The Mixed Medieval Arts Name Leprechaun Faerie Loot Fae Wing (Grn Clov) Level Race 8 Body 12 Arms 12 Legs 12 R-Mana 40 S/SC 28 80 XC 80 Gold *** Normal weapons have no effect on Faeries, only Enchanted/Blessed*** **Negate Win** 3 Small Lv2(Sling), Medium Lv3("Deflect 10S" Thrown/Bow 3x/hour, Body+2, Arms+2, Legs+2) Arm Knife Lv3(Paired & Pommel on shoulder "Blind 10s" 3x/day), Short Sword Lv3(Paired & Hit Weap weapon "Disarm" 3x/hr), One Handed Mace Lv3(Paired & Mace pommel on Target shoulder, "Knock Out 1M". 3x/day). Throwing Weapons Racial Skill Create Wizards Fetish Lv3(Unique item with black tape and silver marker stores 9 extra Spells for use in your Spell Cycle, Spells can be recharged following normal rules for recharging Spell Cycles, 3x/hr) Cleric Fly Lv3(9x/hr, "Fly 9M", Spin up to 2' of rope overhead, Can only be hit by ranged at 25' or more away) True Sight Lv3(" True Sight 9M", Can see Hidden, (Signal with Fist over eyes(, Invisible (Open Skill hand over eyes) & Astral (Open hand under eyes), 9x/hr) Skill Advanced Traps Lv3(Can make Step-Spikes & Step-Mines, can place no more than 9 Advanced traps in a 10'area) Basic Traps Lv3(Can make Trip-Alarms & Trip-Snares, can place no more than 9 traps in a Skill 10'area) Skill Beguile Lv3(Must dance and Target must keep eye contact for 6S, "Beguile 3M", Target must stay within 5' for 2M, 9x\hr) Skill Pick Pockets Lv3(2 hands on item for 3S, "Pick Pockets 30S" You have 30S to flee before Target realizes missing item, 9x/hr) Skill Rage Lv3(Gloves, "Rage", HP+2/+1/+1 & Punch = 1 HP, 3 Targets only, 15S exhaustion, Triggers- Shank, Last Body HP, 9x/hr) Skill Strong Blood Lv3(can Self Dispel any Poison/Potion, 9x/hr)

- Nat Treeport Lv3(CT- 6S, SS- 2, "Treeport 30S", Arms out to side in a letter T, Can take 1 Target with you in Treeport by touch)
- Spell Blind Lv3(CT-3S, SS -1, Rice, Throw, "Blind 20S", Target Player must close their eyes)
- Spell Cloud of Smoke Lv3(CT-6S, SS -2, Baby Powder vial, Throw, "Cloud of Smoke 9S", Hidden for 9S and must flee,)
- Spell Concealment Lv3(CT-3S, SS -1, "Concealment 30M", May hide Loot in a non-Lootable area)
- Nat Faeries Dance Lv3(CT- 3S, SS- 1, Eye contact and within 10' of Target, Throw rice, "Faeries Dance 2M", Target full body dances against their will)
- Nat Joy Lv1(CT- 3S, SS- 1, Eye contact with Target in 10', "Joy 30S", Target is happier than ever for duration and may only defend themselves)
- Spell Mend Self Lv2(CT- 6S, SS- 2, "Mend Self 2", receive +2 Body OR +2 both Arms OR +2 both Legs)
- Spell Persuade Lv3(CT-3S, SS -1, Throw rice and hit multiple NPC Targets, Character needs only one wide finger wave that must break eye contact with every Target affected, "Persuade 5M", Target will not remember nothing, Anti-suicide & Anti-clan clause, not allowed on PC's)
- Spell Shadow Meld Lv3(CT- 3S, SS- 1, 10S in shadows motionless & undetected, 'Hidden 9M', Can move in shadows while Hidden but Spell is cancelled if you ever see part or whole of your own shadow, Can bring Target Player into the shadows with you by touch,)