



Name	Silver Bells			Race	Faerie			Loot	Fae Wing (Silver)			Level	6
Body	11	Arms	10	Legs	10	R-Mana	40	S/SC	20	Gold	60	XC	60
*** Normal weapons have no effect on Faeries, only Enchanted/Blessed***											Negate Win	2	
Small Lv2(<i>can Sling Shield</i>), Medium Lv2(<i>“Deflect 10S”, 3x/day, vs Thrown & Bow Weapons only</i>)													
Knife Lv2(<i>Paired</i>), One Handed Mace Lv2(<i>Paired</i>), One Handed Axe Lv2(<i>Paired</i>), Short Bow													
Skill	Create Wizards Fetish Lv2(Unique item with black tape and silver marker stores 6 extra Spells for use in your Spell Cycle, Spells can be recharged following normal rules for recharging Spell Cycles, 2x/day)												
Cleric	Fly Lv2(6x/hr,“Fly 6M”, Spin up to 2' of rope overhead, Can only be hit by ranged at 25' or more away)												
Skill	True Sight Lv2(“ True Sight 6M”, Can see Hidden (Signal with Fist over eyes) & Invisible(Open hand over eyes), 6x/hr)												
Skill	Basic Herbalism Lv2(White wrap & green symbols on bottle, Can create 6/hr, Potions listed below) ~~~Fearless Lv2(“Fearless”, Can negate any variation of “Fear” 1x/Potion) ~~~Heal Limbs Lv2(“Heal Limb”, Limb by touch restored to full HP, 2x/Potion within 10M) ~~~Remove Poison Lv2(Within 10S of failed save “Remove Poison”, Negative effects are cancelled, 2x/Potion within 10M.) ~~~Communion Lv2(Can take all or part of 2 Targets voluntarily offered Prayers or Racial Mana (15Racial Mana=1Prayer) to replenish your own Prayer/Prayer Cycle, 1x/Potion) ~~~Heal Lv2(Touch injured Target Player, “Heal”, Target receives +2 Body HP, 1x/Potion) ~~~Peasants Death March Lv2(“Peasants Death March 6M”, 1 Dead Target becomes animated corpse, Can not think or fight, Can follow simple directions, carry things and defend itself, 1x/Potion)												
Nat	Faeries Dance Lv2(CT- 3S, SS- 1, Eye contact and within 10' of Target, Throw rice, “Faeries Dance 1M”, Target full body dances against their will)												

- Skill** Master Herbalism Lv3(Green wrap & black symbols on bottle, Can create 9/hr, Potions listed below)
- ~~~Astral Projection Lv3("Astral Projection 9m", Player must signal Astral with Arms overhead in 'Big A' or a full facial veil, 1x/Potion)
- ~~~Fly Lv1("Fly 9M", Spin up to 2' of rope overhead (or whatever you have) to signal Flying, Can only be hit by ranged weapons from 25' or more away, 1x/Potion)
- ~~~Stone to Flesh Lv3(Returns Petrified Targets to flesh with full Body HP, Limbs remain as they were before, 1x/Potion)
- ~~~Crush Lv3(Hit Grounded Target Body with 2 hand Great,"Crush", Target receives 6 Body HP, Can Crush Heavy Armour Lv1-2 but not Heavy Lv3, 1x/Potion)
- ~~~Persuade Lv3(2 finger Jedi wave between eye contact, "Persuade 9M", Target will not remember the experience from the wave on, Anti-suicide & Anti-clan clause, not allowed on PC's unless you are a NPC, 1x/Potion)
- ~~~Resurrection Lv3("Resurrection 3", Dead Target now alive with +3 Body, +3 Arms, +3 Legs, 1x/Potion)
- ~~~Empowered by Faith Lv3(CT- 9S, PS- 3, White 6"x4" patch with Green symbols, "Empowered by Faith 30M", Weapon now 'Enchanted' & extends Touch Spells, 1x/Potion)
- ~~~Eyes of All Lv3("Eyes of All 9M", Can see Hidden, (Signal with Fist over eyes), Invisible (Open hand over eyes) & Astral (Open hand under eyes), 1x/Potion)
- ~~~Forest Form Lv3(Touch two trees for 15S, Raise fist in air, "Sanctuary 9M", Impervious to damage though bubble can be 'popped', 1x/Potion)
- Spell** Circle of Protection Lv1(CT- 12S, SS- 4, Up to 5' rope circle stand inside, "Circle of Protection 10M", All in Circle are immune to any damage from any Summoned NPC source)
- Skill** Beguile Lv2(Must dance and Target must keep eye contact for 6S, "Beguile 2M", Target must stay within 5' for 90S, 6x/hr)
- Spell** Entangle Lv2(CT- 3S, SS- 1, Rope up to 2', Throw hit Target in Legs, "Entangle 45S", 1 or both Legs (if both were hit) frozen in place)
- Spell** Heal Lv3(CT- 6S, SS- 2, Touch injured Target Player, "Heal", Target receives +3 Body HP, Can now be used on Self)
- Spell** Heal Limbs Lv3(CT-3S, SS -1, This Spell can now be used on yourself)

- Spell** Invisibility Lv2(CT- 6S, SS- 2, “Invisible 6M”, must signal Invisible with a raised 90 degree bend in the elbow and the hand open and splayed)
- Spell** Premonition Lv2(CT- 9S, SS- 3, Need fortune telling medium, approach GM, “Premonition 3”, ask 3 questions in 3M)
- Spell** Sanctuary Lv2(CT- 6S, SS- 2, Arm straight overhead with fist, “Sanctuary 6M”, Immune from damage but Sanctuary bubble may be 'popped')
