

Agile	Rank	Attributes								Shooting						Close				Kills	
		Move	Mind	Shield	Dodge	Parry	Soak	Health	Special	Point Blank	Medium	Long	Extreme	Penetration	Full Attack	Special	Close	Penetration	Full Attack		Special
Nymph w/ Disc Launcher & Mono Whip	1	8	4	0	2	2	1	1	Blink (1)	5	5	5	5	0	3		5	2	1	Reach, Ignores Shields	1
Nymph w/ Fusion Gun & Mono Whip	1.5	8	4	0	2	2	1	1	Blink (1)	9	3	-	-	4	1		5	2	1	Reach, Ignores Shields	1
Nymph w/ Entropy Blaster & Mono Whip	1.5	8	4	0	2	2	1	1	Blink (1)	5	5	5	-	2	1	Sundering Ion (1)	5	2	1	Reach, Ignores Shields	1
Nymph Weapon Team w/ Chain Gun & Mono Whip	1.5	8	4	0	2	2	1	1	Weapon Team (2), Blink (1)	5	7	5	-	2	5	Devastating (1)	5	2	1	Reach, Ignores Shields	1
Nymph Weapon Team w/ Heavy Disc Launcher & Mono Whip	1.5	8	4	0	2	2	1	1	Weapon Team (2), Blink (1)	5	7	7	5	2	5		5	2	1	Reach, Ignores Shields	1
Nymph Weapon Team w/ Crystal Lance Cannon & Mono Whip	2	8	4	0	2	2	1	1	Weapon Team (2), Blink (1)	-	5	7	7	4	5	Single Shot	5	2	1	Reach, Ignores Shields	1
Sprite w/ Disc Launcher & Mono Whip	2.5	8	5	1	2	2	1	2	Blink (1)	7	7	7	7	0	4		7	3	2	Reach, Ignores Shields	1
Sprite w/ Fusion Gun & Mono Whip	2.5	8	5	1	2	2	1	2	Blink (1)	11	5	-	-	4	2		7	3	2	Reach, Ignores Shields	1
Sprite w/ Entropy Blaster & Mono Whip	2.5	8	5	1	2	2	1	2	Blink (1)	7	7	7	-	2	2	Sundering Ion (1)	7	3	2	Reach, Ignores Shields	1
Sprite Weapon Team w/ Heavy Plasma Gun & Mono Whip	3	8	5	1	2	2	1	2	Weapon Team (2), Blink (1)	7	9	7	-	3	6	Devastating (2)	7	3	2	Reach, Ignores Shields	1
Sprite Weapon Team w/ Heavy Disc Launcher & Mono Whip	3	8	5	1	2	2	1	2	Weapon Team (2), Blink (1)	7	9	9	7	2	6		7	3	2	Reach, Ignores Shields	1
Sprite Weapon Team w/ Crystal Lance Cannon & Mono Whip	3	8	5	1	2	2	1	2	Weapon Team (2), Blink (1)	-	7	9	9	4	6	Single Shot	7	3	2	Reach, Ignores Shields	1

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		Move	Mind	Shield	Dodge	Parry	Soak	Health	Special	Point Blank	Medium	Long	Extreme	Penetration	Full Attack	Special	Close	Penetration	Full Attack		Special
Fairy w/ Disc Launcher & Mono Whip	3	8	6	1	4	4	2	2	Blink (2)	9	9	9	9	1	4		9	3	2	Reach, Ignores Shields	1
Fairy w/ Fusion Gun & Mono Whip	3.5	8	6	1	4	4	2	2	Blink (2)	13	7	-	-	4	2		9	3	2	Reach, Ignores Shields	1
Fairy w/ Entropy Blaster & Mono Whip	3	8	6	1	4	4	2	2	Blink (2)	9	9	9	-	2	2	Sundering Ion (1)	9	3	2	Reach, Ignores Shields	1
Fairy w/ Plasma Pistol & Energy Blade	3	8	6	1	4	6	2	2	Blink (2)	9	-	-	-	2	2	Reach	9	3	5		1
Fairy Hunter w/ Plasma Pistol & Energy Blade	3.5	8	6	2	4	6	2	2	Blink (2)	7	-	-	-	2	2	Reach	11	3	5		1
Fairy Hunter w/ Disc Launcher & Energy Whip	3.5	8	6	2	4	4	2	2	Blink (2)	7	7	7	7	1	4		13	4	3	Reach, Ignores Shields	1
Elf w/ Disc Launcher & Mono Whip	4.5	8	8	2	5	5	3	4	Blink (3)	11	11	11	11	2	5		11	4	3	Reach, Ignores Shields	2
Elf w/ Fusion Gun & Mono Whip	4.5	8	8	2	5	5	3	4	Blink (3)	15	9	-	-	5	3		11	4	3	Reach, Ignores Shields	2
Elf w/ Entropy Blaster & Mono Whip	4.5	8	8	2	5	5	3	4	Blink (3)	11	11	11	-	3	3	Sundering Ion (1)	11	4	3	Reach, Ignores Shields	2
Elf Hunter w/ Plasma Pistol & Energy Blade	5	8	8	3	5	7	3	4	Blink (3)	9	-	-	-	3	3	Reach	13	4	6		2
Elf Hunter w/ Disc Launcher & Energy Whip	5	8	8	3	5	5	3	4	Blink (3)	9	9	9	9	2	5		15	5	4	Reach, Ignores Shields	2
Elder w/ Gravity Manipulator & Energy Whip	6	8	10	3	6	6	3	6	Blink (4), Psionic Shield	17	11	-	-	11	3	Ignores Shields	15	5	4	Reach, Ignores Shields	2
Ancient w/ Gravity Manipulator & Energy Whip	6.5	8	12	4	8	8	3	8	Blink (4), Psionic Shield	18	12	-	-	12	4	Ignores Shields	16	6	5	Reach, Ignores Shields	2
Ethereal w/ Gravity Manipulator & Energy Whip	6.5	8	14	5	10	10	3	9	Blink (4), Psionic Shield	19	13	-	-	12	4	Ignores Shields	17	6	5	Reach, Ignores Shields	3