



Arm	Light Lv1(can use Light armour), Medium Lv1 (+2 +2 +2)
Weap	Knife Lv2(Paired), One Handed Mace Lv2(Paired), Short Sword Lv2(Paired)
Racial	Sneak Lv2(Must be in shadows motionless & undetected for 10S then signal 'Hidden' for 6M, Can move in shadows while Hidden as long as your shadow is never visible, 6x/hour)
Spell	Blind Fighting Lv1(Can negate first 5S of any variation of 'Blind', 3x/hour)
Skill	Hide in Shadows Lv1(Motionless & un-noticed for 10S, signal 'Hidden' for 3M, may not move)
Skill	Incorruptible Lv1(can negate any variation of Persuade, "Incorruptible", 3x/hour)
Skill	Punch for Damage Lv1(Punch gloves, Hit Target, "Punch for Damage", Target receives 1 HP, 1/9S)
Skill	Scent Lv2(Can smell all Hidden and Invisible Targets in 25' area for 3M each time used, 6x/hour)
Psi	Calm Lv1(FT- 2S, Psi-S -1, Touch, "Calm", Negates any variation of 'Rage')
Psi	Sixth Sense Lv1(FT- 2S, Psi-S -1, "Sixth Sense – Everyone in 10 feet Answer me!", All Target Players in 10' must make a sound)
Spell	Teleport Lv1(CT- 9S, SS- 3, "Teleport 10S", Arms out to side in a letter T)