 (Super; Super)	[8]
Altered Time Rate 30	[3000]
Ambidexterity	[5]
Amphibian	[30]
Amphibious (Super)	[9]
Doesn't Breathe (Gills; Super)	[8]

ADVANTAGES (continued)	D1-
Name Amphibian	Pts 30]
Pressure Support 2 (Super)	30] 91
Temperature Tolerance 4 (Colder; Super)	41
Appearance (Attractive)	41
Arm ST 10 (One arm)	30]
Bio-Booster	31]
Extra Basic Speed +1 (Bio-Booster; Cardiac Stress (HT roll	[13]
every minute); Costs Fatigue (+1)) Lifting ST 3 (Bio-Booster; Cardiac Stress (HT roll every	[7]
minute)) Striking ST 3 (Bio-Booster; Cardiac Stress (HT roll every	11]
minute)) Bioelectric Organ	7]
Burning Attack 1 (Bioelectric Organ; Damage Modifier: No	7]
Incendiary; Surge; Melee Attack: Reach C; Side Effect (+1); Takes Recharge (5 seconds); Variable)	
Biological Operating System Implant (BOS)	8]
Alcohol Tolerance	1]
Deep Sleeper	1]
No Hangover Metabolism Control 1 (Biological Operating System Implant)	1] 51
Bioplastic Skin	201
Damage Resistance 10 (Bioplastic Skin; Burning & Piercing;	20]
Limited; Tough Skin) Boosted Heart	19]
Extra Basic Speed +1 (Boosted Heart; Costs Fatigue (+1);	151
Gives conditional Basic Speed bonus; Temporary	0]
Disadvantage (Electrical)) Resistant (Boosted Heart; Heart Attack; Rare; Immunity;	4]
Temporary Disadvantage (Electrical))	101
Boosted Reflexes Extra Basic Speed +1 (Boosted Reflexes; Costs Fatigue	18 181
(+2); Gives conditional Basic Speed bonus)	. 10]
Breathing Water	34]
Discriminatory Smell (Profiling; Super; Underwater Only)	21]
Roll to memorize a scent: 45 (IQ), Roll to Smell: 74 (Taste/Smell+4) Doesn't Breathe (Gills; Super)	81
Pressure Support 1 (Super)	5]
Charisma 6	30]
Chip Slots	158]
Modular Abilities (Chip Slots; Slot 1 (+64); Temporary Disadvantage (Electrical))	158]
Common Sense	10]
Roll to avoid stupidity: 45 (IQ)	<u>c</u> 1
Computer Implant Photographic Memory (Recorded data only; Temporary	6]
Disadvantage (Electrical)) Roll to recall: 45 (IQ)	. 0]
Damage Resistance 67	335]
Damage Resistance 5 (Skin; Tough Skin)	15]
Datatap Jack	0
Doesn't Eat or Drink	10]
Doesn't Sleep	20]
Dominance Pheromones Charisma 4 (Dominance Pheromones; Accessibility	15]
(Humans Only); Scent-Based)	
Early Maturation 2	0]
Elastic Skin Enhanced Block 10	20]
Enhanced Block 10 Enhanced Dodge 15	50] 225]
Enhanced Dodge 15 Enhanced Muscle 5	401
Enhanced Parry 18 (all parries)	1801
Enhanced Reflexes	35]
Combat Reflexes (Enhanced Reflexes)	15]
Enhanced Time Sense	45]
Extended Fertility	0]
Extra DX 22 (Affects DX; Super Attribute)	550]
Extra HT 36 (Affects HT; Super Attribute) Extra IQ 16 (Affects IQ; Super Attribute)	450] 400]
Filter Implant	<u>400</u>
Filter Lungs (Filter Implant)	5]

Forest Movement	[10]
Brachiator (Super)	[5]
Terrain Adaptation (Dense Vegetation; Super)	[5]
Gyrobalance	L 3
Klutz (Gyrobalance; Mitigator (Cybernetics))	[<u>11</u>]
	L 1
Perfect Balance (Gyrobalance; Temporary Disadvantage	[12]
(Electrical))	F 441
Hard to Subdue 7	[14]
Hibernation	[2]
Metabolism Control 1 (Hibernation; Hibernation)	[2]
Hidden Compartments	[1]
Payload 1 (Hidden Compartment)	[1]
High-Efficiency Kidney	[2]
Reduced Consumption 2 (High-Efficiency Kidney; Water	[2]
Only)	
High-Pressure Lungs	[0]
Hyperdense Skeleton	[90]
Extra Hit Points 5 (Hyperdense Skeleton; Affects HP)	[10]
Damage Resistance 40 (Hyperdense Skeleton; Skull; Skull	[60]
	[00]
Only)	[001
Damage Resistance 20 (Hyperdense Skeleton; Crushing;	[20]
Limited; Tough Skin)	
Hyper-Lungs (Milspec)	[13]
Breath-Holding 1 (Hyper-Lungs)	[2]
Extra Fatigue Points 2 (Hyper-Lungs; Affects FP)	[6]
Filter Lungs (Hyper-Lungs)	[5]
Imaging Radar	[20]
Range: 200 yd, Roll to "See": 60 (Per)	1
Imbue 3	[40]
Immunity to Metabolic Hazards	[30]
Implant Radio	[7]
Telecommunication (Radio; Reduced Range (x1/10);	[7]
	1 (1
Secure; Temporary Disadvantage (Electrical)) Range: 1 mi, Roll to Communicate: 45 (IQ)	
Range. This, Roll to Communicate. 45 (Rg)	
Implant Video Comm	[0]
Implant Video Comm	$\begin{bmatrix} 0 \end{bmatrix}$
Improved G-Tolerance (10G)	[25]
Improved G-Tolerance (10G) Increased Fecundity	[<u>25]</u> [0]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality	[25] [0] [80]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing	[25] [0] [80] [4]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight	[25] [0] [80] [4] [10]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech	[25] [0] [80] [4]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight	[25] [0] [80] [4] [10]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech	[25] [0] [80] [4] [10] [5] [1]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler	[25] [0] [80] [4] [10] [5]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell	[25] [0] [80] [4] [10] [5] [1] [2] [2]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler)	[25] [0] [80] [4] [10] [5] [1] [2]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition	[25] [0] [80] [4] [10] [5] [1] [2] [2]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician	[25] [0] [80] [4] [10] [5] [1] [2] [2] [15] [5]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ)	[25] [0] [80] [4] [10] [5] [1] [2] [2] [15] [15] [100]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time)	[25] [0] [80] [4] [10] [5] [1] [2] [2] [15] [5]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time) Roll to Ime Jump: 45 (IQ)	25] 0] 80] 4] 10] 5] 11] 2] 15] 15] 100] 100] 100]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time) Roll to Time Jump: 45 (IQ) Jumper (World)	[25] [0] [80] [4] [10] [5] [1] [2] [2] [15] [15] [100]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time) Roll to Time Jump: 45 (IQ) Jumper (World) Roll to World Jump: 45 (IQ)	[25] [0] [80] [4] [10] [5] [1] [2] [2] [15] [15] [100] [100] [100]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time) Roll to Time Jump: 45 (IQ) Jumper (World) Roll to Time Jump: 45 (IQ) Language Talent	[25] [0] [80] [4] [10] [5] [1] [2] [15] [15] [100] [100] [100] [10]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time) Roll to Time Jump: 45 (IQ) Jumper (World) Roll to Time Jump: 45 (IQ) Language Talent Legal Enforcement Powers 3	[25] [0] [80] [4] [10] [5] [1] [2] [2] [15] [15] [100] [100] [100]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time) Roll to Time Jump: 45 (IQ) Jumper (World) Roll to Time Jump: 45 (IQ) Language Talent	[25] [0] [80] [4] [10] [5] [1] [2] [15] [15] [100] [100] [100] [10]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time) Roll to Time Jump: 45 (IQ) Jumper (World) Roll to Time Jump: 45 (IQ) Language Talent Legal Enforcement Powers 3	25] 0] 80] 4] 10] 5] 11] 2] 15] 5] 100] 100] 100] 100] 100] 100] 100] 100] 110] 15]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time) Roll to Time Jump: 45 (IQ) Jumper (World) Roll to World Jump: 45 (IQ) Language Talent Legal Enforcement Powers 3 Legal Immunity 3	25] 0] 80] 4] 10] 5] 11] 2] 15] 15] 100] 100] 100] 100] 100] 100] 110] 15] 15] 15]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time) Roll to Spirit Jump: 45 (IQ) Jumper (World) Roll to World Jump: 45 (IQ) Language Talent Legal Enforcement Powers 3 Legal Immunity 3 Lifting ST 5 Liver Upgrade	25] 0] 80] 4] 10] 5] 11] 2] 15] 15] 100] 100] 100] 100] 100] 1100] 15] 15] 15] 15] 15] 15] 15] 15] 15]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time) Roll to Sirit Jump: 45 (IQ) Jumper (World) Roll to World Jump: 45 (IQ) Language Talent Legal Enforcement Powers 3 Legal Immunity 3 Lifting ST 5 Liver Upgrade Alcohol Tolerance (Liver Upgrade)	25] 0] 80] 4] 10] 5] 11] 2] 15] 15] 100] 100] 100] 100] 100] 110] 15] 15] 15] 15] 15] 15] 15] 15] 16]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time) Roll to Sirit Jump: 45 (IQ) Jumper (World) Roll to World Jump: 45 (IQ) Language Talent Legal Enforcement Powers 3 Legal Immunity 3 Lifting ST 5 Liver Upgrade Alcohol Tolerance (Liver Upgrade) Resistant (Liver Upgrade; Ingested Poison; Occasional; +8)	25] 0] 80] 4] 10] 5] 1] 2] 15] 15] 100] 100] 100] 100] 100] 15] 16] 17] 5] 16] 17] 17] 17]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time) Roll to World Jump: 45 (IQ) Jumper (World) Roll to World Jump: 45 (IQ) Language Talent Legal Enforcement Powers 3 Legal Immunity 3 Lifting ST 5 Liver Upgrade Alcohol Tolerance (Liver Upgrade) Resistant (Liver Upgrade; Ingested Poison; Occasional; +8) Living Metal Skin	25] 0] 80] 4] 10] 5] 10] 2] 15] 100] 100] 100] 100] 100] 100] 110] 15] 15] 15] 15] 15] 15] 15] 15] 16] 160]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (World) Roll to World Jump: 45 (IQ) Language Talent Legal Enforcement Powers 3 Legal Inmunity 3 Lifting ST 5 Liver Upgrade Alcohol Tolerance (Liver Upgrade) Resistant (Liver Upgrade; Ingested Poison; Occasional; +8) Living Metal Skin Filter Lungs (Living Metal Skin)	25] 0] 80] 4] 10] 5] 10] 2] 15] 100] 100] 100] 100] 100] 100] 100] 110] 15] 15] 15] 15] 15] 15] 15] 15] 15] 16] 5]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time) Roll to Time Jump: 45 (IQ) Jumper (World) Roll to World Jump: 45 (IQ) Language Talent Legal Enforcement Powers 3 Legal Inmunity 3 Lifting ST 5 Liver Upgrade Alcohol Tolerance (Liver Upgrade) Resistant (Liver Upgrade; Ingested Poison; Occasional; +8) Living Metal Skin Filter Lungs (Living Metal Skin) Damage Resistance 20 (Living Metal Skin; Flexible)	25] 0] 80] 4] 10] 5] 10] 2] 15] 100] 100] 100] 100] 100] 100] 100] 110] 15] 15] 15] 15] 15] 15] 15] 15] 15] 160] 5] 80]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time) Roll to Time Jump: 45 (IQ) Jumper (World) Roll to World Jump: 45 (IQ) Language Talent Legal Enforcement Powers 3 Legal Inmunity 3 Lifting ST 5 Liver Upgrade Alcohol Tolerance (Liver Upgrade) Resistant (Liver Upgrade; Ingested Poison; Occasional; +8) Living Metal Skin Filter Lungs (Living Metal Skin) Damage Resistance 20 (Living Metal Skin; Flexible) Lifting ST 5 (Living Metal Skin)	$\begin{bmatrix} 25\\ [0]\\ [0]\\ [0]\\ [0]\\ [0]\\ [10]\\ [10]\\ [2]\\ [15]\\ [15]\\ [15]\\ [100]\\ [100]\\ [100]\\ [100]\\ [100]\\ [100]\\ [100]\\ [100]\\ [15]\\ [160]\\ [15]\\ [160]\\ [15]\\ [160]\\ [15]\\ [15]\\ [160]\\ [15]\\ [10]\\ [15]\\ [10]\\ [$
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time) Roll to Time Jump: 45 (IQ) Jumper (World) Roll to World Jump: 45 (IQ) Language Talent Legal Enforcement Powers 3 Legal Inmunity 3 Lifting ST 5 Liver Upgrade Alcohol Tolerance (Liver Upgrade) Resistant (Liver Upgrade; Ingested Poison; Occasional; +8) Living Metal Skin Filter Lungs (Living Metal Skin) Damage Resistance 20 (Living Metal Skin; Flexible) Lifting ST 5 (Living Metal Skin) Nictitating Membrane 5 (Living Metal Skin)	25] 0] 80] 4] 10] 5] 10] 2] 15] 15] 100] 100] 100] 100] 100] 100] 100] 100] 100] 100] 100] 100] 100] 15] 160] 5] 80] 15] 5]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time) Roll to Spirit Jump: 45 (IQ) Jumper (World) Roll to World Jump: 45 (IQ) Language Talent Legal Enforcement Powers 3 Legal Immunity 3 Lifting ST 5 Liver Upgrade Alcohol Tolerance (Liver Upgrade) Resistant (Liver Upgrade; Ingested Poison; Occasional; +8) Living Metal Skin Filter Lungs (Living Metal Skin) Damage Resistance 20 (Living Metal Skin; Flexible) Lifting ST 5 (Living Metal Skin) Nictitating Membrane 5 (Living Metal Skin) Sealed (Living Metal Skin)	25] 0] 80] 4] 10] 5] 10] 2] 15] 15] 100] 100] 100] 100] 100] 100] 100] 100] 100] 100] 100] 100] 100] 100] 100] 100] 100] 110] 15] 160] 5] 80] 15] 15]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time) Roll to Spirit Jump: 45 (IQ) Jumper (World) Roll to World Jump: 45 (IQ) Language Talent Legal Enforcement Powers 3 Legal Immunity 3 Lifting ST 5 Liver Upgrade Alcohol Tolerance (Liver Upgrade) Resistant (Liver Upgrade; Ingested Poison; Occasional; +8) Living Metal Skin Filter Lungs (Living Metal Skin) Damage Resistance 20 (Living Metal Skin; Flexible) Lifting ST 5 (Living Metal Skin) Nictitating Membrane 5 (Living Metal Skin) Sealed (Living Metal Skin)	$\begin{bmatrix} 25\\ [0]\\ [0]\\ [0]\\ [0]\\ [0]\\ [10]\\ [10]\\ [2]\\ [1]\\ [2]\\ [1]\\ [2]\\ [1]\\ [2]\\ [15]\\ [15]\\ [100]\\ [$
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time) Roll to Spirit Jump: 45 (IQ) Jumper (World) Roll to Time Jump: 45 (IQ) Jumper (World) Roll to World Jump: 45 (IQ) Language Talent Legal Enforcement Powers 3 Legal Immunity 3 Lifting ST 5 Liver Upgrade Alcohol Tolerance (Liver Upgrade) Resistant (Liver Upgrade; Ingested Poison; Occasional; +8) Living Metal Skin Filter Lungs (Living Metal Skin) Damage Resistance 20 (Living Metal Skin; Flexible) Lifting ST 5 (Living Metal Skin) Nictitating Membrane 5 (Living Metal Skin) Sealed (Living Metal Skin)	25] 0] 80] 4] 10] 5] 10] 2] 15] 15] 100] 110] 15] 15] 15] 15] 15]
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time) Roll to Spirit Jump: 45 (IQ) Jumper (World) Roll to World Jump: 45 (IQ) Language Talent Legal Enforcement Powers 3 Legal Immunity 3 Lifting ST 5 Liver Upgrade Alcohol Tolerance (Liver Upgrade) Resistant (Liver Upgrade; Ingested Poison; Occasional; +8) Living Metal Skin Filter Lungs (Living Metal Skin) Damage Resistance 20 (Living Metal Skin; Flexible) Lifting ST 5 (Living Metal Skin) Nictitating Membrane 5 (Living Metal Skin) Sealed (Living Metal Skin)	$\begin{bmatrix} 25\\ [0]\\ [0]\\ [0]\\ [0]\\ [0]\\ [10]\\ [10]\\ [2]\\ [1]\\ [2]\\ [1]\\ [2]\\ [1]\\ [2]\\ [15]\\ [15]\\ [100]\\ [$
Improved G-Tolerance (10G) Increased Fecundity Insubstantiality Internal Hearing Internal Sight Internal Speech Internal Taste and Smell Intestinal Recycler Reduced Consumption 1 (Intestinal Recycler) Intuition Roll to guess correctly: 45 (IQ) Intuitive Mathematician Jumper (Spirit) Roll to Spirit Jump: 45 (IQ) Jumper (Time) Roll to Spirit Jump: 45 (IQ) Jumper (World) Roll to Time Jump: 45 (IQ) Jumper (World) Roll to World Jump: 45 (IQ) Language Talent Legal Enforcement Powers 3 Legal Immunity 3 Lifting ST 5 Liver Upgrade Alcohol Tolerance (Liver Upgrade) Resistant (Liver Upgrade; Ingested Poison; Occasional; +8) Living Metal Skin Filter Lungs (Living Metal Skin) Damage Resistance 20 (Living Metal Skin; Flexible) Lifting ST 5 (Living Metal Skin) Nictitating Membrane 5 (Living Metal Skin) Sealed (Living Metal Skin)	25] 0] 80] 4] 10] 5] 11] 2] 15] 15] 100] 100] 100] 100] 100] 100] 110] 15] 15] 15] 160] 5] 15] 15] 15] 15] 25] 10]

ADVANTAGES (continued)

Name

Flying Flight (Cannot Hover; Super)

Pts

30] 30]

ADVANTAGES (continued)	
Name	Pts
Magic Resistance 10 Memory Flesh	[20]
Alternate Form (Memory Flesh; Alternate Appearance;	[5]
Cosmetic; Temporary Disadvantage (Electrical))	[0]
Nanoweave Subdermal Armor	[42]
Damage Resistance 12 (Nanoweave Subdermal Armor;	[24]
Piercing & Cutting; Limited; Tough Skin)	. 401
Damage Resistance 6 (Nanoweave Subdermal Armor; Skin; Tough Skin)	[18]
Neural Interface Jack	[<u>0</u>]
Oracle	[15]
Roll to Discover: 60 (Per), Roll to Interpret: 45 (IQ)	
Perfume Glands Racial Skill Bonus 2 (Sex Appeal; Scent-Based)	[6] [4]
Obscure 1 (Perfume Glands; Smell)	[2]
Radius: 2 yd	- J
Polyskin Body	[<u>16</u>]
Elastic Skin (Polyskin Body; Temporary Disadvantage (Electrical))	[16]
Polyskin Face	[11]
Elastic Skin (Polyskin Face; Face Only; Temporary	[11]
Disadvantage (Electrical))	
Precognition	[25]
Roll to glimpse future: 45 (IQ) Radar	[20]
Range: 1.14 mi, Roll to "See": 60 (Per)	[20]
Radiation Tolerance (PF 1,000)	[45]
Regeneration (Extreme: 10 HP/Sec)	[150]
Regrowth Reinforced Skeleton	[<u>40]</u> [<u>50</u>]
Extra Hit Points 5 (Reinforced Skeleton; Affects HP)	[10]
Damage Resistance 20 (Reinforced Skeleton; Skull; Skull	[30]
Only)	
Damage Resistance 10 (Reinforced Skeleton; Crushing;	[10]
Limited; Tough Skin)	
Resistant (Disease; Very Common; Immunity) Resistant (Poison; Very Common; Immunity)	[30] [30]
Sensie Transeiver Jack	[<u>50</u>]
Telecommunication (Cable Jack; Sensie Only)	[5]
Sex Pheromones	[28]
Affliction 1 (Sex Pheromones; Lecherousness; Accessibility	[28]
(Only on those attracted to your gender); Area Effect (2);	
Disadvantage (Lecherousness (12)); Emanation; Scent- Based)	
Radius: 2 yd, Roll to Primary: 58 (Will)	
Sexual Orientation	[0]
Silence 18	[90]
Silvertongue Implant	[4]
Cannot Speak (Silvertongue Implant; Mitigator (Cybernetics))	[-4]
Voice (Silvertongue Implant; Temporary Disadvantage	[8]
(Electrical))	r - 1
Smart Tattoos	[0]
Super Climbing 3	[9]
Super Luck (1 per sec)	[1300]
Super ST (+10/+100; Affects displayed ST score; Size; Super ST)	[400]
Super Throw 10	[100]
Super-Flying	[72]
Enhanced Move 4 (Air; Super)	[72]
Super-Mobility	[72]
Enhanced Move 1 (Ground; Super)	[18]
Super Jump 6 (Super) Supernatural Durability	[54] [150]
Roll to ignore pain: 61 (Will+3)	[150]
Super-Senses	[30]
Microscopic Vision 1 (Super)	[5]
Parabolic Hearing 3 (Super)	[11]
Telescopic Vision 3 (Super) Super-Swimming	[14] [72]
Enhanced Move 4 (Water; Super)	[72]
Teeth (Fangs)	[2]
	1

ADVANTAGES (continued)	ĺ
Name	Pts
Temperature Tolerance 100	[100]
Temporal Inertia	151
Roll to distinguish between timelines: 45 (IQ)	
Terror (Awe; Will-10)	[130]
Trained By A Master	301
Trust Hormones	[29]
Affliction 1 (Trust Hormones; Gullibility; Area Effect (2);	[29]
Disadvantage (Gullibility (12)); Emanation; Scent-Based)	L1
Radius: 2 yd, Roll to Primary: 58 (Will)	
Tunneling (Hands-Free; Tunneling Move (+1))	[42]
Unaging	[15]
Unkillable 3	[150]
Unusual Background: Being a Super (Rare supers)	501
Unusual Background: Xeno-Omnilingual	801
Vacuum Support	51
Vampiric Bite (3HP/sec)	401
Varient Sexual Schemes	01
Versatile	51
Very Fit	151
Vibration Sense	101
Roll to "See": 60 (Per)	
Visualization	[10]
Roll to vizualize: 45 (IQ)	
Voice	[10]
Walk on Air	[20]
Walk on Liquid	[15]
Warp	[100]
Roll to Teleport: 45 (IQ)	
Wireless Braintap	[0]
Wireless Neural Interface	[0]
Wireless Sensie Transceiver	[0]
Xeno-Pheromones	[4]
Animal Friend 1 (Xeno-Pheromones; Accessibility (One	[2]
Species Only); Scent-Based)	
PERKS]
Name	Pts
Accessory (Heads Up Display)	11
Accessory (Personal Computer)	[1]
Accessely (Letsonal Computer)	

Accessory (Heads Up Display)	[1]
Accessory (Personal Computer)	[1]
Acrobatic Feints	[1]
Acrobatic Kicks	[1]
Biting Mastery	[1]
Dancing Feints	[1]
Dancing Kicks	[1]
Dirty Fighting	[1]
Genetic Tattoos	[0]
Honest Face	[1]
No Visible Damage	[1]
Obscure True Name	[1]
School Adaptation	[1]
Sexy Feints	[1]
Sexy Pose	[1]
Style Familiarity (Boxing)	[1]
Style Familiarity (Judo)	[1]
Style Familiarity (Jujutsu - Bartitsu)	[1]
Style Familiarity (Jujutsu - Brazilian Jiu-jitsu)	[1]
Style Familiarity (Jujutsu)	[1]
Style Familiarity (Karate - Goju Ryu)	[1]
Style Familiarity (Karate - Isshinryu)	[1]
Style Familiarity (Karate - Kyokushin)	[1]
Style Familiarity (Karate - Shotokan)	[1]
Style Familiarity (Karate - Te)	[1]
Style Familiarity (Tae Kwon Do)	[1]
Style Familiarity (Taijutsu)	[1]
Style Familiarity (Wrestling - Combat Wrestling)	[1]
Style Familiarity (Wrestling - Professional Wrestling)	[1]
Style Familiarity (Wrestling - Submission Wrestling)	[1]
Technique Adaptation	[1]
Technique Mastery	[1]
Unusual Training	[1]
Varient Sexual Schemes	[0]

DISADVANTAC	SES			SKILLS (continue	ed)		
Name			Pts	Name	Level	Relative	Pt
Absent-Mindedness			[-15]	Economics	43	IQ-2	[
Addiction (Healing Item; Expensive)			[-10]	Escape	68	DX-2	[
Addiction (Masturbation; Cheap)			[-5]	Expert Skill (Bardic Knowledge)	43	IQ-2	[
Addiction (Nonlethal Combat; Cheap)			[-5]	Expert Skill (Demonology)	43	IQ-2	[
Addiction (Seeing Child Nudity; Expensiv	e)		[-10]	Expert Skill (Vampirology)	43	IQ-2	[
Amnesia (Partial)			[-10]	Fast-Talk	48¶	IQ+3	
Bully (12 or less)			[-10]	Fishing	60	Per+0	[
Compulsive Spending (12 or less)			[-5]	Forced Entry	70	DX+0	
Curious (12 or less)			[-5]	Forgery/TL12	43	IQ-2	[
Easy to Read			[-10]	Fortune-Telling (Tarot)	54**	IQ+9	
Impulsiveness (12 or less)			[-10]	Gesture	45	IQ+0	[
Jealousy			[-10]	dGroup Performance (Fight Choreography)	67	IQ+22	<u> </u>
Laziness			[-10]	Hidden Lore (Demon Lore)	44	IQ-1	Ļ
Light Sleeper			[-5]	Hidden Lore (Dragon Lore)	44 44	IQ-1	Ļ
Nude Photos Online (Severely Common)			[-40]	Hidden Lore (Hidden Styles)		IQ-1	Ļ
Nudist Pacifism (Reluctant Killer)			[-10]		44	IQ-1	 [
			[-5]	Hidden Lore (Things Man Was Not Meant To Know)	44	IQ-1	L
Panic Attacks (Mild)			[-5]	Hidden Lore (Wilderness Lore)	1.4	10.1	
Pedobait Pesimistic			[-2]		44 45	IQ-1 IQ+0	
ost Lethal Combat Shakes		[-25]	dInterrogation	45 54	IQ+0 IQ+9	- <u> </u>	
Racism			[-25]	Intimidation	54 57††	Will-1	_L
Short Attention Span			[-15]	Judo	68	DX-2	- L
Social Stigma (Minor)			[-5]	Parry: 57	00	DV-7	L
Social Stigma -4 (Naked)			[-20]	Jumping	70‡‡	DX+0	[
Social Stigma -4 (Pedophile)			[-20]	Karate	68	DX-2	Ī
Social Stigma -2 (Slut)			[-10]	Parry: 57			
Squeamish (12 or less)			[-10]	Kiai	106	HT-2	[
Susceptible to Rumors -2			[-4]	Knot-Tying	70	DX+0	Ļ
Trickster (12 or less)			[-15]	Kusali	68	DX-2	l
Untrue Beliefs (Nothing is wrong with pub	lic sex: M	aior)	[-10]	Parry: 57 Leadership	54**	IQ+9	1
Jntrue Beliefs (Nudity is Never Wrong for	children.	Maior)	[-10]	Lifting	107	HT-1	- <u> </u>
Untrue Beliefs (Rape is Legal if the perso	n raped w	ronged	[-10]	Light Walk	68‡‡	DX-2	ſ
you.; Major)				Linguistics	43	IQ-2	ſ
Untrue Beliefs (The not laws of his legal i	mmunity a	re perfectly	[-5]	Lip Reading	59	Per-1	ſ
fine for him to do; Minor)				Lockpicking/TL12	44	IQ-1	1
Unusual Biochemistry			[-5]	Mathematics/TL12 (Applied)	43	IQ-2	
Weakness to Holy			[-20]	Mathematics/TL12 (Computer Science)	43	IQ-2	Ť.
Wealth (Dead Broke)			[-25]	Mathematics/TL12 (Cryptology)	43	IQ-2	ī
Weirdness Magnet			[-15]	Mathematics/TL12 (Pure)	43	IQ-2	Ť.
				Medicine!	42	IQ-3	ī
QUIRKS			Dia	Meditation	56	Will-2	Ì
Name			Pts	Merchant	44 §§	IQ-1	[
Distinctive Feature (Tattoo; Switchable)			[0]	Observation	81¶¶	Per+21	Ī
Dreamer Imaginative			[-1] [-1]	Pannandling	55**	IQ+10	[
Nosy			[-1]	Performance	48***	IQ+3	[
NOSY			[-]	Photography/TLT2	44	IQ-1	[
SKILLS				Physics/TL12	42	IQ-3	[
Name	Level	Relative	Pts	Power Blow	56	Will-2	[
Acrobatics	69*	DX-1	[1]	Precognitive Parry	43	IQ-2	[
Acting	44†	IQ-1	[1]	Pressure Points (Human)	43	IQ-2	[
Aquabatics	69‡	DX-1	[1]	Professional Skill (Brewer)	44	IQ-1	[
Artist (Drawing)	43	IQ-2	[1]	Professional Skill (Circus)	69	DX-1	_[
Blind Fighting	57	Per-3	[1]	Professional Skill (Journalist)	44	IQ-1	Ļ
Body Control	105	HT-3	[1]	Professional Skill (Model)	44	IQ-1	Ļ
Boxing	69	DX-1	[1]	Professional Skill (Prostitute)	44	IQ-1	Ļ
Parry: 57	70	DV	[4]	Prospecting/TL12	44	IQ-1	Ļ
Brawling Parry: 58	70	DX+0	[1]		43	IQ-2	Ļ
Breaking Blow	43	IQ-2	[1]	Public Speaking	58††	IQ+13	1
Breath Control	106	HT-2		Push	68	DX-2	1
Camouflage	45	IQ+0	[1]	Search	59	Per-1	_ <u> </u>
Climbing	72§	DX+2	[1]	Sex Appeal (Humanoid / Pedophile)	114#		ļ
Computer Operation/TL12	45	IQ+0	[1]	- Ashadowing	54§§	iQ+9	1
Cooking	44	IQ-1	[1]	Soldior/TI 12	43 44	IQ-2	-
	44	IQ-1	[1]	Soldier/TL12		IQ-1	1
Criminology/TL12		IQ-2	[1]	Speed-Reading Stage Combat	44 69	IQ-1 DX-1	1
Criminology/TL12	43	IQ-2			09	DV-1	1
Criminology/TL12 Cryptography/TL12	43 45				CO 99		
Criminology/TL12 Cryptography/TL12 Current Affairs/TL12 (Supernatural) Dancing	45 69	IQ+0 DX-1	[1]	Stealth	69¶¶	DX-1	
Criminology/TL12 Cryptography/TL12 Current Affairs/TL12 (Supernatural)	45	IQ+0	[1]		69 ¶¶ 44†† 69	DX-1 IQ-1 DX-1	

Pts

0] 0]

0]

0]

Relative def+0

def+0 def+0 def+0

def+0

SKILLS (continued)				TECHNIQUES (continued)			
Name	Level	Relative	Pts	Name	Level		
Swimming	108	HT+0	[1]	Elbow Strike (Brawling)	68	Î	
Tactics	43***	IQ-2	[1]	Elbow Strike (Karate)	66		
Teaching	44	IQ-1	[1]	Entangle (Kusari)	64		
Tracking	59††	tt Per-1	í 11	Entangle (Whip)	65	Ĩ	
Traps/TL12	44	IQ-1	í 1	Evade (Acrobatics)	69	-	
Typing	70	DX+0	<u>í 1</u>	Evade (Judo)	68	Î	
Urban Survival	59	Per-1	í 1	Exotic Hand Strike (Karate)	67	Ē	
Veterinary/TL12	44‡‡	Ħ IQ-1	í 11	Eye-Gouge (Brawling)	65	Ĩ	
Weather Sense	44	IQ-1	í <u>1</u> 1	Eye-Gouge (Judo)	63	-	
Weird Science	42	IQ-3	ī 11	Eye-Gouge (Wrestling)	64	Ĩ	
Whip	69	DX-1	í 11	Eye-Pluck (Brawling)	60	-	
Parry: 57				Eye-Pluck (Karate)	58	Ī	
Wrestling	69	DX-1	[1]	Eye-Poke (Boxing)	60	-	
Parry: 57				Eye-Poke (Brawling)	61	Ī	
Writing	44	IQ-1	[1]	Eye-Poke (Karate)	59	-	
* +1 from 'Perfect Balance (Gyrobalance)', Cond. +4 from 'Flight' when body lightening	¶¶ +22 from 'Acute \ Radar' when sense			Eye-Poke Defense (Boxing)	57		
	i objective, Cond. +2			Parry: 77	0.		
† Cond. +1 from 'Honest Face' when acting	sense would be able		ective	Eye-Poke Defense (Brawling)	58		
innocent	<pre>*** +2 from 'Voice', + (Silvertongue Implan)</pre>			Parry: 78		_	
§ +2 from 'Brachiator', +1 from 'Perfect	††† +2 from 'Voice',	+6 from 'Charis		Eye-Poke Defense (Judo)	57		
Balance (Gyrobalance)', Cond. +4 from 'Flight'			nones)', +2	Parry: 77 Eye-Poke Defense (Karate)	57		
when body lightening would help ¶ +2 from 'Voice', +2 from 'Voice (Silvertongue	<pre>i from 'Voice (Silverto ' ttt +2 from 'Voice',</pre>	+1 from 'Appea	rance', +2	Parry: 77	57		
Implant)', Cond. +6 from 'Charisma' when	from 'Racial Skill Bo	nus (Sex Appea	I)', +2 from	Eye-Poke Defense (Sumo Wrestling)	57	-	
making Influence rolls, Cond. +4 from 'Charisma (Dominance Pheromones)' when	'Voice (Silvertongue 'Charisma' when ma			Parry: 77	01		
making Influence rolls	+4 from 'Charisma (I	Dominance Phe		Eye-Poke Defense (Wrestling)	57	-	
** +6 from 'Charisma', +4 from 'Charisma	when making Influer		and the set of the	Parry: 77		_	
(Dominance Pheromones)' ++ Cond. +6 from 'Charisma' when making	§§§ Cond. +2 from follow someone on f			Eye-Rake (Brawling)	65		
Influence rolls, Cond. +4 from 'Charisma	watch quarry from ro	oftops, etc.		Eye-Rake (Karate)	63		
(Dominance Pheromones)' when making Influence rolls	¶¶¶ Cond. +18 from hearing only, Cond.			Feint (Boxing)	69		
tt Cond. +4 from 'Flight' when body lightening	 standing still, vs. heat 			Feint (Brawling)	70		
would help	**** Cond. +4 from 'F	Precognition' wh	ien	Feint (Judo)	68		
§§ Cond2 from 'Compulsive Spending' when you bargain or haggle	successful active us outcomes	e to predict likel	у	Feint (Karate)	68		
you bargain or naggie	+++++ Cond. +22 fror		when	Feint (Sumo Wrestling)	69		
	vision is a factor, Co		a faatar	Feint (Wrestling)	69		
	 'Discriminatory Smel ±±±± +1 from 'Anima 			Fighting While Seated (Boxing)	67		
	Pheromones)'			Fighting While Seated (Brawling)	68		
TEOU				Fighting While Seated (Judo)	66		
		Deleth	Di-	Fighting While Seated (Karate)	66	-	
Name	Level	Relative	Pts	Fighting While Seated (Sumo Wrestling)	67	Ī	
Aggressive Parry (Boxing)	56	def+0	[0]	Fighting While Seated (Wrestling)	67		
Parry: 76		1.6.0	- <u> </u>	Finger Lock (Arm Lock (Judo))	66	ī	

Name	Level	Relative		Pts				
Aggressive Parry (Boxing) Parry: 76	56	def+0	[<mark>0</mark>]				
Aggressive Parry (Brawling) Parry: 77	57	def+0	[0]				
Aggressive Parry (Karate) Parry: 76	56	def+0	[<mark>0</mark>]				
Arm Lock (Judo)	69	def+1	[1]				
Arm Lock (Wrestling)	70	def+1	[1]				
Axe Kick (Karate)	65	def+1	[2]				
Back Kick (Karate)	64	def+0	[0]				
Backbreaker (Wrestling)	66	def+0	[0]				
Binding (Judo)	68	def+0	[0]				
Binding (Knot-Tying)	70	def+0	[0]				
Breakfall (Acrobatics)	69	def+0	[0]				
Breakfall (Judo)	68	def+0	[0]				
Breakfall (Wrestling)	69	def+0	[0]				
Choke Hold (Judo)	66	def+0	[0]				
Choke Hold (Wrestling)	66	def+0	[0]				
Disarming (Boxing)	69	def+0	[0]				
Disarming (Brawling)	70	def+0	[0]				
Disarming (Judo)	68	def+0	[0]				
Disarming (Karate)	68	def+0	[0]				
Disarming (Sumo Wrestling)	69	def+0	[0]				
Disarming (Wrestling)	69	def+0	[0]				
Double Eye-Poke (Brawling)	65	def+0	[0]				
Double Eye-Poke (Karate)	63	def+0	[0]				
Drop Kick (Brawling)	69	def+0	[0]				
Drop Kick (Sumo Wrestling)	68	def+0	[0				
Drop Kick (Wrestling)	67	def+0	[0]				
Ear Clap (Boxing)	66	def+0	[0				
Ear Clap (Brawling)	67	def+0	[0				
Ear Clap (Karate)	65	def+0	[0				
Elbow Drop (Brawling)	66	def+0	[0				
Elbow Drop (Wrestling)	64	def+0	[0]				

Evade (Judo) 68 def+0 0 Exotic Hand Strike (Karate) 67 def+0 0 Eye-Gouge (Judo) 63 def+0 0 Eye-Gouge (Wrestling) 64 def+0 0 Eye-Poluck (Brawling) 60 def+0 0 Eye-Poluck (Brawling) 61 def+0 0 Eye-Poke (Brawling) 61 def+0 0 Eye-Poke (Rarate) 59 def+0 0 Eye-Poke (Karate) 57 def+0 0 Eye-Poke Defense (Brawling) 57 def+0 0 Eye-Poke Defense (Brawling) 57 def+0 0 Pam: 77 Eye-Poke Defense (Karate) 57 def+0 0 Par: 77 Eye-Roke Defense (Wrestling) 57 def+0 0 Par: 77 Eye-Roke Defense (Wrestling) 65 def+0 0 Eye-Roke (Karate) 63 def+0 0 0 Feint (Brawling) 65 def+0 0 0 0	Evade (Acrobatics)	69	def+0		0]
Eye-Gouge (Brawling) 65 def+0 0 Eye-Gouge (Wrestling) 64 def+0 0 Eye-Puck (Brawling) 60 def+0 0 Eye-Puck (Karate) 58 def+0 0 Eye-Puck (Karate) 59 def+0 0 Eye-Poke (Karate) 59 def+0 0 Eye-Poke (Karate) 59 def+0 0 Eye-Poke (Karate) 57 def+0 0 Eye-Poke (Karate) 57 def+0 0 Fam: 77 57 def+0 0 0 Faye-Poke Defense (Sumo Wrestling) 57 def+0 0 0 Faye-Poke Defense (Sumo Wrestling) 57 def+0 0 0 Faye-Rake (Karate) 63 def+0 0 0 E 0 0 Faye-Rake (Karate) 63 def+0 0 0 E 0 0 E 0 0 E 0 0 E 0 0 E </td <td>Evade (Judo)</td> <td><mark>68</mark></td> <td>def+0</td> <td>[</td> <td>0]</td>	Evade (Judo)	<mark>68</mark>	def+0	[0]
Eye-Gouge (Judo) 63 def+0 0 Eye-Cluck (Brawling) 60 def+0 0 Eye-Pluck (Karate) 58 def+0 0 Eye-Pluck (Karate) 58 def+0 0 Eye-Poke (Brawling) 61 def+0 0 Eye-Poke (Brawling) 57 def+0 0 Eye-Poke Defense (Boxing) 57 def+0 0 Pam: 77 Eye-Poke Defense (Judo) 57 def+0 0 Pam: 77 Eye-Poke Defense (Karate) 63 def+0 0 Fyam: 77 cdef+0 0 0 1 Eye-Roke Defense (Wrestling) 63 def+0 0 1 Fam: Graming) 63 def+0 0 1 Feint (Brawling) 63	Exotic Hand Strike (Karate)	67	def+0	[0]
Eye-Couge (Wrestling) 64 def+0 0 Eye-Pluck (Karate) 58 def+0 0 Eye-Ploke (Karate) 58 def+0 0 Eye-Poke (Baxwing) 61 def+0 0 Eye-Poke (Karate) 59 def+0 0 Eye-Poke (Karate) 59 def+0 0 Eye-Poke Defense (Baxwing) 58 def+0 0 Pam: 77 def+0 0 0 Eye-Poke Defense (Vaco) 57 def+0 0 Pam: 77 def+0 0 0 Eye-Poke Defense (Vrestling) 57 def+0 0 Pary: 77 def+0 0 0 Eye-Rake (Karate) 63 def+0 0 Feint (Baxing) 69 def+0 0 0 Feint (Karate) 68 def+0 0 0 Feint (Karate) 68 def+0 0 0 Feint (Karate) 68 def+0 0 0 <tr< td=""><td></td><td>65</td><td>def+0</td><td>[</td><td>0]</td></tr<>		65	def+0	[0]
Eye-Pluck (Brawling) 60 def+0 0 Eye-Pluck (Karate) 58 def+0 0 Eye-Poke (Baxing) 60 def+0 0 Eye-Poke (Brawling) 59 def+0 0 Eye-Poke Defense (Boxing) 57 def+0 0 Pary: 77 57 def+0 0 Eye-Poke Defense (Judo) 57 def+0 0 Pary: 77 Eye-Poke Defense (Karate) 57 def+0 0 Pary: 77 Eye-Poke Defense (Wrestling) 57 def+0 0 Fye-Poke Defense (Wrestling) 57 def+0 0 0 Fye-Rake (Brawling) 65 def+0 0 0 Eye-Rake (Karate) 63 def+0 0 0 Feint (Boxing) 69 def+0 0 0 Feint (Brawling) 69 def+0 0 0 Feint (Brawling) 68 def+0 0 0 Feint (Brawling) 67 def+0 0<	Eye-Gouge (Judo)	63	def+0	[
Éye-Pluck (Karate) 58 def+0 0 Eye-Poke (Bxawling) 60 def+0 0 Eye-Poke (Brawling) 61 def+0 0 Eye-Poke (Karate) 59 def+0 0 Eye-Poke Defense (Boxing) 57 def+0 0 Eye-Poke Defense (Judo) 57 def+0 0 Eye-Poke Defense (Xarate) 57 def+0 0 Pamy: 77 Eye-Poke Defense (Wrestling) 57 def+0 0 Pamy: 77 Eye-Poke Defense (Wrestling) 57 def+0 0 Eye-Pake (Karate) 63 def+0 0 0 Feint (Brawling) 70 def+0 0 0 Feint (Brawling) 68 def+0 0 0 Feint (Wrestling) 69 def+0 0 0 Feint (Wrestling) 68 def+0 0 0 Feint (Wrestling) 68 def+0 0 0 Fighting While Seated (Brawling) 67 <tde< td=""><td>Eye-Gouge (Wrestling)</td><td>64</td><td>def+0</td><td>[</td><td>0]</td></tde<>	Eye-Gouge (Wrestling)	64	def+0	[0]
Eye-Pluck (Karate) 58 def+0 0 Eye-Poke (Baxwling) 60 def+0 0 Eye-Poke (Baxwling) 61 def+0 0 Eye-Poke (Karate) 59 def+0 0 Eye-Poke Defense (Bawling) 57 def+0 0 Eye-Poke Defense (Marate) 57 def+0 0 Eye-Poke Defense (Karate) 57 def+0 0 Pam: 77 Eye-Poke Defense (Karate) 57 def+0 0 Pam: 77 Eye-Poke Defense (Wrestling) 57 def+0 0 Pam: 77 Eye-Rake (Karate) 63 def+0 0 Feye-Rake (Karate) 63 def+0 0 0 Feint (Baxwling) 69 def+0 0 0 Feint (Wasting) 69 def+0 0 0 Feint (Wasting) 69 def+0 0 0 Feint (Wasting) 69 def+0 0 0 Fighting While Seated (Baxing) 67 de		60	def+0	1	01
Eye-Poke (Boxing) 60 def+0 0 Eye-Poke (Karate) 59 def+0 0 Eye-Poke Defense (Boxing) 57 def+0 0 Pamy: 77 def+0 0 0 Eye-Poke Defense (Brawling) 58 def+0 0 Pamy: 77 def+0 0 0 Pary: 77 def+0 0 0 Eye-Poke Defense (Wrestling) 57 def+0 0 Pary: 77 def+0 0 0 Eye-Rake (Karate) 63 def+0 0 Feint (Boxing) 69 def+0 0 0 Feint (Brawling) 60 def+0 0 0 Feint (Brawling) 68 def+0 0 0 Feint (Brawling) 67 def+0 0 0 Feint (Wrestling)		58	def+0	ī	01
Eye-Poke (Brawling) 61 def+0 0 Eye-Poke Defense (Boxing) 57 def+0 0 Pamy: 77 57 def+0 0 Eye-Poke Defense (Brawling) 58 def+0 0 Pamy: 78 57 def+0 0 Eye-Poke Defense (Judo) 57 def+0 0 Pamy: 77 2 def+0 0 Eye-Poke Defense (Karate) 57 def+0 0 Pamy: 77 2 def+0 0 Eye-Pake Defense (Wrestling) 57 def+0 0 Pamy: 77 65 def+0 0 Eye-Rake (Karate) 63 def+0 0 Feint (Barwling) 69 def+0 0 Fighting While Seated (Boxing) 67 def+0 0 Fighting While Seated (Karate)			def+0	-i	
Eye-Poke (Karate) 59 def+0 0 Eye-Poke Defense (Baxing) 57 def+0 0 Bary: 77 Eye-Poke Defense (Brawling) 58 def+0 0 Eye-Poke Defense (Judo) 57 def+0 0 0 Pary: 78 Construction 57 def+0 0 0 Pary: 77 Construction 57 def+0 0 0 Pary: 77 Construction 65 def+0 0 0 Pary: 77 Construction 63 def+0 0 0 Eye-Rake (Karate) 63 def+0 0 0 Feint (Latate) 68 def+0 0 0 Feint (Brawling) 69 def+0 0 0 Feint (Karate) 68 def+0 0 0 Feint (Wrestling) 69 def+0 0 0 Fighting While Seated (Brawling) 66 def+0 0 0 Fighting While Seated (Mrestling) 67 def+0 0 0				- i	-
Eye-Poke Defense (Boxing) 57 def+0 0 Parry: 77 58 def+0 0 Parry: 77 57 def+0 0 Eye-Poke Defense (Karate) 57 def+0 0 Parry: 77 2 def+0 0 0 Eye-Poke Defense (Wrestling) 57 def+0 0 0 Eye-Rake (Brawling) 65 def+0 0 0 1 Eye-Rake (Karate) 63 def+0 0 0 1 0 0 Feint (Brawling) 70 def+0 0 0 1 0 1 0 1 0 1 0 1 1 0 1 1 0 1 1 0 1 1 0 1 1 0 1 1 0 1				1	
Painy: 77 Control Contro Control <thcontrol< th=""> <t< td=""><td></td><td></td><td></td><td></td><td>-</td></t<></thcontrol<>					-
Eye-Poke Defense (Brawling) 58 def+0 [0] Parry: 78		57	uciro	L	01
Painy: 78 Control S7 def+0 0 Eye-Poke Defense (Judo) 57 def+0 0 0 Pary: 77 Eye-Poke Defense (Sumo Wrestling) 57 def+0 0 0 Eye-Poke Defense (Sumo Wrestling) 57 def+0 0 0 Pary: 77 Eye-Rake (Brawling) 65 def+0 0 0 Eye-Rake (Brawling) 65 def+0 0 0 Eye-Rake (Karate) 63 def+0 0 Feint (Barwling) 70 def+0 0 Feint (Judo) 68 def+0 0 Feint (Karate) 68 def+0 0 0 Feint (Wrestling) 69 def+0 0 Fighting While Seated (Boxing) 67 def+0 0 0 Fighting While Seated (Mrestling) 68 def+0 0 0 Fighting While Seated (Mrestling) 67 def+0 0 0 Fighting While Seated (Mrestling) 67 def+0 0 0 Fighting While Seated (Sumo Wrestling) 67 <td></td> <td>58</td> <td>def+0</td> <td>1</td> <td>01</td>		58	def+0	1	01
Pairy: 77 Control S7 def+0 [0] Eye-Poke Defense (Karate) 57 def+0 [0] Pary: 77 Eye-Poke Defense (Wrestling) 57 def+0 [0] Pary: 77 Eye-Rake (Brawling) 65 def+0 0 1 Eye-Rake (Karate) 63 def+0 0 1 1 0 Feint (Bawling) 69 def+0 0 1 1 0 1 1 0 1 1 0 1 1 0 1 1 0 1 1 0 1 1 0 1 1 0 1 1 0 1 1 1 0 1 1 1 0 1 1 1 0 1 1 1 0 1 1 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1					-
Eye-Poke Defense (Karate) 57 def+0 [0] Parn: 77 def+0 [0] Parn: 77 def+0 [0] Parn: 77 def+0 [0] Eye-Poke Defense (Wrestling) 65 def+0 [0] Parn: 77 def+0 [0] Eye-Rake (Karate) 63 def+0 [0] Feint (Boxing) 69 def+0 [0] Feint (Karate) 68 def+0 [0] Feint (Karate) 68 def+0 [0] Fighting While Seated (Boxing) 67 def+0 [0] Fighting While Seated (Boxing) 67 def+0 [0] Fighting While Seated (Macate) 66 def+0 [0] Fighting While Seated (Macate) 67 def+0 [0] Fighting While Seated (Wrestling) 67 def+0 [0] Fighting While Seated		57	def+0	[0]
Party: 77 Control Control Eye-Poke Defense (Sumo Wrestling) 57 def+0 0 Party: 77 Eye-Poke Defense (Wrestling) 57 def+0 0 Eye-Rake (Brawling) 65 def+0 0 0 Eye-Rake (Karate) 63 def+0 0 0 Feint (Bawling) 70 def+0 0 0 Feint (Karate) 68 def+0 0 0 Feint (Karate) 68 def+0 0 0 Feint (Kurate) 68 def+0 0 0 Feint (Wrestling) 69 def+0 0 0 Fighting While Seated (Boxing) 67 def+0 0 0 Fighting While Seated (Judo) 66 def+0 0 0 1 Fighting While Seated (Karate) 66 def+0 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 <	Parry: 77				01
Eye-Poke Defense (Sumo Wrestling) 57 def+0 0 Pary: 77 C def+0 0 Eye-Poke Defense (Wrestling) 57 def+0 0 Pary: 77 C def+0 0 Eye-Rake (Brawling) 65 def+0 0 Feint (Boxing) 69 def+0 0 Feint (Brawling) 70 def+0 0 Feint (Karate) 68 def+0 0 Feint (Karate) 68 def+0 0 Feint (Wrestling) 69 def+0 0 Fighting While Seated (Boxing) 67 def+0 0 Fighting While Seated (Brawling) 68 def+0 0 Fighting While Seated (Karate) 66 def+0 0 Fighting While Seated (Karate) 67 def+0 0 Fighting While Seated (Karate) 67 def+0 0 Fighting While Seated (Karate) 67 def+0 0 Finger Lock (Arm Lock (Judo)) 66 def+0 <t< td=""><td></td><td>57</td><td>def+0</td><td>l</td><td>0]</td></t<>		57	def+0	l	0]
Painy: 77 Control Control Eye-Poke Defense (Wrestling) 57 def+0 0 Pary: 77 65 def+0 0 Eye-Rake (Brawling) 65 def+0 0 Feint (Boxing) 69 def+0 0 Feint (Boxing) 69 def+0 0 Feint (Sumo Wrestling) 69 def+0 0 Feint (Sumo Wrestling) 69 def+0 0 Fighting While Seated (Boxing) 67 def+0 0 Fighting While Seated (Bawling) 68 def+0 0 Fighting While Seated (Karate) 66 def+0 0 Fighting While Seated (Karate) 66 def+0 0 Fighting While Seated (Wrestling) 67 def+0 0 Finger Lock (Arm Lock (Judo)) 66 def+0 0 Flying Atomic Wedgie (Brawling) 67 def+0 0 Flying Atomic Wedgie (Wrestling) 61 def+0 0 Flying Atomic Wedgie (Wrestling) 58 <td< td=""><td></td><td>57</td><td>dof+0</td><td>r</td><td>01</td></td<>		57	dof+0	r	01
Eye-Poke Defense (Wrestling) 57 def+0 0 Parny: 77 Eye-Rake (Brawling) 65 def+0 0 Eye-Rake (Karate) 63 def+0 0 Feint (Boxing) 69 def+0 0 Feint (Judo) 68 def+0 0 Feint (Marate) 68 def+0 0 Feint (Vrestling) 69 def+0 0 Feint (Wrestling) 69 def+0 0 Fighting While Seated (Boxing) 67 def+0 0 Fighting While Seated (Judo) 66 def+0 0 Fighting While Seated (Wrestling) 67 def+0 0 Fighting While Seated (Wrestling) 67 def+0 0 Finger Lock (Arm Lock (Wrestling)) 67 def+0 0 Finger Lock (Arm Lock (Wrestling)) 67 def+0 0 Finger Lock (Arm Lock (Wrestling)) 67 def+0 0 Finger Lock (Arm Lock (Wrestling) 61 def+0 0 Grand Disarm (B		57	uer+0	L	01
Painy: 77 Painy: 77 Eye-Rake (Brawling) 65 def+0 0 Eye-Rake (Karate) 63 def+0 0 Feint (Boxing) 69 def+0 0 Feint (Karate) 68 def+0 0 Fighting While Seated (Brawling) 67 def+0 0 Fighting While Seated (Judo) 66 def+0 0 Fighting While Seated (Wrestling) 67 def+0 0 Fighting While Seated (Wrestling) 67 def+0 0 Fingat Lock (Arm Lock (Judo)) 66 def+0 0 Finger Lock (Arm Lock (Wrestling)) 67 def+0 0 Finger Lock (Arm Lock (Wrestling)) 67 def+0 0 Fing Atomic Wedgie (Wrestling) 68 def+0 0		57	def+0	1	01
Eye-Rake (Brawling) 65 def+0 0 Eye-Rake (Karate) 63 def+0 0 Feint (Boxing) 69 def+0 0 Feint (Brawling) 70 def+0 0 Feint (Karate) 68 def+0 0 Feint (Xarate) 68 def+0 0 Feint (Wrestling) 69 def+0 0 Feint (Wrestling) 69 def+0 0 Fighting While Seated (Boxing) 67 def+0 0 Fighting While Seated (Judo) 66 def+0 0 Fighting While Seated (Wrestling) 67 def+0 0 Finger Lock (Arm Lock (Wrestling)) 67 def+0 0 Finger Lock (Arm Lock (Wrestling)) 67 def+0 0 Flying Atomic Wedgie (Brawling) 62 def+0 0 Flying Jump Kick (Karate) 61 def+0 0 Grand Disarm (Brawling) 58 def+0 0 Grand Disarm (Sumo Wrestling) 58 def+0<		01	donio	L	1
Eye-Rake (Karate) 63 def+0 0 Feint (Boxing) 69 def+0 0 Feint (Judo) 68 def+0 0 Feint (Judo) 68 def+0 0 Feint (Karate) 68 def+0 0 Feint (Wrestling) 69 def+0 0 Feint (Wrestling) 69 def+0 0 Fighting While Seated (Boxing) 67 def+0 0 Fighting While Seated (Judo) 66 def+0 0 Fighting While Seated (Mrestling) 67 def+0 0 Fighting While Seated (Mrestling) 67 def+0 0 Finger Lock (Arm Lock (Udo)) 66 def+0 0 Flying Atomic Wedgie (Brawling) 62 def+0 0 Flying Atomic Wedgie (Wrestling) 61 def+0 0 Flying Atomic Wedgie (Wrestling) 58 def+0 0 Grand Disarm (Boxing) 58 def+0 0 Grand Disarm (Karate) 57 def+0 <td></td> <td>65</td> <td>def+0</td> <td>1</td> <td>0]</td>		65	def+0	1	0]
Feint (Boxing) 69 def+0 0) Feint (Brawling) 70 def+0 0) Feint (Judo) 68 def+0 0) Feint (Karate) 68 def+0 0) Feint (Karate) 69 def+0 0) Feint (Wrestling) 69 def+0 0) Fighting While Seated (Brawling) 67 def+0 0) Fighting While Seated (Brawling) 68 def+0 0) Fighting While Seated (Sumo Wrestling) 67 def+0 0) Fighting While Seated (Sumo Wrestling) 67 def+0 0) Fighting While Seated (Wrestling) 67 def+0 0) Finger Lock (Arm Lock (Wrestling)) 67 def+0 0) Flying Atomic Wedgie (Rawling) 62 def+0 0) Flying Atomic Wedgie (Wrestling) 61 def+0 0) Grand Disarm (Brawling) 58 def+0 0) Grand Disarm (Brawling) 58 def+0 0) Grand Disarm (Wrestli				Ĩ	
Feint (Brawling) 70 def+0 0) Feint (Judo) 68 def+0 0) Feint (Karate) 68 def+0 0) Feint (Wrestling) 69 def+0 0) Fighting While Seated (Boxing) 67 def+0 0) Fighting While Seated (Brawling) 68 def+0 0) Fighting While Seated (Karate) 66 def+0 0) Fighting While Seated (Karate) 66 def+0 0) Fighting While Seated (Wrestling) 67 def+0 0) Fighting While Seated (Wrestling) 67 def+0 0) Finger Lock (Arm Lock (Judo)) 66 def+0 0) Flying Atomic Wedgie (Wrestling) 61 def+0 0) Flying Jump Kick (Karate) 61 def+0 0) Grand Disarm (Boxing) 58 def+0 0) Grand Disarm (Sumo Wrestling) 58 def+0 0) Grand Disarm (Karate) 57 def+0 0) Grand Disarm (Wrest				1	-
Feint (Judo) 68 def+0 0 Feint (Karate) 68 def+0 0 Feint (Sumo Wrestling) 69 def+0 0 Feint (Wrestling) 69 def+0 0 Fighting While Seated (Boxing) 67 def+0 0 Fighting While Seated (Judo) 66 def+0 0 Fighting While Seated (Karate) 66 def+0 0 Fighting While Seated (Sumo Wrestling) 67 def+0 0 Fighting While Seated (Wrestling) 67 def+0 0 Fighting Atomic Wedgie (Wrestling) 61 def+0 0 Flying Atomic Wedgie (Wrestling) 58 def+0 0 Grand Disarm (Brawling) 59 def+0 0 Grand Disarm (Karate) 57 def+0 0 Grand				ī	-
Feint (Karate) 68 def+0 0) Feint (Sumo Wrestling) 69 def+0 0 Fighting While Seated (Boxing) 67 def+0 0 Fighting While Seated (Brawling) 68 def+0 0 Fighting While Seated (Brawling) 68 def+0 0 Fighting While Seated (Karate) 66 def+0 0 Fighting While Seated (Karate) 66 def+0 0 Fighting While Seated (Wrestling) 67 def+0 0 Fighting While Seated (Wrestling) 67 def+0 0 Finger Lock (Arm Lock (Wrestling)) 67 def+0 0 Flying Atomic Wedgie (Brawling) 62 def+0 0 Flying Jump Kick (Karate) 61 def+0 0 Grand Disarm (Boxing) 58 def+0 0 Grand Disarm (Karate) 57 def+0 0 Grand Disarm (Wrestling) 58 def+0 0 Grand Disarm (Wrestling) 58 def+0 0 Ha				-	-
Feint (Sumo Wrestling) 69 def+0 0) Feint (Wrestling) 69 def+0 0) Fighting While Seated (Boxing) 67 def+0 0) Fighting While Seated (Brawling) 68 def+0 0) Fighting While Seated (Judo) 66 def+0 0) Fighting While Seated (Karate) 66 def+0 0) Fighting While Seated (Wrestling) 67 def+0 0) Fighting While Seated (Wrestling) 67 def+0 0) Finger Lock (Arm Lock (Judo)) 66 def+0 0) Finger Lock (Arm Lock (Wrestling)) 67 def+0 0) Flying Atomic Wedgie (Brawling) 62 def+0 0) Flying Jump Kick (Karate) 61 def+0 0) Grand Disarm (Boxing) 58 def+0 0) Grand Disarm (Karate) 57 def+0 0) Grand Disarm (Wrestling) 58 def+0 0) Grand Disarm (Wrestling) 58 def+0 0)				ſ	-
Feint (Wrestling) 69 def+0 0) Fighting While Seated (Boxing) 67 def+0 0) Fighting While Seated (Brawling) 68 def+0 0) Fighting While Seated (Judo) 66 def+0 0) Fighting While Seated (Karate) 66 def+0 0) Fighting While Seated (Wrestling) 67 def+0 0) Finger Lock (Arm Lock (Judo)) 66 def+0 0) Finger Lock (Arm Lock (Urestling)) 67 def+0 0) Flying Atomic Wedgie (Brawling) 62 def+0 0) Flying Atomic Wedgie (Wrestling) 61 def+0 0) Grand Disarm (Boxing) 58 def+0 0) Grand Disarm (Karate) 57 def+0 0) Grand Disarm (Wrestling) 58 def+0 0)					-
Fighting While Seated (Boxing) 67 def+0 0 Fighting While Seated (Brawling) 68 def+0 0 Fighting While Seated (Judo) 66 def+0 0 Fighting While Seated (Karate) 66 def+0 0 Fighting While Seated (Sumo Wrestling) 67 def+0 0 Fighting While Seated (Wrestling) 67 def+0 0 Finger Lock (Arm Lock (Judo)) 66 def+0 0 Finger Lock (Arm Lock (Wrestling)) 67 def+0 0 Flying Atomic Wedgie (Brawling) 62 def+0 0 Flying Jump Kick (Karate) 61 def+0 0 Grand Disarm (Boxing) 58 def+0 0 Grand Disarm (Judo) 57 def+0 0 Grand Disarm (Karate) 57 def+0 0 Grand Disarm (Wrestling) 58 def+0 0 Grand Disarm (Karate) 67 def+0 0 Hamd Catch (Judo) 54 def+0 0 Parry:					-
Fighting While Seated (Brawling)68def+00Fighting While Seated (Judo)66def+00Fighting While Seated (Karate)66def+00Fighting While Seated (Sumo Wrestling)67def+00Fighting While Seated (Wrestling)67def+00Finger Lock (Arm Lock (Judo))66def+00Finger Lock (Arm Lock (Wrestling))67def+00Fiying Atomic Wedgie (Brawling)62def+00Flying Atomic Wedgie (Wrestling)61def+00Grand Disarm (Boxing)58def+00Grand Disarm (Brawling)59def+00Grand Disarm (Brawling)59def+00Grand Disarm (Brawling)58def+00Grand Disarm (Sumo Wrestling)58def+00Grand Disarm (Wrestling)58def+00Hammer Fist (Karate)67def+00Hand Catch (Judo)54def+00Parry: 7452def+00Hand-Clap Parry (Judo)52def+00Parry: 7268def+00Handcuffing (Judo)68def+00Handcuffing (Wrestling)68def+00Handcuffing (Wrestling)68def+00Hand-Clap Parry (Karate)67def+00Parry: 7268def+00Handcuffing (Wrestling)68def+00Handcuffing (Wrestling)<				_ <u>_</u>	
Fighting While Seated (Judo)66def+00]Fighting While Seated (Karate)66def+00]Fighting While Seated (Wrestling)67def+00]Finger Lock (Arm Lock (Judo))66def+00]Finger Lock (Arm Lock (Wrestling))67def+00]Flying Atomic Wedgie (Brawling)62def+00]Flying Atomic Wedgie (Wrestling))61def+00]Flying Atomic Wedgie (Wrestling)61def+00]Grand Disarm (Boxing)58def+00]Grand Disarm (Brawling)59def+00]Grand Disarm (Brawling)57def+00]Grand Disarm (Karate)57def+00]Grand Disarm (Karate)57def+00]Grand Disarm (Karate)58def+00]Grand Disarm (Wrestling)58def+00]Hammer Fist (Brawling)58def+00]Hand Catch (Judo)54def+00]Parry: 7454def+00]Hand-Clap Parry (Judo)52def+00]Parry: 7252def+00]Handcuffing (Judo)68def+00]Handcuffing (Wrestling)68def+00]Handcuffing (Wrestling)68def+00]Hand-Clap Parry (Karate)67def+00]Handcuffing (Wrestling)68def+00]Handcuffing (Wrestling)68def+00]Handcuff				Ļ	
Fighting While Seated (Karate)66def+00Fighting While Seated (Sumo Wrestling)67def+00Fighting While Seated (Wrestling)67def+00Finger Lock (Arm Lock (Judo))66def+00Finger Lock (Arm Lock (Wrestling))67def+00Finger Lock (Arm Lock (Wrestling))67def+00Flying Atomic Wedgie (Brawling)62def+00Flying Atomic Wedgie (Wrestling)61def+00Grand Disarm (Boxing)58def+00Grand Disarm (Brawling)59def+00Grand Disarm (Judo)57def+00Grand Disarm (Sumo Wrestling)58def+00Grand Disarm (Sumo Wrestling)58def+00Grand Disarm (Sumo Wrestling)58def+00Hammer Fist (Karate)67def+00Hammer Fist (Karate)67def+00Hand Catch (Judo)54def+00Parry: 7454def+00Hand-Clap Parry (Karate)52def+00Parry: 7252def+00Handcuffing (Wrestling)68def+00Handcuffing (Wrestling)68def+00Hand-Clap Parry (Karate)67def+00Handcuffing (Wrestling)68def+00Handcuffing (Wrestling)68def+00Handcuffing (Wrestling)68def+00He				Ļ	
Fighting While Seated (Sumo Wrestling) 67 def+0 0 Fighting While Seated (Wrestling) 67 def+0 0 Finger Lock (Arm Lock (Judo)) 66 def+0 0 Finger Lock (Arm Lock (Wrestling)) 67 def+0 0 Flying Atomic Wedgie (Brawling) 62 def+0 0 Flying Jump Kick (Karate) 61 def+0 0 Grand Disarm (Boxing) 58 def+0 0 Grand Disarm (Brawling) 59 def+0 0 Grand Disarm (Brawling) 57 def+0 0 Grand Disarm (Marate) 57 def+0 0 Grand Disarm (Wrestling) 58 def+0 0 Grand Disarm (Wrestling) 58 def+0 0 Hammer Fist (Brawling) 69 def+0 0 Hammer Fist (Karate) 67 def+0 0 Hand Catch (Sumo Wrestling) 54 def+0 0 Parry: 74				Ļ	-
Fighting While Seated (Wrestling) 67 def+0 0 Finger Lock (Arm Lock (Judo)) 66 def+0 0 Finger Lock (Arm Lock (Wrestling)) 67 def+0 0 Flying Atomic Wedgie (Brawling) 62 def+0 0 Flying Atomic Wedgie (Wrestling) 61 def+0 0 Flying Atomic Wedgie (Wrestling) 61 def+0 0 Grand Disarm (Boxing) 58 def+0 0 Grand Disarm (Brawling) 59 def+0 0 Grand Disarm (Karate) 57 def+0 0 Grand Disarm (Karate) 57 def+0 0 Grand Disarm (Karate) 57 def+0 0 Grand Disarm (Wrestling) 58 def+0 0 Hammer Fist (Brawling) 69 def+0 0 Hamd Catch (Judo) 54 def+0 0 Parry: 74 - - 0 Hand Catch (Wrestling) 54 def+0 0 Parry: 72 - -					-
Finger Lock (Arm Lock (Judo))66def+00Finger Lock (Arm Lock (Wrestling))67def+00Flying Atomic Wedgie (Brawling)62def+00Flying Atomic Wedgie (Wrestling)61def+00Flying Jump Kick (Karate)61def+00Grand Disarm (Boxing)58def+00Grand Disarm (Brawling)59def+00Grand Disarm (Judo)57def+00Grand Disarm (Karate)57def+00Grand Disarm (Karate)57def+00Grand Disarm (Sumo Wrestling)58def+00Grand Disarm (Sumo Wrestling)58def+00Grand Disarm (Wrestling)58def+00Hammer Fist (Brawling)69def+00Hand Catch (Judo)54def+00Parry: 7454def+00Hand Catch (Wrestling)54def+00Parry: 7252def+00Hand-Clap Parry (Judo)68def+00Parry: 7268def+00Handcuffing (Judo)68def+00Head Butt (Brawling)69def+00Head Butt (Brawling)65def+00Head Butt (Karate)67def+00Hand-Clap Parry (Karate)65def+00Handcuffing (Judo)68def+00Head Butt (Brawling)65def+00Head Butt (B		-		[-
Finger Lock (Arm Lock (Wrestling)) 67 def+0 0 Flying Atomic Wedgie (Brawling) 62 def+0 0 Flying Atomic Wedgie (Wrestling) 61 def+0 0 Flying Jump Kick (Karate) 61 def+0 0 Grand Disarm (Boxing) 58 def+0 0 Grand Disarm (Brawling) 59 def+0 0 Grand Disarm (Karate) 57 def+0 0 Grand Disarm (Karate) 57 def+0 0 Grand Disarm (Karate) 57 def+0 0 Grand Disarm (Karate) 58 def+0 0 Grand Disarm (Karate) 58 def+0 0 Grand Disarm (Wrestling) 58 def+0 0 Hammer Fist (Brawling) 69 def+0 0 Hand Catch (Judo) 54 def+0 0 Parry: 74 - - 0 Hand-Clap Parry (Judo) 52 def+0 0 Parry: 72 - - 0 <td></td> <td></td> <td></td> <td>[</td> <td></td>				[
Flying Atomic Wedgie (Brawling) 62 def+0 0 Flying Atomic Wedgie (Wrestling) 61 def+0 0 Flying Jump Kick (Karate) 61 def+0 0 Grand Disarm (Boxing) 58 def+0 0 Grand Disarm (Brawling) 59 def+0 0 Grand Disarm (Brawling) 59 def+0 0 Grand Disarm (Karate) 57 def+0 0 Grand Disarm (Karate) 57 def+0 0 Grand Disarm (Karate) 58 def+0 0 Grand Disarm (Karate) 58 def+0 0 Grand Disarm (Wrestling) 58 def+0 0 Hammer Fist (Brawling) 69 def+0 0 Hand Catch (Judo) 54 def+0 0 Parry: 74 - - 0 Hand-Clap Parry (Judo) 52 def+0 0 Parry: 72 - - 0 Hand-Clap Parry (Karate) 52 def+0 0 <		66	def+0	[0]
Flying Atomic Wedgie (Wrestling)61def+00Flying Jump Kick (Karate)61def+00Grand Disarm (Boxing)58def+00Grand Disarm (Brawling)59def+00Grand Disarm (Judo)57def+00Grand Disarm (Karate)57def+00Grand Disarm (Karate)57def+00Grand Disarm (Sumo Wrestling)58def+00Grand Disarm (Wrestling)58def+00Hammer Fist (Brawling)69def+00Hammer Fist (Karate)67def+00Hand Catch (Judo)54def+00Parry: 7454def+00Hand Catch (Wrestling)54def+00Parry: 7454def+00Hand-Clap Parry (Judo)52def+00Parry: 7252def+00Handcuffing (Judo)68def+00Handcuffing (Wrestling)68def+00Handcuffing (Judo)68def+00Head Butt (Brawling)69def+00Head Butt (Karate)67def+00Head Butt (Karate)67def+00Head Lock (Judo)65def+00Head Lock (Wrestling)66def+00Head Lock (Wrestling)66def+00Head Lock (Wrestling)66def+00Head Lock (Wrestling)66def+00 <td></td> <td>67</td> <td>def+0</td> <td>[</td> <td>0]</td>		67	def+0	[0]
Flying Jump Kick (Karate) 61 def+0 0 Grand Disarm (Boxing) 58 def+0 0 Grand Disarm (Brawling) 59 def+0 0 Grand Disarm (Judo) 57 def+0 0 Grand Disarm (Karate) 57 def+0 0 Grand Disarm (Karate) 57 def+0 0 Grand Disarm (Wrestling) 58 def+0 0 Grand Disarm (Wrestling) 58 def+0 0 Hammer Fist (Brawling) 69 def+0 0 Hammer Fist (Karate) 67 def+0 0 Hand Catch (Judo) 54 def+0 0 Parry: 74 - - 0 Hand Catch (Wrestling) 54 def+0 0 Parry: 74 - - 0 Hand-Clap Parry (Judo) 52 def+0 0 Parry: 72 - - 0 Hand-Clap Parry (Karate) 52 def+0 0 Pary: 72 - - 0 0 Handcuffing (Wrestling) 6	Flying Atomic Wedgie (Brawling)	62	def+0	[0]
Grand Disarm (Boxing)58def+00Grand Disarm (Brawling)59def+00Grand Disarm (Judo)57def+00Grand Disarm (Karate)57def+00Grand Disarm (Karate)57def+00Grand Disarm (Sumo Wrestling)58def+00Grand Disarm (Wrestling)58def+00Hammer Fist (Brawling)69def+00Hammer Fist (Brawling)69def+00Hand Catch (Judo)54def+00Parry: 7454def+00Hand Catch (Sumo Wrestling)54def+00Parry: 7454def+00Hand-Clap Parry (Judo)52def+00Parry: 7252def+00Hand-Clap Parry (Karate)52def+00Parry: 7252def+00Handcuffing (Wrestling)68def+00Handcuffing (Wrestling)68def+00Handcuffing (Judo)68def+00Head Butt (Brawling)69def+00Head Butt (DX)68def+00Head Lock (Judo)65def+00Head Lock (Wrestling)66def+00Handcuffing67def+00Handcuffing (Wrestling)65def+00Handcuffing (Wrestling)68def+00Handcuffing (Wrestling)68def+00Ha	Flying Atomic Wedgie (Wrestling)	61	def+0	[0]
Grand Disarm (Brawling)59def+00Grand Disarm (Judo)57def+00Grand Disarm (Karate)57def+00Grand Disarm (Sumo Wrestling)58def+00Grand Disarm (Wrestling)58def+00Grand Disarm (Wrestling)58def+00Hammer Fist (Brawling)69def+00Hammer Fist (Karate)67def+00Hand Catch (Judo)54def+00Parry: 7454def+00Hand Catch (Wrestling)54def+00Parry: 7454def+00Hand-Clap Parry (Judo)52def+00Parry: 7252def+00Hand-Clap Parry (Karate)52def+00Parry: 7252def+00Handcuffing (Judo)68def+00Head Butt (Brawling)69def+00Head Butt (Karate)67def+00Head Lock (Judo)65def+00Head Lock (Wrestling)66def+00Head Lock (Wrestling)66def+00Head Lock (Wrestling)66def+00Head Lock (Wrestling)66def+00Handcuffing (Wrestling)66def+00Handcuffing (Wrestling)67def+00Handcuffing (Wrestling)69def+00Handcuffing (Wrestling)69def+00 <t< td=""><td>Flying Jump Kick (Karate)</td><td>61</td><td>def+0</td><td>[</td><td>0]</td></t<>	Flying Jump Kick (Karate)	61	def+0	[0]
Grand Disarm (Brawling)59def+00Grand Disarm (Judo)57def+00Grand Disarm (Karate)57def+00Grand Disarm (Sumo Wrestling)58def+00Grand Disarm (Wrestling)58def+00Grand Disarm (Wrestling)58def+00Hammer Fist (Brawling)69def+00Hammer Fist (Karate)67def+00Hand Catch (Judo)54def+00Parry: 7454def+00Hand Catch (Sumo Wrestling)54def+00Parry: 7454def+00Hand Catch (Wrestling)52def+00Parry: 7252def+00Hand-Clap Parry (Judo)52def+00Parry: 7252def+00Handcuffing (Wrestling)68def+00Handcuffing (Wrestling)68def+00Handcuffing (Judo)68def+00Head Butt (Brawling)69def+00Head Butt (DX)68def+00Head Lock (Judo)65def+00Head Lock (Wrestling)66def+00Head Lock (Wrestling)66def+00Jam (Brawling)57def+00	Grand Disarm (Boxing)	58	def+0	[0]
Grand Disarm (Judo) 57 def+0 0 Grand Disarm (Karate) 57 def+0 0 Grand Disarm (Sumo Wrestling) 58 def+0 0 Grand Disarm (Wrestling) 58 def+0 0 Grand Disarm (Wrestling) 58 def+0 0 Hammer Fist (Brawling) 69 def+0 0 Hammer Fist (Karate) 67 def+0 0 Hand Catch (Judo) 54 def+0 0 Parry: 74 - - 0 Hand Catch (Sumo Wrestling) 54 def+0 0 Parry: 74 - - 0 Hand-Clap Parry (Judo) 52 def+0 0 Parry: 72 - - 0 Hand-Clap Parry (Karate) 52 def+0 0 Parry: 72 - - 0 Hand-Clap Parry (Karate) 68 def+0 0 Hand-Clap Parry (Karate) 68 def+0 0 Hand-Clap Parry (Karate) <td></td> <td>59</td> <td>def+0</td> <td>Ī</td> <td>0]</td>		59	def+0	Ī	0]
Grand Disarm (Karate) 57 def+0 0 Grand Disarm (Sumo Wrestling) 58 def+0 0 Grand Disarm (Wrestling) 58 def+0 0 Grand Disarm (Wrestling) 58 def+0 0 Hammer Fist (Brawling) 69 def+0 0 Hammer Fist (Karate) 67 def+0 0 Hand Catch (Judo) 54 def+0 0 Parry: 74 54 def+0 0 Hand Catch (Sumo Wrestling) 54 def+0 0 Parry: 74 54 def+0 0 Hand Catch (Wrestling) 54 def+0 0 Parry: 74 52 def+0 0 Hand-Clap Parry (Judo) 52 def+0 0 Parry: 72 52 def+0 0 Hand-Clap Parry (Karate) 52 def+0 0 Parry: 72 52 def+0 0 Handcuffing (Wrestling) 68 def+0 0 Handcuffing (Wrestli		57	def+0	ī	01
Grand Disarm (Sumo Wrestling)58def+00Grand Disarm (Wrestling)58def+00Hammer Fist (Brawling)69def+00Hammer Fist (Karate)67def+00Hand Catch (Judo)54def+00Parry: 7454def+00Hand Catch (Sumo Wrestling)54def+00Parry: 7454def+00Hand Catch (Wrestling)54def+00Parry: 7452def+00Hand-Clap Parry (Judo)52def+00Parry: 7252def+00Hand-Clap Parry (Karate)52def+00Parry: 7252def+00Handcuffing (Judo)68def+00Head Butt (Brawling)69def+00Head Butt (Karate)67def+00Head Lock (Judo)65def+00Head Lock (Wrestling)66def+00Jam (Brawling)57def+00				- î	-
Grand Disarm (Wrestling)58def+00Hammer Fist (Brawling)69def+00Hammer Fist (Karate)67def+00Hand Catch (Judo)54def+00Parry: 7454def+00Hand Catch (Sumo Wrestling)54def+00Parry: 7454def+00Hand Catch (Wrestling)54def+00Parry: 7452def+00Parry: 7252def+00Hand-Clap Parry (Judo)52def+00Parry: 7252def+00Handcuffing (Judo)68def+00Head Butt (Brawling)69def+00Head Butt (Karate)67def+00Head Butt (Karate)67def+00Head Lock (Judo)65def+00Head Lock (Wrestling)66def+00Head Lock (Wrestling)66def+00Handcuffing (Mrestling)67def+00	Grand Disarm (Sumo Wrestling)			1	-
Hammer Fist (Brawling) 69 def+0 0] Hammer Fist (Karate) 67 def+0 0] Hand Catch (Judo) 54 def+0 0] Parry: 74 54 def+0 0] Hand Catch (Sumo Wrestling) 54 def+0 0] Parry: 74 54 def+0 0] Hand Catch (Wrestling) 54 def+0 0] Parry: 74 52 def+0 0] Hand-Clap Parry (Judo) 52 def+0 0] Parry: 72 52 def+0 0] Hand-Clap Parry (Karate) 52 def+0 0] Parry: 72 52 def+0 0] Handcuffing (Judo) 68 def+0 0] Handcuffing (Wrestling) 68 def+0 0] Head Butt (Brawling) 69 def+0 0] Head Butt (Karate) 67 def+0 0] Head Lock (Judo) 65 def+0 0] Head Lock (Wrestling) 66 def+0 0] Head Lock (Wrestling) 57				1	
Hammer Fist (Karate)67def+00]Hand Catch (Judo)54def+00]Parry: 7454def+00]Hand Catch (Sumo Wrestling)54def+00]Parry: 7454def+00]Hand Catch (Wrestling)54def+00]Parry: 7452def+00]Hand-Clap Parry (Judo)52def+00]Parry: 7252def+00]Hand-Clap Parry (Karate)52def+00]Parry: 7252def+00]Handcuffing (Judo)68def+00]Head Butt (Brawling)69def+00]Head Butt (DX)68def+00]Head Lock (Judo)65def+00]Head Lock (Wrestling)66def+00]Head Lock (Wrestling)67def+00] <td< td=""><td></td><td></td><td></td><td>-</td><td></td></td<>				-	
Hand Catch (Judo) Pary: 7454def+0[0]Hand Catch (Sumo Wrestling) Pary: 7454def+0[0]Hand Catch (Wrestling) Pary: 7454def+0[0]Hand-Clap Parry (Judo) Parry: 7252def+0[0]Hand-Clap Parry (Karate) Parry: 7252def+0[0]Handcuffing (Judo)68def+0[0]Handcuffing (Judo)68def+0[0]Handcuffing (Judo)68def+0[0]Head Butt (Brawling)69def+0[0]Head Butt (DX)68def+0[0]Head Lock (Judo)65def+0[0]Head Lock (Wrestling)66def+0[0]Head Lock (Wrestling)66def+0[0]					-
Parry: 74 Mand Catch (Sumo Wrestling) 54 def+0 [0] Parry: 74 54 def+0 [0] [0] Hand Catch (Wrestling) 54 def+0 [0] [0] Parry: 74 52 def+0 [0] [0] Hand-Clap Parry (Judo) 52 def+0 [0] [0] Parry: 72 52 def+0 [0] [0] Hand-Clap Parry (Karate) 52 def+0 [0] [0] Parry: 72 Handcuffing (Judo) 68 def+0 [0] Handcuffing (Judo) 68 def+0 [0] [0] Head Butt (Brawling) 69 def+0 [0] [0] Head Butt (DX) 68 def+0 [0] [0] [1] [1] [1] [2] Head Butt (Karate) 67 def+0 [0] [2] [4] [1] [2] Head Lock (Judo) 65 def+0 [0] [4] [4] [4] [4] [4]				-	
Hand Catch (Sumo Wrestling) Parry: 7454def+0[0]Hand Catch (Wrestling) Parry: 7454def+0[0]Hand-Clap Parry (Judo) Parry: 7252def+0[0]Hand-Clap Parry (Karate) Parry: 7252def+0[0]Hand-Clap Parry (Karate) Parry: 7252def+0[0]Hand-Clap Parry (Karate) Parry: 7252def+0[0]Handcuffing (Judo)68def+0[0]Handcuffing (Wrestling)68def+0[0]Head Butt (Brawling)69def+0[0]Head Butt (DX)68def+0[0]Head Lock (Judo)65def+0[0]Head Lock (Wrestling)66def+0[0]Jam (Brawling)57def+0[0]		34	uei+0	L	01
Parry: 74FormulaHand Catch (Wrestling) Parry: 7454def+0[0]Hand-Clap Parry (Judo) Parry: 7252def+0[0]Hand-Clap Parry (Karate) Parry: 7252def+0[0]Handcuffing (Judo)68def+0[0]Handcuffing (Wrestling)68def+0[0]Head Butt (Brawling)69def+0[0]Head Butt (DX)68def+0[0]Head Lock (Judo)65def+0[0]Head Lock (Wrestling)66def+0[0]Head Lock (Wrestling)57def+0[0]	Hand Catch (Sumo Wrestling)	54	def+0	ſ	01
Hand Catch (Wrestling) 54 def+0 [0] Parry: 74 52 def+0 [0] Hand-Clap Parry (Judo) 52 def+0 [0] Parry: 72 52 def+0 [0] Hand-Clap Parry (Karate) 52 def+0 [0] Parry: 72 52 def+0 [0] Handcuffing (Judo) 68 def+0 [0] Handcuffing (Wrestling) 68 def+0 [0] Head Butt (Brawling) 69 def+0 [0] Head Butt (DX) 68 def+0 [0] Head Butt (Karate) 67 def+0 [0] Head Lock (Judo) 65 def+0 [0] Head Lock (Wrestling) 66 def+0 [0] Jam (Brawling) 57 def+0 [0]		Ο.	40110	L	1
Parry: 74 Mand-Clap Parry (Judo) 52 def+0 [0] Parry: 72 Fand-Clap Parry (Karate) 52 def+0 [0] Hand-Clap Parry (Karate) 52 def+0 [0] Parry: 72 68 def+0 [0] Handcuffing (Judo) 68 def+0 [0] Handcuffing (Wrestling) 68 def+0 [0] Head Butt (Brawling) 69 def+0 [0] Head Butt (DX) 68 def+0 [0] Head Butt (Karate) 67 def+0 [0] Head Lock (Judo) 65 def+0 [0] Head Lock (Wrestling) 66 def+0 [0] Jam (Brawling) 57 def+0 [0]		54	def+0]	01
Parry: 72 Generalized Generalized <thgeneralized< th=""> <thgeneralized< th=""> <</thgeneralized<></thgeneralized<>				-	_
Hand-Clap Parry (Karate) 52 def+0 [0] Parry: 72 Handcuffing (Judo) 68 def+0 [0] Handcuffing (Wrestling) 68 def+0 [0] Head Butt (Brawling) 69 def+0 [0] Head Butt (DX) 68 def+0 [0] Head Butt (Karate) 67 def+0 [0] Head Lock (Judo) 65 def+0 [0] Head Lock (Wrestling) 66 def+0 [0] Jam (Brawling) 57 def+0 [0]		52	def+0	[0]
Parry: 72 68 def+0 0] Handcuffing (Judo) 68 def+0 0] Handcuffing (Wrestling) 68 def+0 0] Head Butt (Brawling) 69 def+0 0] Head Butt (DX) 68 def+0 0] Head Butt (Karate) 67 def+0 0] Head Lock (Judo) 65 def+0 0] Head Lock (Wrestling) 66 def+0 0] Jam (Brawling) 57 def+0 0]					
Handcuffing (Judo) 68 def+0 0] Handcuffing (Wrestling) 68 def+0 0] Head Butt (Brawling) 69 def+0 0] Head Butt (DX) 68 def+0 0] Head Butt (Karate) 67 def+0 0] Head Lock (Judo) 65 def+0 0] Head Lock (Wrestling) 66 def+0 0] Jam (Brawling) 57 def+0 0]		52	det+0	l	0]
Handcuffing (Wrestling) 68 def+0 0] Head Butt (Brawling) 69 def+0 0] Head Butt (DX) 68 def+0 0] Head Butt (Karate) 67 def+0 0] Head Lock (Judo) 65 def+0 0] Head Lock (Wrestling) 66 def+0 0] Jam (Brawling) 57 def+0 0]		69	dof: 0	1	01
Head Butt (Brawling) 69 def+0 0] Head Butt (DX) 68 def+0 0] Head Butt (Karate) 67 def+0 0] Head Lock (Judo) 65 def+0 0] Head Lock (Wrestling) 66 def+0 0] Jam (Brawling) 57 def+0 0]				L r	
Head Butt (DX) 68 def+0 0] Head Butt (Karate) 67 def+0 0] Head Lock (Judo) 65 def+0 0] Head Lock (Wrestling) 66 def+0 0] Jam (Brawling) 57 def+0 0]				ļ	
Head Butt (Karate) 67 def+0 0] Head Lock (Judo) 65 def+0 0] Head Lock (Wrestling) 66 def+0 0] Jam (Brawling) 57 def+0 0]				Ļ	-
Head Lock (Judo) 65 def+0 0] Head Lock (Wrestling) 66 def+0 0] Jam (Brawling) 57 def+0 0]					
Head Lock (Wrestling) 66 def+0 0 Jam (Brawling) 57 def+0 0				Ļ	-
Jam (Brawling) 57 def+0 [0]				Ļ	-
Parry: //		57	def+0	[<mark>0</mark>]
	Parry: 77		<u> </u>		

TECHNIQUES (conti	TECHNIQUES (continued)						
Name	Level	Relative	Pts	Name	Level	Relative	Pts
Jam (Karate) Parry: 76	56	def+0	[0]	Stamp Kick (Brawling)	67	def+0	[0]
Judo Throw (Judo)	68	def+0	[0]	Stamp Kick (Karate) Sweep (Boxing)	65 66	def+0 def+0	[0] [0]
Jump Kick (Karate)	64	def+0		Sweep (Brawling)	67	def+0	[0]
Kicking (Brawling)	68	def+0	[0]	Sweep (Judo)	65	def+0	$\begin{bmatrix} 0 \end{bmatrix}$
Kicking (Karate)	66	def+0	[0]	Sweep (Karate)	65	def+0	[0]
Knee Drop (Brawling)	68	def+1	[2]	Sweep (Sumo Wrestling)	66	def+0	
Knee Drop (Wrestling)	65	def+0	[0]	Sweep (Wrestling)	66	def+0	i oj
Knee Strike (Brawling)	69	def+0	[0]	Sweeping Kick (Judo)	65	def+0	[0]
Knee Strike (Karate)	67	def+0	[0]	Sweeping Kick (Karate)	65	def+0	[0]
Leg Grapple (Judo)	68	def+0 def+0	[0] [0]	Sweeping Kick (Sumo Wrestling)	66	def+0	[0]
Leg Grapple (Wrestling) Leg Lock (Judo)	69 68	def+0 def+0		Targeted Attack (Boxing Lethal	62	def+0	[0]
Leg Lock (Wrestling)	69	def+0		Strike/Neck)	00	-1-6-0	r 01
Leg Throw (Judo)	66	def+0		Targeted Attack (Boxing Punch/Eyes)	60 65	def+0	
Lethal Eye-Poke (Karate)	57	def+0		Targeted Attack (Brawling Bite/Limb Vein/Artery)	co	def+0	[0]
Lethal Kick (Karate)	64	def+0	[0]	Targeted Attack (Brawling Bite/Neck	62	def+0	[0]
Lethal Strike (Karate)	66	def+0	[<u>0</u>]	Vein/Artery)	02	derro	
Lifesaving (Swimming)	103	def+0	[0]	Targeted Attack (Brawling Throw/Hand	63	def+0	[0]
Low Fighting (Boxing)	67	def+0	[0]	Joint)]
Low Fighting (Brawling)	68	def+0	[0]	Targeted Attack (Judo Grab/Groin)	65	def+0	[0]
Low Fighting (Judo)	66	def+0	[0]	Targeted Attack (Judo Throw/Hand Joint)	61	def+0	[0]
Low Fighting (Karate)	66	def+0		Targeted Attack (Judo Throw/Leg Joint)	63	def+0	[0]
Low Fighting (Sumo Wrestling)	67	def+0 def+0		Targeted Attack (Karate Disarm/Vitals	56	def+0	[0]
Low Fighting (Wrestling) Lower-Body Arm Lock (Judo)	67 66	def+0 def+0	[0] [0]	Chinks)			
Lower-Body Arm Lock (Wrestling)	67	def+0	[0]	Targeted Attack (Karate Knee Strike/Groin)	64	def+0	[0]
Lower-Body Head Lock (Viesting)	63	def+0		Targeted Attack (Karate Punch/Neck	58	def+0	[0]
Lower-Body Head Lock (Wrestling)	64	def+0		Chinks) Targeted Attack (Wrestling Grapple/Arm	64	def+0	r 01
Lower-Body Leg Lock (Judo)	66	def+0		Joint)	04	del+0	[0]
Lower-Body Leg Lock (Wrestling)	67	def+0	[<u>0</u>]	Targeted Attack (Wrestling Grapple/Groin)	67	def+0	[0]
Low-Line Defense (Boxing)	55	def+0	[<u>0</u>]	Targeted Attack (Wrestling Grapple/Leg	64	def+0	$\begin{bmatrix} 0 \end{bmatrix}$
Parry: 75				Joint)	<u> </u>		
Low-Line Defense (Sumo Wrestling) Parry: 75	55	def+0	[0]	Timed Defense (Boxing)	55	def+0	[0]
Neck Snap (ST)	60	def+0	[0]	Parry: 75			
Noogie (Brawling)	65	def+0	[<u>0</u>]	Timed Defense (Brawling) Parry: 76	56	def+0	[0]
Noogie (Karate)	63	def+0	[0]	Timed Defense (Dodge)	94	def+0	[0]
Nose Slap (Brawling)	65	def+0	[0]	Timed Defense (Judo)	55	def+0	
Nose Slap (Wrestling)	64	def+0	[0]	Parry: 75			
Piledriver (Wrestling)	64	def+0	[0]	Timed Defense (Karate) Parry: 75	55	def+0	[0]
Pole-Vault Kick (Karate) Pressure-Point Strike (Boxing)	64 67	def+0 def+0	[0] [0]	Timed Defense (Sumo Wrestling)	55	def+0	[0]
Pressure-Point Strike (Boxing)	68	def+0	$\begin{bmatrix} 0 \end{bmatrix}$	Parry: 75			
Pressure-Point Strike (Judo)	66	def+0		Timed Defense (Wrestling)	55	def+0	[0]
Pressure-Point Strike (Karate)	66	def+0		Parry: 75 Triangle Choke (Judo)	64	def+0	[0]
Pressure-Point Strike (Sumo Wrestling)	67	def+0	101	Triangle Choke (Wrestling)	64	def+0	$\begin{bmatrix} 0 \end{bmatrix}$
Pressure-Point Strike (Wrestling)	67	def+0	[0]	Trip (Judo)	56	def+0	
Push Kick (Brawling)	67	def+0	[0]	Parry: 76			
Push Kick (Karate)	65	def+0	[0]	Trip (Sumo Wrestling)	56	def+0	[0]
Quick Mount (Acrobatics)	66	def+0	[0]	Parry: 76 Trip (Wrestling)	56	def+0	[0]
Quick Mount (Jumping)	67	def+0	[0]	Parry: 76	50	UCITU	
Roll with Blow (Acrobatics)	67	def+0	[0]	True Tarot	38	def+1	[2]
Roll with Blow (Boxing)	67	def+0	[0]	Two-Handed Punch (Brawling)	68	def+0	[0]
Roll with Blow (Brawling) Roll with Blow (Judo)	68 66	def+0 def+0	[0] [0]	Uppercut (Boxing)	68	def+0	[0]
Roll with Blow (Karate)	66	def+0		Uppercut (Brawling)	70	def+1	[1]
Roll with Blow (Sumo Wrestling)	67	def+0		Uppercut (Karate)	68	def+1	[1]
Roll with Blow (Wrestling)	67	def+0	$\begin{bmatrix} 0 \end{bmatrix}$	Wet Willy (Brawling)	64	def+0	[0]
Rope Up (Climbing)	70	def+0		Wet Willy (Karate) Whirlwind Attack (Boxing)	62 64	def+0 def+0	
Sacrifice Throw (Judo)	68	def+0		Whirlwind Attack (Boxing) Whirlwind Attack (Brawling)	65	der+0 def+0	[0] [0]
Scissors Hold (Wrestling)	67	def+0	[<u>0</u>]	Whirlwind Attack (Judo)	63	def+0	$\begin{bmatrix} 0 \end{bmatrix}$
Slip Handcuffs (Escape)	63	def+0	[0]	Whirlwind Attack (Karate)	63	def+0	$\begin{bmatrix} 0 \end{bmatrix}$
Spinning Kick (Karate)	65	def+0	[0]	Whirlwind Attack (Sumo Wrestling)	64	def+0	$\begin{bmatrix} 0 \end{bmatrix}$
Spinning Punch (Karate)	66	def+0	[0]	Whirlwind Attack (Wrestling)	64	def+0	[0]
Springing Attack (Boxing)	67	def+0	[0]	Wrench Spine (Wrestling)	65	def+0	[0]
Springing Attack (Brawling)	68	def+0		Wrist Lock (Judo)	68	def+0	[0]
Springing Attack (Judo)	66	def+0		Wrist Lock (Wrestling)	69	def+0	[0]
Springing Attack (Karate) Springing Attack (Sumo Wrestling)	66 67	def+0 def+0	[0] [0]				
Springing Attack (Sumo Wrestling)	67	der+0 def+0	$\begin{bmatrix} 0 \end{bmatrix}$				
	51		<u> </u>				

Name	Level	Relative	Pts				
Annihilating Weapon (Unarmed)	67	DX-3	[1]				
Burning Strike (Unarmed)	67	DX-3	[1]				
Chilling Strike (Unarmed)	67	DX-3	[1]				
Continuing Attack (Unarmed)	67	DX-3	[1]				
Corrosive Strike (Unarmed)	67	DX-3	[1]				
Crippling Blow (Unarmed)	67	DX-3	[1]				
Crushing Strike (Unarmed)	67	DX-3	[1]				
Cutting Strike (Unarmed)	67	DX-3	[1]				
Dancing Weapon (Unarmed)	67	DX-3	[1]				
Dazzling Display (Unarmed)	67	DX-3	[1]				
Deafening Display (Unarmed)	67	DX-3	[1]				
Electric Weapon (Unarmed)	67	DX-3	[1]				
Fatiguing Strike (Unarmed)	67	DX-3	[1]				
Forceful Blow (Unarmed)	67	DX-3	[1]				
Ghostly Weapon (Unarmed)	67	DX-3	[1]				
Impaling Strike (Unarmed)	67	DX-3	[1]				
Incendiary Weapon (Unarmed)	67	DX-3	[1]				
Penetrating Strike (Unarmed)	67	DX-3	[1]				
Piercing Strike (Unarmed)	67	DX-3	[1]				
Project Blow (Unarmed)	67	DX-3	[1]				
Shockwave (Unarmed)	67	DX-3	[1]				
Stealthy Attack (Unarmed)	67	DX-3	[1]				
Strike of Negation (Unarmed)	67	DX-3	[1]				
Stupefying Blow (Unarmed)	67	DX-3	[1]				
Sudden Death (Unarmed)	67	DX-3	[1]				
Supreme Control (Unarmed)	67	DX-3	[1]				
Toxic Attack (Unarmed)	67	DX-3	[1]				
Traumatic Blow (Unarmed)	67	DX-3	[1]				
Withering Strike (Unarmed)	67	DX-3	[1]				
POINTS SUMMARY			Pts				
Basic Attributes, Secondary Characteristics							
Advantages, Perks		Ī	10694]				
Disadvantages, Quirks							
Skills, Techniques		Ī	141]				
Total Points Spent:							
	Unspen	t Points:	0				

		TACKE					
Name	MELEE AT Skill		Damage	Reach	ST	LC	Notes
Aggressive Parry (Boxing)	56	Parry 76	10d-12 cr	C	-		Notes
Aggressive Parry (Brawling)	57	77	10d-12 cr	C	_		
Aggressive Parry (Karate)	56	76	10d-12 cr	C			
Arm ST: swing			12d sw				
Arm ST: thrust			10d thr				
Arm ST: punch		 58	10d-1 cr	<u>c</u>			
Axe Kick (Karate)	65		9d+4 cr	C,1		_	
	<u>03</u> 70	_	9d-1 imp	C	_	_	
Biting Mastery							
Boxing	<u>69</u> 70	57	10d-1 cr	C	-	-	
Brawling: Punch		58	10d-1 cr	C C			
Brawling: Bite	70		9d-1 imp				
Brawling: Kick	68	-	9d cr	C,1			
Burning Attack (Bioelectric Organ)	70	58	1d bu sur	С	-	-	
Drop Kick (Brawling)	69	-	9d+2 cr	C,1	-	-	
Drop Kick (Sumo Wrestling)	68	-	9d+2 cr	C,1	-	-	
Drop Kick (Wrestling)	67	-	9d+2 cr	C,1	-	_	
Elbow Drop (Brawling)	66	-	10d+10 cr	C	-	-	
Elbow Drop (Wrestling)	64	-	10d+10 cr	С	-	-	
Elbow Strike (Brawling)	68	-	10d-1 cr	С	-	-	
Elbow Strike (Karate)	66	-	10d-1 cr	С	-	-	
Exotic Hand Strike (Karate)	67	-	10d cr	С	_	-	
Eye-Gouge (Brawling)	65	-	10d-4 cr	С	-	-	
Eye-Gouge (Judo)	63	-	10d-4 cr	С	-	-	
Eye-Gouge (Wrestling)	64	-	10d-4 cr	С	_	_	
Eye-Pluck (Brawling)	60	_	10d-3 cr	С	_	_	
Eye-Pluck (Karate)	58	-	10d-3 cr	С	-	-	
Eye-Poke (Boxing)	60	_	10d-3 cr	С	_	_	
Eye-Poke (Brawling)	61	_	10d-3 cr	С	_	_	
Eye-Poke (Karate)	59	_	10d-3 cr	С	_	_	
Eye-Rake (Brawling)	65	-	10d-1 cr	C	_	-	
Eye-Rake (Karate)	63	_	10d-1 cr	C	-	_	
Hammer Fist (Brawling)	69	_	10d-2 cr	C	_	_	
Hammer Fist (Karate)	67	_	10d-2 cr	C	_	_	
Head Butt (Brawling)	69	_	9d-1 cr	C	_	_	
Head Butt (DX)	-	_	9d-2 cr	C	_	_	
Head Butt (Karate)	67	_	9d-1 cr	C	_	_	
Jump Kick (Karate)	64	_	9d+9 cr	1,2	_	_	
Karate: Punch	68	57	10d-1 cr	C			
Karate: Kick			9d cr	C,1			
Knee Drop (Brawling)	68	_	9d+9 cr	C	-	_	
Knee Drop (Wrestling)	65	_	9d+9 cr	C	_	_	
Knee Strike (Brawling)	69		9d cr	C			
Knee Strike (Karate)	67		9d cr	C			
		-		C	-	-	
Lethal Eye-Poke (Karate)	63	-	10d-2 pi	-	-	_	
Neck Snap (ST)	60	_	11d cr	С	_	-	
Push Kick (Brawling)	67	-	9d x2 nw dkb	C,1	-	-	
Push Kick (Karate)	65		9d x2 nw dkb	C,1			
Stamp Kick (Brawling)	67	-	9d+1 cr	C,1	-	-	
Stamp Kick (Karate)	65	-	9d+1 cr	C,1	-	-	
Super ST: swing	-		19d sw				
Super ST: thrust		_ 58	17d thr				
Super ST: punch		58	17d-1 cr	C			
Super ST: kick	70	58	17d cr	C,1	-	-	
Two-Handed Punch (Brawling)	68	-	10d+10 cr	С	-	-	
Uppercut (Boxing)	68	-	10d cr	С	-	-	
Uppercut (Brawling)	70	-	10d cr	С	-	-	
Uppercut (Karate)	68	_	10d cr	С	_	_	
Vampiric Bite	_	_	3 HP/sec	С	-	-	