



Arm	Light Lv2(can "Deflect" 2 handed Great or Mass weapon, 3x/day)
Arm	Small Lv2(can Sling Shield to your back to stop first and every other HP of damage from behind)
Weap	Knife Lv2(can use paired Knives)
Weap	One Handed Mace Lv2(can use paired Maces)
Weap	Long Sword Lv2(can use Paired Long Swords)
Weap	One Handed Axe Lv3(can use Paired Axes & Hit Target Leg, "Trip", Target must fall down, 3x/day)
Weap	Javelin, 1 HP
Weap	Ball & Chain Lv3(can use Paired Ball & Chains & Hit Target Leg, "Trip", Target must fall down, 3x/day)
Racial Skill	Pure Will Lv2(Can self dispel any variation of Blind, Sleep, Pain, Persuade, Fear and/or all Set On's, up to 6x/hr)
Ability Skill	Fly Lv2("Fly 6M", Spin up to 2' of rope overhead, Only hit by ranged at 25' or more away, 6x/hour)
Ability Skill	Sneak Lv2(Must be in shadows motionless & undetected for 10S then 'Hidden' for 6M, Can move in shadows while Hidden, 6x/hr)
Ability Skill	Battle Charge Lv2(Must "War cry" & run at least 10' into combat, receive Body+2, Arms+2, Legs+2, 6x/hr)
Ability Skill	Master Blood Lust Lv2(Kill 2 Targets within 30S, Receive +2 Body, 6x/hr)
Ability Skill	Punch for Damage Lv2(Punch gloves, Hit Target, "Punch for Damage", Target receives 1 HP, 1/6S)

Ability	Skill	Scent Lv3(Can smell all Hidden, Invisible & Astral Targets in 25' area for 9M , Can track by Smell "Sniff, sniff, Step, step", 9x/hr,)
Cleric	Break Lv2(CT- 3S, PS- 1, Hold Target Limb for 3S, "Break", Limb receives 3 HP regardless of Armour,),	
Cleric	Deflection Lv2(CT- 3S, PS- 1, "Deflect 45S", You or Target by touch are immune to all hand and bow launched projectiles)	
Fire	Fire Ball Lv2(CT- 3S, PS- 1, Must have Red tennis ball, Hold in hand and touch Target Player OR Throw at Target, "Fire Ball" , Does 3 HP,)	
Cleric	Forced March Lv2(CT- 3S, PS- 1, Work leg for 10S, "Forced March", Leg receives +1HP for 2M,)	
Cleric	Heart Rip Lv2(CT- 9S, PS- 3, Punch gloves, Hit Target un-armoured stomach, "Heart Rip", Target Player receives 6 Body HP, 2X/cast within 1M)	
Cleric	Sharp Eye Lv3(CT- 3S, PS- 1, Survey for 30S, Signal 'See Hidden' and/or'Invisible' for 1M, movement cancels Sharp Eye, While Sharp Eye is active share effects by touching a Target Player)	
Cleric	Strong Arm Tactics Lv2(CT- 6S, PS- 2, Work arm for 10S, "Strong Arm Tactics", Arm receives +1HP for 2M,)	