



Weapon	Knife Lv3(can use a paired & pommel on Target shoulder, "Blind 10s", 3x/day)
Weapon	Short Sword Lv3(can use Paired Short Swords & Hit Target Weapon, "Disarm", Weapon must be dropped, 3x/day)
Weapon	Long Sword Lv3(can use Paired Long Swords & pommel on Target shoulder, "Confusion 10s", 3x/day)
Weapon	Great Sword Lv3(Hit Target Weapon 3 times,"Weapon Break", Repair Weapon or Midnight fixes Weapon, 3x/day & Hit grounded Target in body, "Run Through", Target receives 6 HP, 3x/day)
Weapon	One Handed Mace Lv3(Paired & Mace pommel on Target shoulder, "Knock Out 1M", 3x/day)
Weapon	Great Axe Lv3(Target Limb,"Amputate",6 Limb HP,3x/day & Target upper shoulder,"Decapitate",6 Body HP,1x/day)
Weapon	PoleArm & Spear Lv3(PoleArm-"Amputate", Spear-"Blind 10s", either/or for a total 3x/day & Both Pole and Spear can hit Target in Body, "Impale", Target receives 6 HP, 1/day max)
Weapon	Staff Lv3(Hit Target Limb,"Paralyze 10S",Target may not use limb for 10S & Hit target upper arm, "Knockout 1M", Target is now unconscious)
Racial Spell	Fly Lv3(CT- 6S, SS- 2,"Fly 9M", Spin up to 2' of rope overhead, Can only be hit by ranged at 25' or more away)
Ability Skill	Fearless Lv3(Can negate any variation of "Fear" 9x/hr)
Ability Skill	Rise Lv3(Wait 1M after dying then Self Resurrect with 3/3/3, 3x/hr)
Ability Skill	Cannibalism Lv3(Must be injured, 30S removing heart from Dead, Eat heart, +3 HP to assign to Limb/Body of choice, 9xhr)

Ability Skill	Create Pain Lv3(Control Target Players Limb/Digit for 10S, “Pain 20S”, During the duration of Pain you may ask Target questions followed by “Words of Truth!”, Target must answer truthfully, Must wait 90S before using again, 9x/hr)
Ability Skill	Create Black Powder Lv2(Can create 6 Gernados per hour)
Ability Skill	Dismember Corpse Lv3(1M ‘putting’ dead Target Player into bag that has 2-3’ of rope tied on , “Dismember Corpse 9M”, Corpse in now ‘In the Bag’ and Target Player follows in Astral and must always hold the bags rope, 9x/hr)
Ability Skill	Flintlock Lv2(Can carry up to 6 Flintlocks, Range- Short 5', Long 25', 3 HP damage)
Ability Skill	Heart Rip Lv3(Gloves, Hit Target in Medium armoured (or less) stomach, “Heart Rip”, Target Player receives 6 Body HP damage, 3X/hr)
Ability Skill	Master Blood Lust Lv3(Kill 2 Targets within 30S, Receive +3 Body, 9x/hr)
Ability Skill	Nullify Magic Lv3(Within 20' of 2 Magic casting Targets point at both & “No Mana” Targets can't cast Spells/Psionics, 9x/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	Pure Will Lv3(Can self dispel any variation of Blind, Sleep, Pain, Persuade, Fear and/or all Set On's, up to 9x/hr)
Cleric	Animate/Control Dead Lv3(CT- 3S, PS- 1, Need Dead Target Player and a Lv1 or Lv2 or Lv3 UnDead NPC Card understood, “Rise and Obey your Master 30M”)
Cleric	Cheat Death Lv3(CT- 6S, PS- 2, “Cheat Death 3H”, Die, No one in 30' for a complete 1M then Resurrect and heal +1/+1/+1)
Cleric	Fear Lv3(CT- 9S, PS- 3, Throw rice and hit Multiple Targets, “Fear 1M”, All Targets must flee for duration)
Cleric	Fly Lv3(CT- 9S, PS- 3,“Fly 9M”, Spin up to 2' of rope overhead, Can only be hit by ranged at 25' or more away)
Cleric	Paralyze Limb Lv3(CT- 6S, PS- 2, Touch Target Players limb, “Paralyse 20S”, 0 HP damage)

- Cleric** Peasants Death March Lv3(CT- 6S, PS- 2,"Peasants Death March 9M", Dead Target becomes mindless animated corpse that has all Peasant immunities, Can not think or fight, Can follow simple directions and defend itself)
- Cleric** Rest In Peace Lv3(CT- 6S, PS- 2, Up to 1 Undead in 5', "Rest In Peace", UnDead now normal Dead, A symbol of faith may be presented to add one extra use, All of these uses of Rest In Peace must be within 1M Prayer Retention Rule)
- Spell** Set On Life Drain Lv3(CT- 6S, SS- 2, 10' to Target, Point & eye contact, "Set On Life Drain", Target Receives 1 Body HP every 3S until helped or dead, Receive +3 Body with Targets death or you can give those +3 Body HP to Target Player by Touch within the 30S Spell Retention Time,)
- Cleric** Words of Truth Lv3(CT- 6S, PS- 2, Hold up to 2 Target(s) eye contact & wrist for 10S, "Words of Truth 9", ask 9 questions in 3M, Target must answer truthfully,)