

Montoya

Despite his lack of many special maneuvers, he developed a special form of the Psychokinetic Channeling, which allows him to use it on his rapier. In combat he uses always his three combos, starting with the first, then using the second or third, depending on the speed of his opponent.

Jab Punch	7/ 5/ 6	Health: 14	STR: 4	CHA: 3	PER: 3
Strong Punch	5/ 7/ 6	Will: 5	DEX: 5	MAN: 4	INT: 3
<u>Fierce Punch</u>	<u>4/ 9/ 5</u>	Chi: 5	STA: 5	APP: 4	WIT: 3
Short Kick	6/ 8/ 6		Punch: 2		
Forward Kick	5/ 10/ 5		Kick: 4		
<u>Roundhouse Kick</u>	<u>3/ 12/ 5</u>		Athletics: 5		
Rapier Jab	9/ 9/ 7		Focus: 3		
Rapier Strong	7/ 11/ 7		Rapier: 5 (+2/+1/+1)		
Rapier Fierce	6/ 13/ 6				
<u>Rapier Berserk</u>	<u>5/ 14/ 0</u>	1 Will			
Parry	11/-10/0				
Movement	8/ 0/ 4				
<u>Disarm</u>	<u>5/(9)/ 4</u>				
Lightfeet	-/ -/ -	always effective			
Jump	8/ 0/ 6				
Psycho Channeling	-/ +2/ -	1 Chi (used with rapier attacks)			
Slide Kick	4/ 11/ 7				

Combos:

- 1) Parry – Slide Kick (Speed +4)
- 2) Parry – Rapier Strong with Psychokinetic Channeling (Speed +4, Damage +2)
- 3) Parry – Rapier Fierce with Psychokinetic Channeling (Speed +4, Damage +2)