



Name	Porcupine				Race	Were-Creature				Loot	PC Racial Loot				Level	2
Body	8	Arms	8	Legs	9	R-Mana	15	Psi/PsiC	5	S/SC	5	Gold	50	XC	50	
Were-Form Hit Bonus: B/A/L:2														Negate Win	2	
Light Lv1(can use Light armour), Medium Lv1 (+2 +2 +2)																
Knife Lv2(Paired), Short Sword Lv2(Paired)																
Impale Lv3('Bear Hug' or grapple with Target for 3S, “Impale”, 6 Body HP, 9x/hour)																
Skill	Blind Fighting Lv3(Can negate first 15S of any variation of 'Blind', 9x/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)															
Psi	Pain Lv3(FT- 4S, Psi-S -2, Throw rice hit Targets, “Pain 15S”, Target racked with pain and receives 1 HP damage,)															
Spell	Concealment Lv2(CT-3S, SS -1, “Concealment 20M”, May hide Loot in a non-Lootable area)															
Spell	Frighten Lv2(CT-3S, SS -1, Touch Target, “Fear 10S”, Target must flee for duration)															