

## The Mixed Medieval Arts

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The Pass	Name	Gremlin					Race		Demon		Loot	Matched Black Horn Level			1		
	Body	5	Arms	4	Legs	4	R-Mana	25	S/SC	2			Gold	10	XC	10	)
														Negat	e Win	0	
Arm		Light Lv1(can use Light armour), Small Lv1(can use a Small Shield)															
Weap		Knife Lv1(can use a Knife), Throwing Weapons															
Racial	Spell	Teleport Lv1("Teleport 10S", Arms out to side in a letter T, 3x/hr)															
Ability	Skill	Blood	d Lust I	_v1(K	ill 2 Ta	arge	ets in 30	S re	ceive +	1 HP	to ass	sign to	Limb)				
Ability	Skill	Hide in Shadows Lv1(Motionless & un-noticed in shadow for 10S, signal 'Hidden' for 3M, May not move, 3x/hr)															
Ability		Pick Pockets Lv1(2 hands on item for 3S, "Pick Pockets 10S" You have 10S to flee before Target realizes missing item, 3x/hr)															
Ability	Skill	Shank Lv1(Hit un-armoured Target in Back with Knife, Must be undetected, "Shank", Target receives 3 HP to body, 3x/hr)															
Ability	Spell		wing St ˈdamaថ		•	CT-3	3S, SS -	1, "T	hrowin	g Sto	nes",	Can cr	eate 1	I Throw	ing or	Sling S	tones,
Ability	Spell	-	Lv1(C <sup>-</sup> et to gro			1, T	ouch Ta	rget	with ha	and h	eld ob	oject, "[	Orop_(	object)	_", Tar	get mus	t drop