



Arm	Light Lv3(can "Deflect" 2 handed Great or Mass weapon, 3x/day & can "Deflect" Thrown Magic and Flintlocks, 3x/day as well)
Arm	Heavy Lv3("Deflect 30S", 3x/day, Thrown/Bow only, B+3, A+3, L+3)
Arm	Small Lv3(can Sling Shield to your back to stop first and every other HP of damage from behind &"Deflect" 3x/day, Can block Thrown Magic or Flintlocks 3x/day)
Arm	Large Lv3(can Sling Shield to back, stops 1rst,3rd,5th,etc HP damage from behind &"Deflect" 3x/day, Can block Muskets 3x/day)
Weap	Knife Lv3(can use a paired & pommel on Target shoulder, "Blind 10s", 3x/day)
Weap	Long Sword Lv3(can use Paired Long Swords & pommel on Target shoulder, "Confusion 10s", 3x/day)
Weap	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)
Weap	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)
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 Spell	Astral Form Lv3(CT- 6S, SS -2, Then SS -1 per 6 Minute of being in Astral Form after first 3M, "Astral Form 3M", Character Astral for as long as they can feed the Spell Slot cost)
Ability Skill	Berserk Lv3(Gloves, "Berserk", HP+3/+2/+2, Punch=1 HP, 3 Targets only, 30S exhaustion, Can 'Swallow' Rage to heal, 9x/Hr, Triggers- BackStab, Shank, Last Body HP)

Ability Skill	Communion Lv3(Can take all or part of 1 Targets voluntarily offered Prayer Slots or 15 Mana to replenish your own Prayer Slots, OR Can give all or part of Characters voluntarily offered Prayer Slots or 15 Mana to replenish Target Players Prayer Slots, Starts with a 10S Chant and that 10S chant must be repeated by all between every taken or given Prayer Slot, 9x/Hr)
Ability Skill	Enchant Object Lv3(Black patch, Silver symbols in correct order for known Spell, Costs triple normal Spell cost +1 extra, 9x/hr)
Ability Skill	Impale Lv3(3S study, Hit Medium armoured (or less) Target in body with Great Weapon that has a minimum 6"thrusting blade, "Impale", Target receives 6 HP, 3x/hr)
Ability Skill	Incorruptible Lv3(Can negate any variation of Persuade, "Incorruptible", 9x/hr)
Ability Skill	Run Through Lv3(Hit grounded Target in Body, "Run Through", Target receives 6 HP, Goes through Heavy Lv1-2 Armour, 9x/hr)
Ability Skill	Summon Elemental Lv3(Go to Gate House and declare, Summons one Lv 1-8 & lasts for 90M OR Summon a Level 9 for 1H, 9x/hr)
Ability Skill	True Sight Lv3(" True Sight 9M", Can see Hidden, (Signal with Fist over eyes(, Invisible (Open hand over eyes) & Astral (Open hand under eyes), 9x/hr)
Cleric	Circle of Protection Lv3(CT- 12S, PS- 4, Up to 5' rope circle stand inside, "Circle of Protection 30M)", All in Circle are immune to any damage from any Summoned NPC source)
Cleric	Deflection Lv3(CT- 3S, PS- 1, "Deflect 1M", You or Target by touch are immune to all hand and bow launched projectiles)
Cleric	Dispel Magic Lv3(CT- 3S, PS- 1, Throw Rice on affected Target, Negates lingering Spell or Mana based effects or -1 use/day for items)
Cleric	Joy Lv3(CT- 3S, PS- 1, Eye contact with Target in 10', "Joy 20S", Target is happier than ever for duration and may only defend themselves)
Cleric	Mystic Armour Lv3(CT- 6S, PS- 2, "Mystic Armour 9M", You or Target by touch receive +3/+3/+3 for 9M or lost normally)

- Cleric** Petrify Lv3(CT- 9S, PS- 3, Must have Eye contact and throw rice, “Petrify 9M”, Living statues can not be damaged in any way but they can be moved by the combined effort of 2 Giants, 2 Trolls or a Giant and a Troll)
- Cleric** Sanctuary Lv3(CT- 6S, PS- 2, Arm straight overhead with fist, “Sanctuary 9M”, immune from damage though Sanctuary bubble may be 'popped')
- Air** Set On Electrify Lv3(CT- 6S, PS- 2, Throw Rice 360 x 1 revolution of Arm and hit multiple Target Player Body, “Set on Electrify“, Target takes 1 Body HP every 3S until helped or dead)
- Earth** Stone to Flesh Lv3(CT- 3S, PS- 1, Returns up to 2 Petrified Target to flesh with full HP)
- Air** Thunderclap Lv3(CT- 3S, PS- 1, Eye contact and 10', spread arms to side and straight arm clap, “ Confusion 15S”, Can only defend themselves for 15S)

The Arch-Angels Spear of the Heavens

This Spear is a Blessed Weapon, and therefore maybe used to hit Targets only vulnerable to such.
 ~ Every hour, the Spear of the Heavens may be presented and cast each of the following once ~

- Air** Breathe of Life Lv3(CT- 6S, PS- 2, “Resurrection 3”, Dead Target now alive and healed with +3/+3/+3)
- Air** Push Lv3(CT- 6S, PS- 2, Eye contact and Throw rice,“Push”, Any Target hit receives 0 HP but must fall back 5' and fall down)
- Air** Set On Electrify Lv3(CT- 6S, PS- 2, Throw Rice 360 x 1 revolution of Arm and hit multiple Target Player Body, “Set on Electrify“, Target takes 1 Body HP every 3S until helped or dead)