



Arm	Light Lv1(can use Light armour), Medium Lv1 (+2 +2 +2)
Weap	Knife Lv2(Paired), Short Sword Lv2(Paired)
Racial	Patience Lv3(Motionless & un-noticed for 10S anywhere, Signal 'Hidden'(Arm out, bent at 90 with fist in air) for 9M, Movement cancels the Hidden effect, 9x/hour)
Skill	Blind Fighting Lv2(Can negate first 10S of any variation of 'Blind', 6x/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)
Spell	Eyes of All Lv2(CT- 6S, SS- 2, “Eyes of All 6M”, Can see Hidden,(Signal with Fist over eyes), Invisible(Open hand over eyes) & Astral(Open hand under eyes))
Psi	Confusion Lv2(FT- 2S, Psi-S -1, Throw Rice and hit Target Player in Body, “Confusion 10S”, Target no Skills, Magic, etc but they can still defend themselves.)
Psi	Sixth Sense Lv1(FT- 2S, Psi-S -1, “Sixth Sense – Everyone in 10 feet Answer me!”, All Target Players in 10' must make a sound)
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,)