Character + Actuation	Motion	Performance (NCR)	Learning Speed (AUC)
Biped + Tor	Walk	0.7662 ± 0.3117	0.4788
Biped + Vel	Walk	0.9520 ± 0.0034	0.6308
Biped + PD	Walk	0.9524 ± 0.0034	0.6997
Biped + MTU	Walk	**0.9584 ± 0.0065**	**0.7165**
Biped + Tor	March	0.9353 ± 0.0072	0.7478
Biped + Vel	March	**0.9784 ± 0.0018**	0.9035
Biped + PD	March	0.9767 ± 0.0068	**0.9136**
Biped + MTU	March	0.9484 ± 0.0021	0.5587
Biped + Tor	Run	0.9032 ± 0.0102	0.6938
Biped + Vel	Run	**0.9070 ± 0.0106**	0.7301
Biped + PD	Run	0.9057 ± 0.0056	**0.7880**
Biped + MTU	Run	0.8988 ± 0.0094	0.5360
Raptor + Tor	Run (Sim)	0.7265 ± 0.0037	0.5061
Raptor + Vel	Run (Sim)	0.9612 ± 0.0055	0.8118
Raptor + PD	Run (Sim)	**0.9863 ± 0.0017**	**0.9282**
Raptor + MTU	Run (Sim)	0.9708 ± 0.0023	0.6330
Raptor + Tor	Run	0.6141 ± 0.0091	0.3814
Raptor + Vel	Run	0.8732 ± 0.0037	0.7008
Raptor + PD	Run	**0.9548 ± 0.0010**	**0.8372**
Raptor + MTU	Run	0.9533 ± 0.0015	0.7258
Dog + Tor	Bound (Sim)	0.8016 ± 0.0034	0.5472
Dog + Vel	Bound (Sim)	0.9788 ± 0.0044	0.7862
Dog + PD	Bound (Sim)	**0.9797 ± 0.0012**	**0.9280**
Dog + MTU	Bound (Sim)	0.9033 ± 0.0029	0.6825
Dog + Tor	Rear-Up	0.8151 ± 0.0113	0.5550
Dog + Vel	Rear-Up	0.7364 ± 0.2707	0.7454
Dog + PD	Rear-Up	**0.9565 ± 0.0058**	**0.8701**
Dog + MTU	Rear-Up	0.8744 ± 0.2566	0.7932