



The Mixed Medieval Arts

Name	The Beast				Race	Devil				Loot	Forked Black Tongue				Level	9
Body	15	Arms	15	Legs	15	R-Mana	25	Psi/PsiC	24	P/PC	20	Gold	90	XC		90
															Negate Win	4

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)

Racial Skill Pure Will Lv3(Can self dispel any variation of Blind, Sleep, Pain, Persuade, Fear and/or all Set On's, up to 9x/hr)

Ability Skill Back Stab Lv3(Up to 2 unaware Targets at once & Goes through Heavy Lv1-2 not 3, "Backstab", Target(s) receives 6 HP to body, 9x/hr)

Ability Skill Berserk Lv3(Gloves, "Berserk", HP+3/+2/+2, Punch=1 HP, 3 Targets only, 30S exhaustion, Can 'Swallow' Rage to heal, 9x/hr, Triggers- BackStab, Shank, Last Body HP)

Ability Skill Cannibalism Lv3(Must be injured, 30S removing heart from Dead, Eat heart, +3 HP to assign to Limb/Body of choice, 9x/hr)

Ability Spell Fly Lv3("Fly 9M", Spin up to 2' of rope overhead, Can only be hit by ranged at 25' or more away 9x/hr)

Ability Skill Grace of the Gods Lv3(Must have Holy Symbol, You or any target Prayer Caster by touch, Resurrect with full Prayer Cycle available, 9x/hr)

Ability Skill Heart Rip Lv3(Gloves, Hit Target in Medium armoured (or less) stomach, "Heart Rip", Target Player receives 6 Body HP damage, 3X/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 Punch for Damage Lv3(Punch gloves, Hit Target, "Punch for Damage", Target receives 1 HP, 1/3S)

Ability Skill Rise Lv3(Wait 1M after dying then Self Resurrect with 3/3/3, 3x/hr)

Ability	Skill	Sacrifice Lv3(30S remove heart, 30S ritual, Stab heart, Receive +3/+3/+3 OR +1 Prayer or Spell back into your Prayer or Spell Cycle, 9x/hr)
Ability	Skill	Sneak Lv3(You and Target Player (if desired) must both be in shadows motionless & undetected for 10S then 'Hidden' for 9M, Can move in shadows while Hidden, 9x/hr)
Cleric		Bless Lv3(CT- 6S, PS- 2, 3 glow sticks/cast, "Bless 20M", +1 HP on Target Areas, Shields get 'Proof to touch Magic', weapons act as 'Enchanted')
Cleric		Deflection Lv3(CT- 3S, PS- 1, "Deflect 1M", You or Target by touch are immune to all hand and bow launched projectiles)
Cleric		Fear Lv3(CT- 9S, PS- 3, Throw rice and hit Multiple Targets, "Fear 1M", All Targets must flee for duration)
Cleric		Fly Lv3(CT- 9S, PS- 3,"Fly 9M", Spin up to 2' of rope overhead, Can only be hit by ranged at 25' or more away)
Cleric		Invisibility Lv3(CT- 6S, PS- 2, "Invisible 9M", must signal Invisible, Can by Touch make 1 Target Invisible as well, must stay within 5')
Cleric		True Sight Lv3(CT- 9S, PS- 3, " True Sight 9M", Can see Hidden, (Signal with Fist over eyes(, Invisible (Open hand over eyes) & Astral (Open hand under eyes))
Psi		Blind Lv3(FT- 2S, Psi-S -1, Throw Rice and hit Target Player in Body, "Blind 10S", Target Player must close their eyes)
Psi		Master Fear Lv3(FT- 2S, Psi-S -1,"Fearless 3M", Can negate any variation of "Fear" for duration)
Psi		Mute Lv3(FT- 2S, Psi-S -1, Throw Rice and hit Target Player in Body, "Silence 45S", Target can no longer speak, cast Spells or Prayers)
Psi		Pain Lv3(FT- 4S, Psi-S -2, Throw rice hit Targets, "Pain 15S", Target racked with pain and receives 1 HP damage,)
Psi		Pyrokinesis Lv3(FT- 6S, Psi-S -3, Red tennis balls,"Fire Ball", Throw at Target for 3 HP damage OR Hold in hand and touch Target Player, "Fire Ball", Can be held for only 10S before touching Target for 3 HP damage, OR Throw Rice hit Target Player Body, "Set on Fire", Target receives 1 Body HP every 3S until helped or dead)

Psi Telekinetic Lift Lv1(FT- 4S, Psi-S -2, One hand Focused and 1 hand point at Target and raise point into the air, "T.K. Lift 40S", Victim raised in air, can only be hit by ranged from 25' away and can drift with wind, cancelled with the lowering of the pointing or Focus hand,)

The Beasts Runik Daggers

These long bladed Daggers are both enchanted, and may be used to hit Targets only vulnerable to such. These blades are also sentient and have distinct individual personalities.

Although they can not talk or communicate in any way, they each maintain a constant and consistent empathetic link with their owners. They do this completely independent of each other, and continuously. Through this link of emotions, the blades will reward their owner by sharing with them with the weapons own feelings of pleasure and joy when used in certain and specific ways. Their names and personalities are ~ Dexter is the right hand blade, and will subtly compel the owner to use it as such. It contains the Runik enchantments to create Agony. It also is a kleptomaniac, and really, really enjoys stealing things. 3x/day the Blade will reward its owner with +1 HP everywhere immediately after being used in a larcenous manner. Sinister is the left hand blade, and will subtly compel the owner to use it as such. It contains the Runik enchantments to Dominate. It also is a pyromaniac, and really, really enjoys burning things. 3x/day the Blade will reward its owner with +1 HP everywhere immediately after being used in an arson.

Rune Inflict Agony Lv3

Rune Area Effect Inflict Agony Lv2

Rune Inflict Dominate Lv2

Rune Protection from Infliction Dominate Lv3