



Racial Skill	Astral Form Lv2(6 Mana/Minute, Player Astral as long as they can feed the Mana cost, 6x/hr)
Skill	Punch for Damage Lv2(Punch gloves, Hit Target, "Punch for Damage", 1 HP, 1/6S)
Skill	Punch for Push Lv3(Gloves, Hit Target with 2 hand strike, "Push", Target receives 0 HP but Target must fall back 5' and fall down, 9x/hr)
Skill	Audio Suggestion Lv3(3S Talk, 2 finger wave, "(sound)" then "Persuade 1M", Target will believe what they just 'Heard' for 1M, 9x/hr)
Skill	Create Dispelling Powder Lv2(Rice vial on affected Target, Negates lingering Mana/Spell based effects or 1 use/day for items, Can create 6/hr)
Skill	Create Smoke Powder Lv2(Baby Powder vial, Throw, "Smoke 6S", Hidden for 6S and must flee, Create 6/hr)
Skill	Grace of the Gods Lv2(Holy Symbol, You or Target from your Religious Faction by touch, Resurrect with full Prayer Cycle available, 6x/hr)
Air	Breathe of Life Lv2(CT- 6S, PS- 2, "Resurrection 2", Dead Target now alive and healed with +2/+2/+2)
Air	Breathe Without Air Lv2(CT- 3S, PS- 1, "Breathe Without Air 10M" negates any negative effects of all 'Cloud' magic)
Air	Cloud of Slumber Lv2(CT- 3S, PS- 1, Throw Rice 360 for 3 revolutions, " Cloud of Sleep 2M", all Targets hit are affected)
Air	Cloud of Stench Lv2(CT- 6S, PS- 2, Throw Rice 360 for 3 revolutions, " Cloud of Stench 30S", all Targets hit are affected)
Air	Levitate Lv2(CT- 6S, PS- 2, Self or Target by touch, Spin up to 2' of rope overhead, "Levitate 10M", Can only be hit by ranged at 25' or more away, No movement but can drift with wind)
Air	Negate Cloud Lv3(CT- 3S, PS- 1, Throw rice 360 x 3 spins, Negates instantly any Cloud based magic/lingering effects on any Target Player hit)

- Air** Protection from Lightning Lv3(CT- 3S, PS- 1, "Protection from Lightning 3M", Immune to any "Shock" or "Electrify" effects,+2 Targets by Touch)
- Air** Push Lv2(CT- 6S, PS- 2, Eye contact and pushing motion with both hands,"Push", Up to 2 Targets receives 0 HP but Target must fall back 5' and fall down)
- Air** Set On Electrify Lv2(CT- 6S, PS- 2, Throw Rice hit multiple Target Player Body, "Set on Electrify", Target Receives 1 Body HP every 3S until helped or dead)
- Air** Shock Ball Lv2(CT- 3S, PS- 1, Must have Silver tennis ball, Hold in hand and touch Target Player OR Throw at Target, "Shock Ball" , Does 3 HP,)
- Air** Shock Boulder Lv2(CT- 6S, PS- 2, Must have Silver Dodge ball, Hold in hand and touch Target Player OR Throw at Target, "Shock Boulder" , Does 6 HP,)
- Air** Summon Storm Lv3(CT- 9S, PS- 3, Throw rice 360 x 3 spins, 360 x 3 spins, " Pain 15S",1 HP & Any hit can only defend themselves for 15S)
- Air** Thunderclap Lv2(CT- 3S, PS- 1, Eye contact and 10', spread arms to side and straight arm clap, " Confusion 10S", Can only defend themselves for 10S)
- Air** Winds of Confusion Lv2(CT- 6S, PS- 2,Throw rice hit Targets Body,"Confusion 15S" All Targets hit can now only defend themselves)