

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

Note: all heroes and villains automatically have 2 attacks per round prior to combat training.