



Name	Bear			Race	Were-Creature			Loot	PC Racial Loot			Level	3		
Body	14	Arms	13	Legs	13	R-Mana	15	Psi/PsiC	7	S/SC	7	Gold	90	XC	90
Were-Form Hit Bonus: B:4 A/L:3													Negate Win	4	
Light Lv1(can use Light armour), Medium Lv1 (+2 +2 +2)															
Knife Lv2(Paired), Short Sword Lv2(Paired), One Handed Mace Lv2(Paired)															
Crush Lv3(Hit Grounded Target Body wearing no more than Heavy Level 2 with 2 hand strike, "Crush", Target receives 6 Body HP, 9x/hour)															
Skill	Blind Fighting Lv3(Can negate first 15S of any variation of 'Blind', 9x/hour)														
Skill	Hide in Shadows Lv3(Motionless & un-noticed for 10S, signal 'Hidden' for 9M, may not move)														
Skill	Incorruptible Lv3(can negate any variation of Persuade, "Incorruptible", 9x/hour)														
Skill	Punch for Damage Lv3(Punch gloves, Punch Target, "Punch for Damage", Target receives 1 HP, 1/3S)														
Skill	Scent Lv3(Can smell all Hidden, Invisible & Astral Targets in 25' area for 3M each time used, 9x/hour, Can track by Scent by 2x sniff (sniff, sniff standing still) then 2x step (Step, step to Target) and repeat)														
Skill	Punch for Push Lv3(Punch gloves and punch Target with 2 hand strike, "Push", Target receives 0 HP but Target must fall back 5' and fall down, 9x/hour)														
Skill	Shield Break Lv1(Hit shield 3x within 30S,"Shield Break", Repair Armour or Midnight fixes, 3x/hour)														
Psi	Resist Cold Lv2(FT- 2S, Psi-S -1,"Resist Cold 3M", Only receive first and every other HP damage from Ice based source)														
Spell	Crashing Fists Lv3(CT-9S, SS -3, Punch gloves, 2 hand hit, "Haymaker", 3 HP damage, 30S to deliver 3 Haymakers 3S apart)														

Spell Deflection Lv3(CT-3S, SS -1, “Deflect 1M”, You or Target by touch are immune to all hand and bow launched projectiles)