



Name: Taiolu
Race: Human

Player: Taiolu
Ht: 4'9 Wt: 88 Lbs Age: 10

Spent: 15000
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 ^{64*} 154	[440]	HP 620† [1092]	Basic Speed 76†† [610]
DX 70†	[760]	Will 58 [65]	Basic Move 84 [40]
IQ 45‡	[380]	Per 60 [75]	BL ^{1345 lb} 2.96 tn (STxST)/5
HT 108§	[620]	FP 210** [300]	Thr 9d Sw 11d

* +10 from 'Super ST', Cond. +3 from 'Lifting ST (Bio-Booster)', Cond. +3 from 'Striking ST (Bio-Booster)', Cond. +10 from 'Arm ST', Cond. +5 from 'Lifting ST (Living Metal Skin)', Cond. +5 from 'Striking ST (Living Metal Skin)', Cond. +5 from 'Lifting ST'
† +22 from 'Extra DX'
‡ +16 from 'Extra IQ', Cond. -5 from 'Absent-Mindedness' when concentrating on another task
§ +36 from 'Extra HT', Cond. +2 from 'Very Fit'

†† +5 from 'Extra Hit Points (Reinforced Skeleton)', +5 from 'Extra Hit Points (Hyperdense Skeleton)'
** +2 from 'Extra Fatigue Points (Hyper-Lungs)'
†† +1 from 'Enhanced Reflexes', Cond. +4 from 'Extra Basic Speed (Boosted Heart)', Cond. +1 from 'Extra Basic Speed (Boosted Reflexes)'

TL 12	[0]	SM -1
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Vision 82*	Taste/Smell 70†	Death Check 110‡
Hearing 65§	Fright Check 62††	High Jump 1756.44 yd
Touch 80**	Consciousness 117††	Broad Jump 4 mi

* +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'

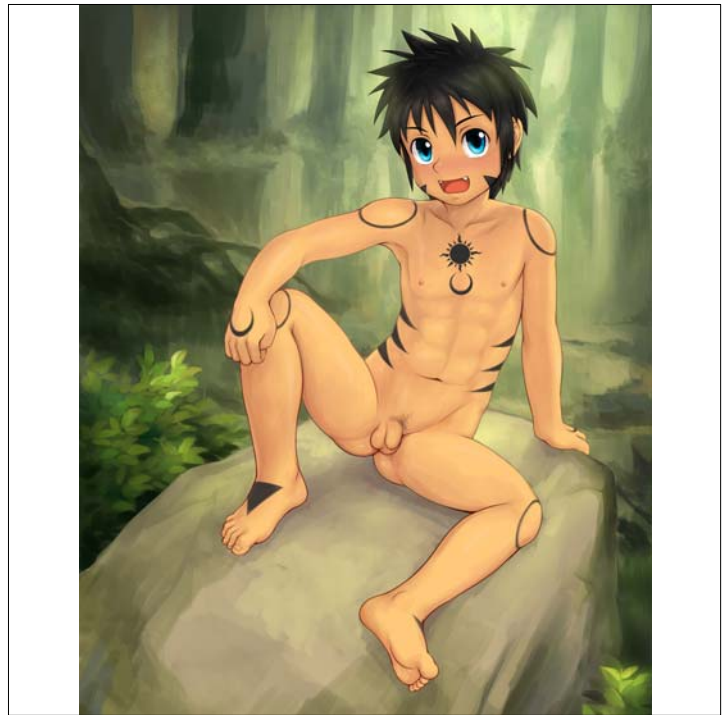
†† +2 from 'Enhanced Time Sense', +2 from 'Combat Reflexes (Enhanced Reflexes)'
** +20 from 'Acute Touch'
†† +7 from 'Hard to Subdue', +2 from 'Very Fit'

HP	-1, -620, -1240, -1860, -2480, -3100, -3720, -4340, -4960, -5580, -6200	FP	69, 0, -210
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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
Air	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§
DX	Eye-Poke Defense (Brawling)	DX	None	Torso

* +18 from 'Enhanced Parry (all parries)', +1 from 'Enhanced Time Sense', +1 from 'Combat Reflexes (Enhanced Reflexes)'
† +10 from 'Enhanced Block', +1 from 'Enhanced Time Sense', +1 from 'Combat Reflexes (Enhanced Reflexes)'
‡ +15 from 'Enhanced Dodge', +1 from 'Enhanced Time Sense', +1 from 'Combat Reflexes (Enhanced Reflexes)'
§ +20 from 'Damage Resistance (Reinforced Skeleton; Skull)', -20 from 'Damage Resistance (Reinforced Skeleton; Skull)', +10 from 'Damage Resistance (Reinforced Skeleton; Crushing)', -10 from 'Damage Resistance (Reinforced Skeleton; Crushing)', +40 from 'Damage Resistance (Hyperdense Skeleton; Skull)', -40 from 'Damage Resistance (Hyperdense Skeleton; Skull)', +20 from 'Damage Resistance (Hyperdense Skeleton; Crushing)', -20 from 'Damage Resistance (Hyperdense Skeleton; Crushing)', +67 from 'Damage Resistance', +10 from 'Damage Resistance (Bioplastic Skin; Burning & Piercing)', -10 from 'Damage Resistance (Bioplastic Skin; Burning & Piercing)', +5 from 'Damage Resistance (Skin)', +12 from 'Damage Resistance (Nanoweave Subdermal Armor; Piercing & Cutting)', -12 from 'Damage Resistance (Nanoweave Subdermal Armor; Piercing & Cutting)', +6 from 'Damage Resistance (Nanoweave Subdermal Armor; Skin)', +20 from 'Damage Resistance (Living Metal Skin)'



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)', Cond. -2 from 'Social Stigma (Minor)' when dealing with others as an Adult, Cond. +2 from 'Voice' when your voice can be heard, Cond. -4 from 'Social Stigma (Naked)', Cond. -2 from 'Social Stigma (Slut)', Cond. -4 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 voice can be heard

LANGUAGES

Name	Spoken	Written	Pts
Draconic	Native*	Native*	[4]
Polygot (Native)	Native†	Native†	[0]

* +1 from 'Language Talent' † -1 from 'Polygot', +1 from 'Language Talent'

ADVANTAGES

Name	Pts
Absolute Direction	[5]
Accelerated Reflexes	[20]
Extra Attack 1 (Accelerated Reflexes; Temporary Disadvantage (Electrical))	[20]
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)	
Name	Pts
Amphibian	[30]
Pressure Support 2 (Super)	[9]
Temperature Tolerance 4 (Colder; Super)	[4]
Appearance (Attractive)	[4]
Arm ST 10 (One arm)	[30]
Bio-Booster	[31]
Extra Basic Speed +1 (Bio-Booster; Cardiac Stress (HT roll every minute); Costs Fatigue (+1))	[13]
Lifting ST 3 (Bio-Booster; Cardiac Stress (HT roll every minute))	[7]
Striking ST 3 (Bio-Booster; Cardiac Stress (HT roll every minute))	[11]
Bioelectric Organ	[7]
Burning Attack 1 (Bioelectric Organ; Damage Modifier: No Incendiary; Surge; Melee Attack: Reach C; Side Effect (+1); Takes Recharge (5 seconds); Variable)	[7]
Biological Operating System Implant (BOS)	[8]
Alcohol Tolerance	[1]
Deep Sleeper	[1]
No Hangover	[1]
Metabolism Control 1 (Biological Operating System Implant)	[5]
Bioplastic Skin	[20]
Damage Resistance 10 (Bioplastic Skin; Burning & Piercing; Limited; Tough Skin)	[20]
Boosted Heart	[19]
Extra Basic Speed +1 (Boosted Heart; Costs Fatigue (+1); Gives conditional Basic Speed bonus; Temporary Disadvantage (Electrical))	[15]
Resistant (Boosted Heart; Heart Attack; Rare; Immunity; Temporary Disadvantage (Electrical))	[4]
Boosted Reflexes	[18]
Extra Basic Speed +1 (Boosted Reflexes; Costs Fatigue (+2); Gives conditional Basic Speed bonus)	[18]
Breathing Water	[34]
Discriminatory Smell (Profiling; Super; Underwater Only) <small>Roll to memorize a scent: 45 (IQ), Roll to Smell: 74 (Taste/Smell+4)</small>	[21]
Doesn't Breathe (Gills; Super)	[8]
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]
<small>Roll to avoid stupidity: 45 (IQ)</small>	
Computer Implant	[6]
Photographic Memory (Recorded data only; Temporary Disadvantage (Electrical)) <small>Roll to recall: 45 (IQ)</small>	[6]
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	[15]
Charisma 4 (Dominance Pheromones; Accessibility (Humans Only); Scent-Based)	[15]
Early Maturation 2	[0]
Elastic Skin	[20]
Enhanced Block 10	[50]
Enhanced Dodge 15	[225]
Enhanced Muscle 5	[40]
Enhanced Parry 18 (all parries)	[180]
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)	[450]
Extra IQ 16 (Affects IQ; Super Attribute)	[400]
Filter Implant	[5]
Filter Lungs (Filter Implant)	[5]

ADVANTAGES (continued)	
Name	Pts
Flying	[30]
Flight (Cannot Hover; Super)	[30]
Forest Movement	[10]
Brachiator (Super)	[5]
Terrain Adaptation (Dense Vegetation; Super)	[5]
Gyrobalance	[11]
Klutz (Gyrobalance; Mitigator (Cybernetics))	[-1]
Perfect Balance (Gyrobalance; Temporary Disadvantage (Electrical))	[12]
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 Only)	[2]
High-Pressure Lungs	[0]
Hyperdense Skeleton	[90]
Extra Hit Points 5 (Hyperdense Skeleton; Affects HP)	[10]
Damage Resistance 40 (Hyperdense Skeleton; Skull; Skull Only)	[60]
Damage Resistance 20 (Hyperdense Skeleton; Crushing; Limited; Tough Skin)	[20]
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]
<small>Range: 200 yd, Roll to "See": 60 (Per)</small>	
Imbue 3	[40]
Immunity to Metabolic Hazards	[30]
Implant Radio	[7]
Telecommunication (Radio; Reduced Range (x1/10); Secure; Temporary Disadvantage (Electrical)) <small>Range: 1 mi, Roll to Communicate: 45 (IQ)</small>	[7]
Implant Video Comm	[0]
Improved G-Tolerance (10G)	[25]
Increased Fecundity	[0]
Insubstantiality	[80]
Internal Hearing	[4]
Internal Sight	[10]
Internal Speech	[5]
Internal Taste and Smell	[1]
Intestinal Recycler	[2]
Reduced Consumption 1 (Intestinal Recycler)	[2]
Intuition	[15]
<small>Roll to guess correctly: 45 (IQ)</small>	
Intuitive Mathematician	[5]
Jumper (Spirit)	[100]
<small>Roll to Spirit Jump: 45 (IQ)</small>	
Jumper (Time)	[100]
<small>Roll to Time Jump: 45 (IQ)</small>	
Jumper (World)	[100]
<small>Roll to World Jump: 45 (IQ)</small>	
Language Talent	[10]
Legal Enforcement Powers 3	[15]
Legal Immunity 3	[15]
Lifting ST 5	[15]
Liver Upgrade	[6]
Alcohol Tolerance (Liver Upgrade)	[1]
Resistant (Liver Upgrade; Ingested Poison; Occasional; +8)	[5]
Living Metal Skin	[160]
Filter Lungs (Living Metal Skin)	[5]
Damage Resistance 20 (Living Metal Skin; Flexible)	[80]
Lifting ST 5 (Living Metal Skin)	[15]
Nictitating Membrane 5 (Living Metal Skin)	[5]
Sealed (Living Metal Skin)	[15]
Striking ST 5 (Living Metal Skin)	[25]
Super Jump 1 (Living Metal Skin)	[10]
Temperature Tolerance 5 (Living Metal Skin)	[5]
Low-Pressure Lungs	[0]

ADVANTAGES (continued)	
Name	Pts
Magic Resistance 10	[20]
Memory Flesh	[5]
Alternate Form (Memory Flesh; Alternate Appearance; Cosmetic; Temporary Disadvantage (Electrical))	[5]
Nanoweave Subdermal Armor	[42]
Damage Resistance 12 (Nanoweave Subdermal Armor; Piercing & Cutting; Limited; Tough Skin)	[24]
Damage Resistance 6 (Nanoweave Subdermal Armor; Skin; Tough Skin)	[18]
Neural Interface Jack	[0]
Oracle	[15]
Roll to Discover: 60 (Per), Roll to Interpret: 45 (IQ)	
Perfume Glands	[6]
Racial Skill Bonus 2 (Sex Appeal; Scent-Based)	[4]
Obscure 1 (Perfume Glands; Smell)	[2]
Radius: 2 yd	
Polyskin Body	[16]
Elastic Skin (Polyskin Body; Temporary Disadvantage (Electrical))	[16]
Polyskin Face	[11]
Elastic Skin (Polyskin Face; Face Only; Temporary Disadvantage (Electrical))	[11]
Precognition	[25]
Roll to glimpse future: 45 (IQ)	
Radar	[20]
Range: 1.14 mi, Roll to "See": 60 (Per)	
Radiation Tolerance (PF 1,000)	[45]
Regeneration (Extreme: 10 HP/Sec)	[150]
Regrowth	[40]
Reinforced Skeleton	[50]
Extra Hit Points 5 (Reinforced Skeleton; Affects HP)	[10]
Damage Resistance 20 (Reinforced Skeleton; Skull; Skull Only)	[30]
Damage Resistance 10 (Reinforced Skeleton; Crushing; Limited; Tough Skin)	[10]
Resistant (Disease; Very Common; Immunity)	[30]
Resistant (Poison; Very Common; Immunity)	[30]
Sensie Transeiver Jack	[5]
Telecommunication (Cable Jack; Sensie Only)	[5]
Sex Pheromones	[28]
Affliction 1 (Sex Pheromones; Lecherousness; Accessibility (Only on those attracted to your gender); Area Effect (2); Disadvantage (Lecherousness (12)); Emanation; Scent-Based)	[28]
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 (Electrical))	[8]
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)	[54]
Supernatural Durability	[150]
Roll to ignore pain: 61 (Will+3)	
Super-Senses	[30]
Microscopic Vision 1 (Super)	[5]
Parabolic Hearing 3 (Super)	[11]
Telescopic Vision 3 (Super)	[14]
Super-Swimming	[72]
Enhanced Move 4 (Water; Super)	[72]
Teeth (Fangs)	[2]

ADVANTAGES (continued)	
Name	Pts
Temperature Tolerance 100	[100]
Temporal Inertia	[15]
Roll to distinguish between timelines: 45 (IQ)	
Terror (Awe; Will-10)	[130]
Trained By A Master	[30]
Trust Hormones	[29]
Affliction 1 (Trust Hormones; Gullibility; Area Effect (2); Disadvantage (Gullibility (12)); Emanation; Scent-Based)	[29]
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)	[50]
Unusual Background: Xeno-Omnilingual	[80]
Vacuum Support	[5]
Vampiric Bite (3HP/sec)	[40]
Variant Sexual Schemes	[0]
Versatile	[5]
Very Fit	[15]
Vibration Sense	[10]
Roll to "See": 60 (Per)	
Visualization	[10]
Roll to visualize: 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 Species Only); Scent-Based)	[2]

PERKS	
Name	Pts
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]
Variant Sexual Schemes	[0]

DISADVANTAGES	
Name	Pts
Absent-Mindedness	[-15]
Addiction (Healing Item; Expensive)	[-10]
Addiction (Masturbation; Cheap)	[-5]
Addiction (Nonlethal Combat; Cheap)	[-5]
Addiction (Seeing Child Nudity; Expensive)	[-10]
Amnesia (Partial)	[-10]
Bully (12 or less)	[-10]
Compulsive Spending (12 or less)	[-5]
Curious (12 or less)	[-5]
Easy to Read	[-10]
Impulsiveness (12 or less)	[-10]
Jealousy	[-10]
Laziness	[-10]
Light Sleeper	[-5]
Nude Photos Online (Severely Common)	[-40]
Nudist	[-10]
Pacifism (Reluctant Killer)	[-5]
Panic Attacks (Mild)	[-5]
Pedobait	[-2]
Pesimistic	[-10]
Post Lethal Combat Shakes	[-25]
Racism	[-15]
Short Attention Span	[-10]
Social Stigma (Minor)	[-5]
Social Stigma -4 (Naked)	[-20]
Social Stigma -4 (Pedophile)	[-20]
Social Stigma -2 (Slut)	[-10]
Squeamish (12 or less)	[-10]
Susceptible to Rumors -2	[-4]
Trickster (12 or less)	[-15]
Untrue Beliefs (Nothing is wrong with public sex; Major)	[-10]
Untrue Beliefs (Nudity is Never Wrong for children.; Major)	[-10]
Untrue Beliefs (Rape is Legal if the person raped wronged you.; Major)	[-10]
Untrue Beliefs (The not laws of his legal immunity are perfectly fine for him to do; Minor)	[-5]
Unusual Biochemistry	[-5]
Weakness to Holy	[-20]
Wealth (Dead Broke)	[-25]
Weirdness Magnet	[-15]

QUIRKS	
Name	Pts
Distinctive Feature (Tattoo; Switchable)	[0]
Dreamer	[-1]
Imaginative	[-1]
Nosy	[-1]

SKILLS			
Name	Level	Relative	Pts
Acrobatics	69*	DX-1	[1]
Acting	44†	IQ-1	[1]
Aquabatics	69‡	DX-1	[1]
Artist (Drawing)	43	IQ-2	[1]
Blind Fighting	57	Per-3	[1]
Body Control	105	HT-3	[1]
Boxing	69	DX-1	[1]
Parry: 57			
Brawling	70	DX+0	[1]
Parry: 58			
Breaking Blow	43	IQ-2	[1]
Breath Control	106	HT-2	[1]
Camouflage	45	IQ+0	[1]
Climbing	72§	DX+2	[1]
Computer Operation/TL12	45	IQ+0	[1]
Cooking	44	IQ-1	[1]
Criminology/TL12	44	IQ-1	[1]
Cryptography/TL12	43	IQ-2	[1]
Current Affairs/TL12 (Supernatural)	45	IQ+0	[1]
Dancing	69	DX-1	[1]
Detect Lies	58	Per-2	[1]
Diplomacy	47¶	IQ+2	[1]

SKILLS (continued)			
Name	Level	Relative	Pts
Economics	43	IQ-2	[1]
Escape	68	DX-2	[1]
Expert Skill (Bardic Knowledge)	43	IQ-2	[1]
Expert Skill (Demonology)	43	IQ-2	[1]
Expert Skill (Vampirology)	43	IQ-2	[1]
Fast-Talk	48†	IQ+3	[1]
Fishing	60	Per+0	[1]
Forced Entry	70	DX+0	[1]
Forgery/TL12	43	IQ-2	[1]
Fortune-Telling (Tarot)	54**	IQ+9	[1]
Gesture	45	IQ+0	[1]
Group Performance (Fight Choreography)	67	IQ+22	[1]
Hidden Lore (Demon Lore)	44	IQ-1	[1]
Hidden Lore (Dragon Lore)	44	IQ-1	[1]
Hidden Lore (Hidden Styles)	44	IQ-1	[1]
Hidden Lore (Mysteries of Nature)	44	IQ-1	[1]
Hidden Lore (Things Man Was Not Meant To Know)	44	IQ-1	[1]
Hidden Lore (Wilderness Lore)	44	IQ-1	[1]
Housekeeping	45	IQ+0	[1]
Interrogation	54	IQ+9	[1]
Intimidation	57††	Will-1	[1]
Judo	68	DX-2	[1]
Parry: 57			
Jumping	70‡‡	DX+0	[1]
Karate	68	DX-2	[1]
Parry: 57			
Kiai	106	HT-2	[1]
Knot-Tying	70	DX+0	[1]
Kusari	68	DX-2	[1]
Parry: 57			
Leadership	54**	IQ+9	[1]
Lifting	107	HT-1	[1]
Light Walk	68‡‡	DX-2	[1]
Linguistics	43	IQ-2	[1]
Lip Reading	59	Per-1	[1]
Lockpicking/TL12	44	IQ-1	[1]
Mathematics/TL12 (Applied)	43	IQ-2	[1]
Mathematics/TL12 (Computer Science)	43	IQ-2	[1]
Mathematics/TL12 (Cryptography)	43	IQ-2	[1]
Mathematics/TL12 (Pure)	43	IQ-2	[1]
Medicine!	42	IQ-3	[3]
Meditation	56	Will-2	[1]
Merchant	44§§	IQ-1	[1]
Observation	81†††	Per+21	[1]
Panhandling	55**	IQ+10	[1]
Performance	48***	IQ+3	[1]
Photography/TL12	44	IQ-1	[1]
Physics/TL12	42	IQ-3	[1]
Power Blow	56	Will-2	[1]
Precognitive Parry	43	IQ-2	[1]
Pressure Points (Human)	43	IQ-2	[1]
Professional Skill (Brewer)	44	IQ-1	[1]
Professional Skill (Circus)	69	DX-1	[1]
Professional Skill (Journalist)	44	IQ-1	[1]
Professional Skill (Model)	44	IQ-1	[1]
Professional Skill (Prostitute)	44	IQ-1	[1]
Prospecting/TL12	44	IQ-1	[1]
Psychology (Clinical)	43	IQ-2	[1]
Public Speaking	58†††	IQ+13	[1]
Push	68	DX-2	[1]
Search	59	Per-1	[1]
Sex Appeal (Humanoid / Pedophile)	114†††	HT+6	[1]
Shadowing	54§§§	IQ+9	[1]
Sociology	43	IQ-2	[1]
Soldier/TL12	44	IQ-1	[1]
Speed-Reading	44	IQ-1	[1]
Stage Combat	69	DX-1	[1]
Stealth	69†††	DX-1	[1]
Streetwise	44††	IQ-1	[1]
Sumo Wrestling	69	DX-1	[1]
Parry: 57			

SKILLS (continued)			
Name	Level	Relative	Pts
Swimming	108	HT+0	[1]
Tactics	43 ^{****}	IQ-2	[1]
Teaching	44	IQ-1	[1]
Tracking	59 ^{††††}	Per-1	[1]
Traps/TL12	44	IQ-1	[1]
Typing	70	DX+0	[1]
Urban Survival	59	Per-1	[1]
Veterinary/TL12	44 ^{††††}	IQ-1	[1]
Weather Sense	44	IQ-1	[1]
Weird Science	42	IQ-3	[1]
Whip	69	DX-1	[1]
Parry: 57			
Wrestling	69	DX-1	[1]
Parry: 57			
Writing	44	IQ-1	[1]
* +1 from 'Perfect Balance (Gyrobalance)', Cond. +4 from 'Flight' when body lightening would help	†† +22 from 'Acute Vision', Cond. +2 from 'Radar' when sense would be able to spot the objective, Cond. +2 from 'Imaging Radar' when sense would be able to spot the objective		
† Cond. +1 from 'Honest Face' when acting innocent	*** +2 from 'Voice', +2 from 'Voice (Silvertongue Implant)'		
‡ +1 from 'Perfect Balance (Gyrobalance)'	††† +2 from 'Voice', +6 from 'Charisma', +4 from 'Charisma (Dominance Pheromones)', +2 from 'Voice (Silvertongue Implant)'		
§ +2 from 'Brachiator', +1 from 'Perfect Balance (Gyrobalance)', Cond. +4 from 'Flight' when body lightening would help	††† +2 from 'Voice', +1 from 'Appearance', +2 from 'Racial Skill Bonus (Sex Appeal)', +2 from 'Voice (Silvertongue Implant)', Cond. +6 from 'Charisma' when making Influence rolls, Cond. +4 from 'Charisma (Dominance Pheromones)' when making Influence rolls		
¶ +2 from 'Voice', +2 from 'Voice (Silvertongue Implant)', Cond. +6 from 'Charisma' when making Influence rolls, Cond. +4 from 'Charisma (Dominance Pheromones)' when making Influence rolls	** +6 from 'Charisma', +4 from 'Charisma (Dominance Pheromones)'		
** +6 from 'Charisma', +4 from 'Charisma (Dominance Pheromones)'	††† Cond. +6 from 'Charisma' when making Influence rolls, Cond. +4 from 'Charisma (Dominance Pheromones)' when making Influence rolls		
††† Cond. +6 from 'Charisma' when making Influence rolls, Cond. +4 from 'Charisma (Dominance Pheromones)' when making Influence rolls	‡‡ Cond. +4 from 'Flight' when body lightening would help		
‡‡ Cond. +4 from 'Flight' when body lightening would help	§§ Cond. -2 from 'Compulsive Spending' when you bargain or haggle		
§§ Cond. -2 from 'Compulsive Spending' when you bargain or haggle	¶¶¶ Cond. +18 from 'Silence' when moving, vs. hearing only, Cond. +36 from 'Silence' when standing still, vs. hearing only		
	**** Cond. +4 from 'Precognition' when successful active use to predict likely outcomes		
	†††† Cond. +22 from 'Acute Vision' when vision is a factor, Cond. +4 from 'Discriminatory Smell' when scent is a factor		
	†††† +1 from 'Animal Friend (Xeno-Pheromones)'		

TECHNIQUES (continued)			
Name	Level	Relative	Pts
Elbow Strike (Brawling)	68	def+0	[0]
Elbow Strike (Karate)	66	def+0	[0]
Entangle (Kusari)	64	def+0	[0]
Entangle (Whip)	65	def+0	[0]
Evade (Acrobatics)	69	def+0	[0]
Evade (Judo)	68	def+0	[0]
Exotic Hand Strike (Karate)	67	def+0	[0]
Eye-Gouge (Brawling)	65	def+0	[0]
Eye-Gouge (Judo)	63	def+0	[0]
Eye-Gouge (Wrestling)	64	def+0	[0]
Eye-Pluck (Brawling)	60	def+0	[0]
Eye-Pluck (Karate)	58	def+0	[0]
Eye-Poke (Boxing)	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]
Parry: 77			
Eye-Poke Defense (Brawling)	58	def+0	[0]
Parry: 78			
Eye-Poke Defense (Judo)	57	def+0	[0]
Parry: 77			
Eye-Poke Defense (Karate)	57	def+0	[0]
Parry: 77			
Eye-Poke Defense (Sumo Wrestling)	57	def+0	[0]
Parry: 77			
Eye-Poke Defense (Wrestling)	57	def+0	[0]
Parry: 77			
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 (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 (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 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 (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]
Hammer Fist (Brawling)	69	def+0	[0]
Hammer Fist (Karate)	67	def+0	[0]
Hand Catch (Judo)	54	def+0	[0]
Parry: 74			
Hand Catch (Sumo Wrestling)	54	def+0	[0]
Parry: 74			
Hand Catch (Wrestling)	54	def+0	[0]
Parry: 74			
Hand-Clap Parry (Judo)	52	def+0	[0]
Parry: 72			
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]
Parry: 77			

TECHNIQUES			
Name	Level	Relative	Pts
Aggressive Parry (Boxing)	56	def+0	[0]
Parry: 76			
Aggressive Parry (Brawling)	57	def+0	[0]
Parry: 77			
Aggressive Parry (Karate)	56	def+0	[0]
Parry: 76			
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]

TECHNIQUES (continued)			
Name	Level	Relative	Pts
Jam (Karate)	56	def+0	[0]
Parry: 76			
Judo Throw (Judo)	68	def+0	[0]
Jump Kick (Karate)	64	def+0	[0]
Kicking (Brawling)	68	def+0	[0]
Kicking (Karate)	66	def+0	[0]
Knee Drop (Brawling)	68	def+1	[2]
Knee Drop (Wrestling)	65	def+0	[0]
Knee Strike (Brawling)	69	def+0	[0]
Knee Strike (Karate)	67	def+0	[0]
Leg Grapple (Judo)	68	def+0	[0]
Leg Grapple (Wrestling)	69	def+0	[0]
Leg Lock (Judo)	68	def+0	[0]
Leg Lock (Wrestling)	69	def+0	[0]
Leg Throw (Judo)	66	def+0	[0]
Lethal Eye-Poke (Karate)	57	def+0	[0]
Lethal Kick (Karate)	64	def+0	[0]
Lethal Strike (Karate)	66	def+0	[0]
Lifesaving (Swimming)	103	def+0	[0]
Low Fighting (Boxing)	67	def+0	[0]
Low Fighting (Brawling)	68	def+0	[0]
Low Fighting (Judo)	66	def+0	[0]
Low Fighting (Karate)	66	def+0	[0]
Low Fighting (Sumo Wrestling)	67	def+0	[0]
Low Fighting (Wrestling)	67	def+0	[0]
Lower-Body Arm Lock (Judo)	66	def+0	[0]
Lower-Body Arm Lock (Wrestling)	67	def+0	[0]
Lower-Body Head Lock (Judo)	63	def+0	[0]
Lower-Body Head Lock (Wrestling)	64	def+0	[0]
Lower-Body Leg Lock (Judo)	66	def+0	[0]
Lower-Body Leg Lock (Wrestling)	67	def+0	[0]
Low-Line Defense (Boxing)	55	def+0	[0]
Parry: 75			
Low-Line Defense (Sumo Wrestling)	55	def+0	[0]
Parry: 75			
Neck Snap (ST)	60	def+0	[0]
Noogie (Brawling)	65	def+0	[0]
Noogie (Karate)	63	def+0	[0]
Nose Slap (Brawling)	65	def+0	[0]
Nose Slap (Wrestling)	64	def+0	[0]
Piledriver (Wrestling)	64	def+0	[0]
Pole-Vault Kick (Karate)	64	def+0	[0]
Pressure-Point Strike (Boxing)	67	def+0	[0]
Pressure-Point Strike (Brawling)	68	def+0	[0]
Pressure-Point Strike (Judo)	66	def+0	[0]
Pressure-Point Strike (Karate)	66	def+0	[0]
Pressure-Point Strike (Sumo Wrestling)	67	def+0	[0]
Pressure-Point Strike (Wrestling)	67	def+0	[0]
Push Kick (Brawling)	67	def+0	[0]
Push Kick (Karate)	65	def+0	[0]
Quick Mount (Acrobatics)	66	def+0	[0]
Quick Mount (Jumping)	67	def+0	[0]
Roll with Blow (Acrobatics)	67	def+0	[0]
Roll with Blow (Boxing)	67	def+0	[0]
Roll with Blow (Brawling)	68	def+0	[0]
Roll with Blow (Judo)	66	def+0	[0]
Roll with Blow (Karate)	66	def+0	[0]
Roll with Blow (Sumo Wrestling)	67	def+0	[0]
Roll with Blow (Wrestling)	67	def+0	[0]
Rope Up (Climbing)	70	def+0	[0]
Sacrifice Throw (Judo)	68	def+0	[0]
Scissors Hold (Wrestling)	67	def+0	[0]
Slip Handcuffs (Escape)	63	def+0	[0]
Spinning Kick (Karate)	65	def+0	[0]
Spinning Punch (Karate)	66	def+0	[0]
Springing Attack (Boxing)	67	def+0	[0]
Springing Attack (Brawling)	68	def+0	[0]
Springing Attack (Judo)	66	def+0	[0]
Springing Attack (Karate)	66	def+0	[0]
Springing Attack (Sumo Wrestling)	67	def+0	[0]
Springing Attack (Wrestling)	67	def+0	[0]

TECHNIQUES (continued)			
Name	Level	Relative	Pts
Stamp Kick (Brawling)	67	def+0	[0]
Stamp Kick (Karate)	65	def+0	[0]
Sweep (Boxing)	66	def+0	[0]
Sweep (Brawling)	67	def+0	[0]
Sweep (Judo)	65	def+0	[0]
Sweep (Karate)	65	def+0	[0]
Sweep (Sumo Wrestling)	66	def+0	[0]
Sweep (Wrestling)	66	def+0	[0]
Sweeping Kick (Judo)	65	def+0	[0]
Sweeping Kick (Karate)	65	def+0	[0]
Sweeping Kick (Sumo Wrestling)	66	def+0	[0]
Targeted Attack (Boxing Lethal Strike/Neck)	62	def+0	[0]
Targeted Attack (Boxing Punch/Eyes)	60	def+0	[0]
Targeted Attack (Brawling Bite/Limb Vein/Artery)	65	def+0	[0]
Targeted Attack (Brawling Bite/Neck Vein/Artery)	62	def+0	[0]
Targeted Attack (Brawling Throw/Hand Joint)	63	def+0	[0]
Targeted Attack (Judo Grab/Groin)	65	def+0	[0]
Targeted Attack (Judo Throw/Hand Joint)	61	def+0	[0]
Targeted Attack (Judo Throw/Leg Joint)	63	def+0	[0]
Targeted Attack (Karate Disarm/Vitals Chinks)	56	def+0	[0]
Targeted Attack (Karate Knee Strike/Groin)	64	def+0	[0]
Targeted Attack (Karate Punch/Neck Chinks)	58	def+0	[0]
Targeted Attack (Wrestling Grapple/Arm Joint)	64	def+0	[0]
Targeted Attack (Wrestling Grapple/Groin)	67	def+0	[0]
Targeted Attack (Wrestling Grapple/Leg Joint)	64	def+0	[0]
Timed Defense (Boxing)	55	def+0	[0]
Parry: 75			
Timed Defense (Brawling)	56	def+0	[0]
Parry: 76			
Timed Defense (Dodge)	94	def+0	[0]
Timed Defense (Judo)	55	def+0	[0]
Parry: 75			
Timed Defense (Karate)	55	def+0	[0]
Parry: 75			
Timed Defense (Sumo Wrestling)	55	def+0	[0]
Parry: 75			
Timed Defense (Wrestling)	55	def+0	[0]
Parry: 75			
Triangle Choke (Judo)	64	def+0	[0]
Triangle Choke (Wrestling)	64	def+0	[0]
Trip (Judo)	56	def+0	[0]
Parry: 76			
Trip (Sumo Wrestling)	56	def+0	[0]
Parry: 76			
Trip (Wrestling)	56	def+0	[0]
Parry: 76			
True Tarot	38	def+1	[2]
Two-Handed Punch (Brawling)	68	def+0	[0]
Uppercut (Boxing)	68	def+0	[0]
Uppercut (Brawling)	70	def+1	[1]
Uppercut (Karate)	68	def+1	[1]
Wet Willy (Brawling)	64	def+0	[0]
Wet Willy (Karate)	62	def+0	[0]
Whirlwind Attack (Boxing)	64	def+0	[0]
Whirlwind Attack (Brawling)	65	def+0	[0]
Whirlwind Attack (Judo)	63	def+0	[0]
Whirlwind Attack (Karate)	63	def+0	[0]
Whirlwind Attack (Sumo Wrestling)	64	def+0	[0]
Whirlwind Attack (Wrestling)	64	def+0	[0]
Wrench Spine (Wrestling)	65	def+0	[0]
Wrist Lock (Judo)	68	def+0	[0]
Wrist Lock (Wrestling)	69	def+0	[0]

IMBUEMENTS			
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		[4594]
Advantages, Perks		[10694]
Disadvantages, Quirks		[-429]
Skills, Techniques		[141]
Total Points Spent:		15000
Unspent Points:		0

Name	MELEE ATTACKS		Damage	Reach	ST	LC	Notes
	Skill	Parry					
Aggressive Parry (Boxing)	56	76	10d-12 cr	C	-	-	
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	70	58	10d-1 cr	C	-	-	
Axe Kick (Karate)	65	-	9d+4 cr	C,1	-	-	
Biting Mastery	70	-	9d-1 imp	C	-	-	
Boxing	69	57	10d-1 cr	C	-	-	
Brawling: Punch	70	58	10d-1 cr	C	-	-	
Brawling: Bite	70	-	9d-1 imp	C	-	-	
Brawling: Kick	68	-	9d cr	C,1	-	-	
Burning Attack (Bioelectric Organ)	70	58	1d bu sur	C	-	-	
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	C	-	-	
Elbow Strike (Brawling)	68	-	10d-1 cr	C	-	-	
Elbow Strike (Karate)	66	-	10d-1 cr	C	-	-	
Exotic Hand Strike (Karate)	67	-	10d cr	C	-	-	
Eye-Gouge (Brawling)	65	-	10d-4 cr	C	-	-	
Eye-Gouge (Judo)	63	-	10d-4 cr	C	-	-	
Eye-Gouge (Wrestling)	64	-	10d-4 cr	C	-	-	
Eye-Pluck (Brawling)	60	-	10d-3 cr	C	-	-	
Eye-Pluck (Karate)	58	-	10d-3 cr	C	-	-	
Eye-Poke (Boxing)	60	-	10d-3 cr	C	-	-	
Eye-Poke (Brawling)	61	-	10d-3 cr	C	-	-	
Eye-Poke (Karate)	59	-	10d-3 cr	C	-	-	
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	66	-	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	-	-	
Lethal Eye-Poke (Karate)	63	-	10d-2 pi	C	-	-	
Neck Snap (ST)	60	-	11d cr	C	-	-	
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	-	-	17d thr	-	-	-	
Super ST: punch	70	58	17d-1 cr	C	-	-	
Super ST: kick	70	58	17d cr	C,1	-	-	
Two-Handed Punch (Brawling)	68	-	10d+10 cr	C	-	-	
Uppercut (Boxing)	68	-	10d cr	C	-	-	
Uppercut (Brawling)	70	-	10d cr	C	-	-	
Uppercut (Karate)	68	-	10d cr	C	-	-	
Vampiric Bite	-	-	3 HP/sec	C	-	-	
Wrench Spine (Wrestling)	65	-	11d cr	C	-	-	