

## The Mixed Medieval Arts

Name   Deer   Race   Were-Creature   Loot   PC Racial Loot   Level   3	lega lega																
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	The Day	Name		D	eer		Race	Were-Creature			Loot	PC Racial		l Loot	Level	3	
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