



Arm	Light Lv2(can "Deflect" 2 handed Great or Mass weapon, 3x/day)
Arm	Large Lv2(can Sling Shield to back, stops 1st,3rd,5th,etc HP damage from behind)
Weap	Knife Lv2(can use paired Knives)
Weap	One Handed Mace Lv2(can use paired Maces)
Weap	One Handed Axe Lv2(can use Paired Axes)
Weap	Ball & Chain Lv2(can use Paired Ball & Chains)
Weap	Javelin, 1 HP
Weap	PoleArm & Spear Lv2(PoleArm-Hit Target Limb, "Amputate", Limb receives 6 HP, 3x/day, Spear-"Blind 10s", either/or for a total 3x/day)
Racial Spell	Teleport Lv2("Teleport 20S", Arms out to side , 6x/day a letter T)
Ability Skill	Blood Lust Lv2(Kill 2 Targets in 30S receive +2 HP to assign to Limb)
Ability Skill	Hide in Shadows Lv2(Motionless & un-noticed in shadow for 10S, signal 'Hidden' for 6M, May not move, 3x/Day)
Ability Skill	Break Lv2(Hold Target Limb for 6S, "Break", Limb receives 3 HP regardless of Armour, Must release Limb, 6x/day),
Ability Skill	Rage Lv2(Gloves,"Rage", HP+2/+1/+1 & Punch =1 HP, 2 Targets only, 15S exhaustion, Triggers- Shank, Last Body HP, 6x/Day)
Ability Skill	Scent Lv2(Can smell all Hidden & Invisible Targets in 25' area for 6M each time used, 6x/day)
Ability Skill	True Sight Lv2(" True Sight 6M", Can see Hidden (Signal with Fist over eyes) & Invisible(Open hand over eyes), 6x/day)
Ability Spell	BlindLv2(CT-3S, SS -1, Rice, Throw, "Blind 15S", Target Player must close their eyes)

Ability	Spell	Fire Ball Lv2(CT- 3S, SS- 1, Must have Red tennis balls, Hold Fireball in hand and touch Target within the 30S Spell retention time, “Fireball”, 3 HP damage, ~OR~, Throw at Target, ”Fire Ball”, 3 HP damage)
Ability	Spell	Magic Net Lv2(CT- 3S, SS- 1 Throw rope 2' length max, Hit Target Body, “Magic Net 20S”, Target arms 'tied' to sides for 1M)
Ability	Spell	Nightmare Lv2(CT- 6S, SS- 2, Touch Target, “Fear 20S”, Target must flee for duration)