



Name	The Bullicose					Race	Demon			Loot	Matched Black Horn				Level	7
Body	14	Arms	13	Legs	13	R-Mana	25	P/PC	0	Mana	0	Gold	70	XC	70	
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Arm	Light Lv3(can "Deflect" 2 handed Great or Mass weapon, 3x/day & can "Deflect" Thrown Magic and Flintlocks, 3x/day as well)
Weap	Knife Lv3(can use a paired & pommel on Target shoulder, "Blind 10s", 3x/day)
Weap	One Handed Axe Lv3(can use Paired Axes & Hit Target Leg, "Trip", Target must fall down, 3x/day)
Weap	Great Axe Lv3(Target Limb,"Amputate",6 Limb HP,3x/day & Target upper shoulder,"Decapitate",6 Body HP,1x/day)
Racial Spell	Teleport Lv3 ("Teleport 30S", Arms out in a letter T,9x/hr)
Ability Skill	Blood Lust Lv3(Kill 2 Targets in 30S receive +3 HP to assign to Limb)
Ability Skill	Hide in Shadows Lv3(Motionless & un-noticed in shadow for 10S, signal 'Hidden' for 9M, May not move, Can Hide another Player with you, 3x/hr)
Ability Skill	Battle Charge Lv3(Must "War cry" & run at least 10' into combat, receive Body+3, Arms+3, Legs+3, 9x/hr)
Ability Skill	Break Lv3(Hold Target Limb for 3S, "Break", Limb receives 3 HP regardless of Armour, May attempt multiple breaks in a row 3S apart, 9x/hr),
Ability Skill	Dim Witted Lv3(Immune to Persuade, Fear, Tongues of Truth (I don't know) & all Psionics, No Mana pool, Read/Write, Apprentice or Mentor allowed)
Ability Skill	Disembowel Lv3(3S study time, Can cut through Medium armour not Heavy, 2 bladed weapons, X-slice, "Disembowel", 6 HP damage, 9x/hr)
Ability Skill	Excommunicate Lv2(Present Holy Symbol to Prayer using Target Player 10' away,"Excommunicate 60S", No Prayers for 60S, 6x/hr)

Ability	Skill	Heart Rip Lv2(Gloves, Hit Target un-armoured stomach, "Heart Rip", Target Player receives 6 Body HP damage, 2X/hr)
Ability	Skill	Knock Out Lv3(Gloves, Fist on Targets head, "Knock Out 1M", Effects last 1M, or until a Player tries to wake you for 3S, or you take 1 HP damage, 9x/hr)
Ability	Skill	Master Blood Lust Lv3(Kill 2 Targets within 30S, Receive +3 Body, 9x/hr)
Ability	Skill	Necromancy Lv2(Body Parts attached to head/arm bands allows use of Racial Abilities, Parts have 3 uses each, Necromancy can be performed 6x/hr)
Ability	Skill	Punch for Damage Lv3(Punch gloves, Hit Target, "Punch for Damage", Target receives 1 HP, 1/3S)
Ability	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/day)
Ability	Skill	Pure Will Lv3(Can self dispel any variation of Blind, Sleep, Pain, Persuade, Fear and/or all Set On's, up to 9x/day)
Ability	Skill	Sure Footed Lv3(can negate any variation of "Push" 9x/day)
Ability	Skill	Thick Skulled Lv3(can negate any variation of "KnockOut" except for Pressure Point K.O., 9x/day)