



Arm	Light Lv2(can "Deflect" 2 handed Great or Mass weapon, 3x/day)
Arm	Heavy Lv2("Deflect 30S", 3x/day, vs Thrown & Bow Weapons only)
Weap	Knife Lv2(can use paired Knives)
Weap	Long Sword Lv3(can use Paired Long Swords & pommel on Target shoulder, "Confusion 10s", 3x/day)
Weap	Great Axe Lv3(Target Limb,"Amputate",6 Limb HP,3x/day & Target upper shoulder,"Decapitate",6 Body HP,1x/day)
Racial Spell	Fly Lv2(CT- 6S, SS- 2,"Fly 6M", Spin up to 2' of rope overhead, Can only be hit by ranged at 25' or more away)
Ability Skill	Fearless Lv2(Can negate any variation of "Fear" 6x/hr)
Ability Skill	Rise Lv2(Wait 1M after dying then Self Resurrect with 2/2/2, 2x/hr)
Ability Skill	Blind Fighting Lv3(Can negate first 9S of any variation of 'Blind', 9x/hr)
Ability Skill	Incorruptible Lv2(Can negate any variation of Persuade, "Incorruptible", 6x/hr)
Ability Skill	Patience Lv2(Motionless & un-noticed for 10S anywhere, signal 'Hidden' for 6M, may not move, 6x/hr)
Ability Skill	Thrill of the Hunt Lv3(Declare Hunt on Target 25' away, "Thrill of the Hunt 9M", Receive +3/+3/+3 for next combat vs Target within 9M, 3/hr)
Ability Skill	True Sight Lv2(" True Sight 6M", Can see Hidden (Signal with Fist over eyes) & Invisible(Open hand over eyes), 6x/hr)
Ability Skill	True Strike Lv3(Hold weapon to head or chest for 3S immobile, "True Strike 9M", Weapon now acts as Enchanted for 3M, 3x/hr)

Ability	Skill	Words of Truth Lv2(Hold Targets eye contact & wrist for 10S, “ Words of Truth 6”, 6 questions in 3M, Target must answer truthfully, 6x/hr)
Cleric		Animate/Control Dead Lv2(CT- 3S, PS- 1, Need Dead Target Player and a Lv1 or Lv2 UnDead NPC Card understood, “Rise and Obey your Master 20M”)
Cleric		Bless Lv3(CT- 6S, PS- 2, 3 glow sticks/cast, “Bless 20M”, +1 HP on Target Areas, Shields get 'Proof to touch Magic', weapons act as 'Enchanted')
Cleric		Circle of Protection Lv2(CT- 12S, PS- 4, Up to 5' rope circle stand inside, “Circle of Protection 20M”, All in Circle are immune to any damage from any Summoned NPC source)
Cleric		Force Bonds Lv3(CT- 6S, PS- 2, Wrap wrists of Target with up to 2' of rope, “Force Bonds 30M”, inescapable bonds)
Cleric		Instant Knowledge Lv2(CT- 6S, PS- 2, “Instant Knowledge”, Take Skill from willing (or dead) Target 6M, -OR-, Can be used to talk to Petrified Target Players, Must announce “Instant Knowledge 60S)
Cleric		Magic Net Lv2(CT- 3S, PS- 1, Throw rope 2' length max, Hit Target Body, “Magic Net 20S”, Target arms 'tied' to sides for 20S)