



Arm	Light Lv1(can use Light armour), Medium Lv1 (+2 +2 +2)
Weap	Knife Lv2(Paired), Short Sword Lv2(Paired)
Racial	Impale Lv2('Bear Hug' or grapple with Target for 6S, "Impale", 6 Body HP, 6x/hour)
Skill	Blind Fighting Lv3(Can negate first 15S of any variation of 'Blind', 9x/hour)
Skill	Hide in Shadows Lv2(Motionless & un-noticed for 10S, signal 'Hidden' for 6M, may not move)
Skill	Incorruptible Lv2(can negate any variation of Persuade, "Incorruptible", 6x/hour)
Skill	Punch for Damage Lv2(Punch gloves, Punch Target, "Punch for Damage", Target receives 1 HP, 1/6S)
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)
Psi	Pain Lv3(FT- 4S, Psi-S -2, Throw rice hit Targets, "Pain 15S", Target racked with pain and receives 1 HP damage,)
Spell	Shadow Meld Lv2(CT- 3S, SS- 1, 10S in shadows motionless & undetected, 'Hidden 6M', Can move in shadows while Hidden but Spell is cancelled if you ever see part or whole of your own shadow,)