



Arm	Light Lv1(can use Light armour), Medium Lv1 (+2 +2 +2)
Weap	Knife Lv2(Paired), Short Sword Lv2(Paired)
Racial	WoodLand Stride Lv3(Off trail motionless & undetected for 10S then signal 'Hidden' for 9M, Can move while Hidden but must stay “off trail”, 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	Scratching Post Lv3(3S grapple with Target on ground against your front, Target must be in Medium armour or less, “Disembowel”, 6 HP damage, 9x/hour, Can repeat starting with the 3S grapple time)
Psi	Paralyze Lv3(FT- 2S, Psi-S -1, Rice at Target Limb, “Paralyze (Arm or Leg) 30S”, 0 HP damage)
Spell	Eyes of All Lv3(CT- 6S, SS- 2, “Eyes of All 9M”, Can see Hidden,(Signal with Fist over eyes), Invisible(Open hand over eyes) & Astral(Open hand under eyes))
Spell	Drop Lv3(CT- 3S, SS- 1, Throw rice at Target hand held object, “Drop_(object)_”, Target must drop item to ground, 2 uses/cast within 30S)