

<div>Slash</div> <div><div>STR</div></div> <div></div> <div>Skill - Melee, Slash</div> <div>N/A</div> <div>ATK 1DEF 1</div>	<div>Slash</div> <div><div>STR</div></div> <div></div> <div>Skill - Melee, Slash</div> <div>N/A</div> <div>ATK 1DEF 1</div>	<div>Slash</div> <div><div>STR</div></div> <div></div> <div>Skill - Melee, Slash</div> <div>N/A</div> <div>ATK 1DEF 1</div>
<div>Slash</div> <div><div>STR</div></div> <div></div> <div>Skill - Melee, Slash</div> <div>N/A</div> <div>ATK 1DEF 1</div>	<div>Punch</div> <div><div>STR</div></div> <div></div> <div>Skill - Melee</div> <div>You may treat this skill as Augment - Melee.</div> <div>ATK 1DEF 1</div>	<div>Punch</div> <div><div>STR</div></div> <div></div> <div>Skill - Melee</div> <div>You may treat this skill as Augment - Melee.</div> <div>ATK 1DEF 1</div>
<div>Punch</div> <div><div>STR</div></div> <div></div> <div>Skill - Melee</div> <div>You may treat this skill as Augment - Melee.</div> <div>ATK 1DEF 1</div>	<div>Punch</div> <div><div>STR</div></div> <div></div> <div>Skill - Melee</div> <div>You may treat this skill as Augment - Melee.</div> <div>ATK 1DEF 1</div>	<div>Brute Force</div> <div><div>STRSTRSTRSTRSTR</div></div> <div></div> <div>Talent - Brutality</div> <div>(2/4): All your Melee actions gain Crush type. (X/4): Melee actions gain +X/+X.</div> <div>ATK -DEF -</div>