

Prerequisites:

1. Adventurer Abilities: **ALL** current **Seeker** and **Adventurer** Warrior Abilities must be known.
2. Seeker Ability: **"Physical Body"**.
3. Seeker Ability: **"Weapon Studies"** (Sword (any 3 types), Bow or Crossbow (any 2 types), Dagger, 1 more of personal choice).
4. Trade-Skill: **"Combat Prowess"**.