



The Mixed Medieval Arts

Name	Angel of Vengeance				Race	Angel			Loot	White/Silver Feather			Level	7
Body	12	Arms	11	Legs	11	R-Mana	50	P/PC	18		Gold	70	XC	70
													Negate Win	3

Arm Light Lv3(can "Deflect" 2 handed Great or Mass weapon, 3x/day & can "Deflect" Thrown Magic and Flintlocks, 3x/day as well)

Arm Medium Lv3("Deflect 10S", 3x/day, vs Thrown & Bow Weapons only, Armour now Body+2, Arms+2, Legs+2)

Weap Knife Lv3(can use a paired & pommel on Target shoulder, "Blind 10s", 3x/day)

Weap Long Sword Lv3(can use Paired Long Swords & pommel on Target shoulder, "Confusion 10s", 3x/day)

Weap Great Flail Lv3(Hit Target Weapon, "Disarm", Weapon must be dropped, 3x/day & Hit grounded Target on Body, "Crush", Target receives 6 HP damage, 1x/day)

Racial Spell Fly Lv3(CT- 6S, SS- 2,"Fly 9M", Spin up to 2' of rope overhead, Can only be hit by ranged at 25' or more away)

Ability Skill Fearless Lv3(Can negate any variation of "Fear" 9x/hr)

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

Ability Skill Break Lv2(Hold Target Limb for 6S, "Break", Limb receives 3 HP regardless of Armour, Must release Limb, 6x/hr),

Ability Skill Create Poison Lv3(Salt vial, Drinks only, Failed 'save' & 10S later, Target receives 3 HP to Body OR) (Vinegar vial Drinks only, Failed 'save' & 10S later Target receives 6 HP to Body, OR) (Hot Sauce vial Drinks only, Failed 'save' & 10S later Paralyzed completely for 5M, 3 vials /hr)

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	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	True Strike Lv3(Hold weapon to head or chest for 3S immobile, "True Strike 9M", Weapon now acts as Enchanted for 3M, 3x/hr)
Ability Skill	Words of Truth Lv3(Hold Targets eye contact & wrist for 10S, " Words of Truth 9", 9 questions in 3M, Target must answer truthfully, 9x/hr)
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/hr)
Ability 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')
Ability Skill	True Sight Lv2(" True Sight 6M", Can see Hidden (Signal with Fist over eyes) & Invisible(Open hand over eyes), 6x/hr)
Cleric	Communion Lv2(CT- 6S, PS- 2,(Can take all or part of 2 Targets voluntarily offered Prayer Slots or 15 Mana to replenish your own Prayer Slots, OR Can give all or part of Characters voluntarily offered Prayer Slots or 15 Mana to replenish Target Players Prayer Slots, Starts with a 10S Chant and that 10S chant must be repeated by all between every taken or given Prayer Slot,)
Cleric	Empower Prayer Lv3(CT- 3S, PS- 1, Re-announce original Prayer with new added time, "Empower Prayer- (Insert original Prayer name here) 3M".)
Cleric	Fists of Rage Lv3(CT- 9S, PS- 3, Gloves,"Rage", HP+2/+1/+1 & Punch =1 HP, 3 Targets only, 30S exhaustion)
Water	Freeze Lv2(CT- 6S, PS- 2, Eye contact and thrown rice, "Freeze 15M", Living Ice statues can not be moved or damaged in any way, The Ice has a Body of 9 HP and can be broken freeing the Target Player inside,)
Cleric	Pain Lv3(CT- 6S, PS- 2, Throw rice hit Multiple Targets, "Pain 10S", All Targets racked with pain and receives 1 Body HP damage)
Cleric	Resurrection Lv3(CT- 6S, PS- 2, "Resurrection 3", Dead Target now alive and has healed back +3 Body +3 Arms and +3 Legs.)

Cleric Winds of Confusion Lv2(CT- 6S, PS- 2,Throw rice hit one Target Body, “Winds of Confusion 10S” Target hit can now only defend themselves)