



	Name	Inquisitor			Race	Undead			Loot	White Bone		Level	5	
	Body	11	Arms	10	Legs	10	R-Mana	10	S/SC	3	Gold	50	XC	50
	* Spd Allowed – Jogging spd max – Combat may be performed at FULL spd*												Negate Win	2
Arm	Weap	All at Level 1, All Great at Lv 1, All One Hand at Lv 2, No Ranged weapons allowed												
Weap	All Great at Lv 1, All One Hand at Lv 2, No Ranged weapons allowed													
Racial	Skill	Rise Lv3(Wait 1M after dying then Self Resurrect with Full HP, 3x/hr)												
	Skill	“BRAINS!” Lv2(Must be injured, 30S removing Brain from Dead, 30S Eating Brain, 2 HP to assign to any injured area of your choice, Other UnDead may join in the 30S Brain feast & all receive HP bonus(es))												
	Skill	Punch for Damage Lv2(Punch gloves, Hit Target, “Punch for Damage”, 1 HP, 1/6S)												
	Skill	See The Hidden Lv2(“See the Hidden 6M”, Signal placing your Fist over your eyes, 6x/hour)												
	Skill	See The Invisible Lv2(“See the Invisible 9M”, Signal placing Open hand over your eyes, 9x/hr)												
	Skill	Fearless Lv2(Can negate any variation of “Fear” 6x/hour)												
	Skill	Inner Bells Lv2(Must be affected by 'Sleep' for 3S, “Inner Bells”, Cancels 'Sleep', 6x/hr)												
	Skill	Patience Lv2(Still & un-noticed for 10S anywhere, signal 'Hidden' for 6M, may not move, 9x/hr)												
	Skill	Create Zombie Can make two Level 1 Zombies 3x/hour. Proper NPC cards must be given and understood.												
	Psi	Commune With Dead Lv2(FT- 2S, Psi-S -1, Touch Dead Target Player forehead, “Commune with Dead 20S”, Dead must talk truthfully for 20S)												
	Psi	Mind Bond Lv2(FT- 4S, Psi-S -2, “Instant Knowledge”, Give/Take Skill from willing (or dead) Target 10M)												

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)