



Name	Succubus					Race	Devil			Loot	Forked Black Tongue			Level	5
Body	11	Arms	10	Legs	10	R-Mana	20	P/PC	12		Gold	50	XC	50	
													Negate Win		2

Arm	Light Lv2(can "Deflect" 2 handed Great or Mass weapon, 3x/day)
Arm	Small Lv2(can Sling Shield to your back to stop first and every other HP of damage from behind)
Weap	Knife Lv2(can use paired Knives)
Weap	One Handed Mace Lv2(can use paired Maces)
Weap	Throwing Weapons, 1 HP
Weap	PoleArm & Spear Lv2(PoleArm-Hit Target Limb, "Amputate", Limb receives 6 HP, 3x/day, Spear-"Blind 10s", either/or for a total 3x/day)
Racial Skill	Pure Will Lv2(Can self dispel any variation of Blind, Sleep, Pain, Persuade, Fear and/or all Set On's, up to 6x/hr)
Ability Skill	Fly Lv2("Fly 6M", Spin up to 2' of rope overhead, Only hit by ranged at 25' or more away, 6x/hour
Ability Skill	Sneak Lv2(Must be in shadows motionless & undetected for 10S then 'Hidden' for 6M, Can move in shadows while Hidden, 6x/hr)
Ability Skill	Beguile Lv2(Must dance and Target must keep eye contact for 6S, "Beguile 2M", Target must stay within 5' for 90S, 6x/hr)
Ability Skill	Knock Out Lv2(Gloves, Fist on Targets head, "Knock Out 1M", Effects last 1M, or until a Player tries to wake you for 3S, or you take 1 HP damage, 6x/hr)
Ability Skill	Sacrifice Lv2(30S remove heart, 30S ritual, Stab heart, Receive +2/+2/+2, 6x/hr)
Ability Skill	Sever Stone Lv2(Spend 30S with dead Target Player, "Sever Stone", 2x/hr)

Ability	Skill	Commune with the Dead Lv2(Examine Dead Player for 30S, Raise corpse Arm straight in the air, Ask question, Lower the limb like a bellows and the Corpse will answer, No limit to questions but can only pump the arm 3x/use, 6x/hr)
Cleric		Force Bonds Lv2(CT- 6S, PS- 2, Wrap wrists of Target with up to 2' of rope, "Force Bonds 20M", inescapable bonds)
Cleric		Set On Life Drain Lv2(CT- 6S, PS- 2, 10' to up to 2 Targets, Point at both & eye contact, "Set On Life Drain", Target(s) receives 1 Body HP every 3S until helped or dead, Heal +2 Body with Targets death)
Cleric		Silence Lv2(CT- 6S, PS- 2, Within 5' of Target & Eye contact, "Silence 1M", Target can no longer speak, cast Spells or Prayers)
Cleric		True Sight Lv2(CT- 9S, PS- 3, " True Sight 6M", Can see Hidden (Signal with Fist over eyes) & Invisible(Open hand over eyes))