



The Mixed Medieval Arts

Name	Deer				Race	Were-Creature		Loot	PC Racial Loot				Level	3	
Body	8	Arms	9	Legs	9	R-Mana	15	Psi/PsiC	4	S/SC	4	Gold	20	XC	20
Were-Form Hit Bonus: B/A/L:1												Negate Win	0		

Arm

Light Lv1(can use Light armour), Medium Lv1 (+2 +2 +2)

Weap

Knife Lv2(Paired), One Handed Mace Lv2(Paired), Short Sword Lv2(Paired)

Racial

Sneak Lv3(Must be in shadows motionless & undetected for 10S then signal 'Hidden' for 9M, Can move in shadows while Hidden as long as your shadow is never visible, 9x/hour)

Spell

Blind Fighting Lv1(Can negate first 5S of any variation of 'Blind', 3x/hour)

Skill

Hide in Shadows Lv1(Motionless & un-noticed for 10S, signal 'Hidden' for 3M, may not move)

Skill

Incorruptible Lv1 (can negate any variation of Persuade, "Incorruptible", 3x/hour)

Skill

Punch for Damage Lv2(Punch gloves, Punch Target, "Punch for Damage", Target receives 1 HP, 1/6S)

Skill

Scent Lv2(Can smell all Hidden and Invisible Targets in 25' area for 3M each time used, 6x/hour)

Psi

Calm Lv2(FT- 2S, Psi-S -1, Eye contact and throw Rice, "Calm", Negates any variation of 'Rage')

Psi

Sixth Sense Lv1(FT- 2S, Psi-S -1, "Sixth Sense – Everyone in 10 feet Answer me!", All Target Players in 10' must make a sound)

Spell

Teleport Lv1(CT- 9S, SS- 3, "Teleport 10S", Arms out to side in a letter T)

Spell

Mend Self Lv1(CT- 6S, SS- 2, "Mend Self 1", receive +1 Body OR +1 both Arms OR +1 both Legs)