Brute Force	Brute Force	Brute Force
Talent - Brutality  (2/4): All your Melee actions gain Crush type.  (X/4): Melee actions gain +X/+X.	Talent - Brutality  (2/4): All your Melee actions gain Crush type.  (X/4): Melee actions gain +X/+X.	Talent - Brutality  (2/4): All your Melee actions gain Crush type.  (X/4): Melee actions gain +X/+X.
ATK - DEF -	ATK - DEF -	ATK - DEF -
Talent - Weaponmaster  (2/4): When you only have 1 Melee item on the board, give it +2/+2. (4/4): Requires (STR)9. When you only have 1 Melee item on the board, it is immune to Disarm effects.	Talent - Weaponmaster  (2/4): When you only have 1 Melee item on the board, give it +2/+2. (4/4): Requires (STR)9. When you only have 1 Melee item on the board, it is immune to Disarm effects.	Two Handed Mastery  Talent - Weaponmaster  (2/4): When you only have 1 Melee item on the board, give it +2/+2. (4/4): Requires (STR)9. When you only have 1 Melee item on the board, it is immune to Disarm effects.
ATK - DEF -	ATK - DEF -	ATK - DEF -
Talent - Weaponmaster  (2/4): When you only have 1 Melee item on the board, give it +2/+2. (4/4): Requires (STR)9. When you only have 1 Melee item on the board, it is immune to Disarm effects.	Cleave  Still - Melee  If you have a weapon, this skill hits up to 3 targets.	Cleave  Still - Melee  If you have a weapon, this skill hits up to 3 targets.
ATK - DEF -	ATK 2 DEF 2	ATK 2 DEF 2