



Arm	Light Lv2(can "Deflect" 2 handed Great or Mass weapon, 3x/day)
Weap	Knife Lv2(can use paired Knives) One Handed Mace Lv2(can use paired Maces)
Weap	Javelin, 1 HP, Great Mace Lv1(can use a Great Mace)
Racial Skill	Pure Will Lv2(Can self dispel any variation of Blind, Sleep, Pain, Persuade, Fear and/or all Set On's, up to 6x/hr)
Ability Skill	Fly Lv2("Fly 6M", Spin up to 2' of rope overhead, Only hit by ranged at 25' or more away, 6x/hr
Ability Skill	Sneak Lv2(Must be in shadows motionless & undetected for 10S then 'Hidden' for 6M, Can move in shadows while Hidden, 6x/hr)
Ability Skill	Battle Charge Lv2(Must "War cry" & run at least 10' into combat, receive Body+2, Arms+2, Legs+2, 6x/hr)
Ability Skill	Break Lv2(Hold Target Limb for 6S, "Break", Limb receives 3 HP regardless of Armour, Must release Limb, 6x/hr),
Ability Skill	Dim Witted Lv2(Immune to Persuade, Fear & Tongues of Truth (I don't know), No Mana pool, Read/Write, Apprentice or Mentor allowed)
Ability Skill	Cannibalism Lv2(Must be injured, 30S removing heart from Dead, Eat heart, +2 HP to assign to Limb/Body of choice, 6x/hr)
Ability Skill	Disembowel Lv2(6S study time, No armour on 'Belly", 2 bladed weapons, X-slice, "Disembowel", 6 HP damage, 6x/hr)
Ability Skill	Fearless Lv2(Can negate any variation of "Fear" 6x/hr)
Ability Skill	Rage Lv1(Gloves,"Rage", HP+2/+1/+1 & Punch =1 HP, 1 Target only, 15S exhaustion, Triggers- Shank, Last Body HP, 3x/hr)