



The Mixed Medieval Arts

Name	Majour Water			Race	Elemental			Loot	None			Level	6
Body	12	Arms	12	Legs	12	R-Mana	30	P/PC	24	Gold	60	XC	60
*** Normal weapons have no effect on Elementals, Enchanted Only***												Negate Win	3

Racial Skill Astral Form Lv2(6 Mana/Minute, Player Astral as long as they can feed the Mana cost, 6x/hr)

Skill Master Herbalism Lv3(Green wrap & black symbols on bottle, Can create 9/hr, Potions listed below)

~~~Astral Projection Lv3("Astral Projection 9m", Player must signal Astral with Arms overhead in 'Big A' or a full facial veil, 1x/Potion )

~~~Fly Lv1("Fly 9M", Spin up to 2' of rope overhead (or whatever you have) to signal Flying, Can only be hit by ranged weapons from 25' or more away, 1x/Potion )

~~~Stone to Flesh Lv3(Returns Petrified Targets to flesh with full Body HP, Limbs remain as they were before, 1x/Potion )

~~~Crush Lv3(Hit Grounded Target Body with 2 hand Great,"Crush", Target receives 6 Body HP, Can Crush Heavy Armour Lv1-2 but not Heavy Lv3, 1x/Potion )

~~~Persuade Lv3( 2 finger Jedi wave between eye contact, "Persuade 9M", Target will not remember the experience from the wave on, Anti-suicide & Anti-clan clause, not allowed on PC's unless you are a NPC, 1x/Potion )

~~~Resurrection Lv3("Resurrection 3", Dead Target now alive with +3 Body, +3 Arms, +3 Legs, 1x/Potion )

~~~Empowered by Faith Lv3(CT- 9S, PS- 3, White 6"x4" patch with Green symbols, "Empowered by Faith 30M", Weapon now 'Enchanted' & extends Touch Spells, 1x/Potion )

~~~Eyes of All Lv3("Eyes of All 9M", Can see Hidden, (Signal with Fist over eyes), Invisible (Open hand over eyes) & Astral (Open hand under eyes), 1x/Potion )

~~~Forest Form Lv3(Touch two trees for 15S, Raise fist in air, "Sanctuary 9M", Impervious to damage though bubble can be 'popped', 1x/Potion )

**Skill** Punch for Push Lv3(Gloves, Hit Target with 2 hand strike, "Push", Target receives 0 HP but Target must fall back 5' and fall down, 9x/hr)

**Skill** Create Healing Potion Lv3(Taped bottle with coloured marker Symbols below, +3 Body, 9x/hr)

**Skill** Create Acid Lv3(Vial of rice/green chalk, Throw, Areas hit takes 6 HP disregarding armour, Create 3/hr)

- Skill** Create Poison Lv3(Salt vial, Drinks only, Failed 'save' & 10S later, Target receives 3 HP to Body; Vinegar vial Drinks only, Failed 'save' & 10S later Target receives 6 HP to Body; Hot Sauce vial Drinks only, Failed 'save' & 10S later Paralyzed completely for 5M, 3 vials /hr)
- Water** Armour of Ice Lv3(CT- 6S, PS- 2, "Armour of Ice 15M", You receive +3/+3/+3 for 15M or lost normally, Can be given to Target by Touch, You are now Immune from Water/Ice damage, )
- Water** Bonds of Ice Lv3(CT- 6S, PS- 2, Wrap wrists of Target with up to 2' of rope, "Force Bonds 30M", inescapable bonds )
- Water** Fists of Ice Lv3(CT- 3S, PS- 1, Punch gloves, Hit Target Players limb, "Paralyze 15S", 0 HP damage )
- Water** Freeze Lv2(CT- 6S, PS- 2, Eye contact and thrown rice, "Freeze 10M", Living Ice statues can not be moved or damaged in any way, The Ice has a Body of 6 HP and can be broken freeing the Target Player inside, )
- Water** Ice Ball Lv3(CT- 3S, PS- 1, Must have Blue tennis ball, Hold in hand and touch Target Player AND Throw at Target "Ice Ball", Does 3 HP, )
- Water** Ice Boulder Lv2(CT- 6S, PS- 2, Must have Blue Dodge ball, Hold in hand and touch Target OR Throw at Target, "Ice Boulder", Does 6 HP, )
- Water** Icy Grip Lv3(CT- 3S, PS- 1, Throw rice at Target hand held item, "Drop\_(item)\_", Target must drop item to ground, 3 uses/cast within 1M )
- Water** Scrying Bowl Lv2(CT- 9S, PS- 3, Need 1/2 full bowl of water, approach GM, "Premonition 3", ask 3 questions in 3M )
- Water** Set On Drown Lv3(CT- 6S, PS- 2, Throw Rice 360 x 1 revolution of Arm and hit multiple Target Player Body, "Set on Drown", Target takes 1 Body HP every 3S until helped or dead )
- Water** Summon Hail Lv3(CT- 9S, PS- 3, Throw rice 3x within 30S, 360 x 3 spins, "Pain 10S", Any hit can only defend themselves for 10S )
- Water** Sheet of Ice Lv3(CT- 6S, PS- 2, Throw rice hit multiple Targets in Legs, "Trip", All hit must fall down, 3 uses/cast within 1M )
- Water** Tidal Wave Lv3(CT- 9S, PS- 3, Throw rice 360 x 3 spins, "Push", Any Target hit receives 0 HP but must fall back 5' and fall down )