

## The Mixed Medieval Arts

Can move in shadows while Hidden as long as your shadow is never visible, 6x/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)	Sies Sies		THE MIXED MEDICAL ATTO														
Were-Form Hit Bonus: B/A/L:1  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 Lv2(Must be in shadows motionless & undetected for 10S then signal 'Hidden' to Can move in shadows while Hidden as long as your shadow is never visible, 6x/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 Lv1(Punch gloves, Hit Target, "Punch for Damage", Target received 1/9S )  Scent Lv2(Can smell all Hidden and Invisible Targets in 25' area for 3M each time 6x/hour)	The Day	Name	Deer					Race	Were	Were-Creature			PC Racial		Loot	Level	1
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)  Sneak Lv2(Must be in shadows motionless & undetected for 10S then signal 'Hidden' to Can move in shadows while Hidden as long as your shadow is never visible, 6x/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 Lv1(Punch gloves, Hit Target, "Punch for Damage", Target received 1/9S)  Scent Lv2(Can smell all Hidden and Invisible Targets in 25' area for 3M each time 6x/hour)		Body	4	Arms	4	Legs	5 F	R-Mana	15 Psi	i/PsiC	3	S/SC	3	Gold	20	XC	20
Weap Knife Lv2(Paired ), One Handed Mace Lv2(Paired ), Short Sword Lv2(Paired ) Sneak Lv2(Must be in shadows motionless & undetected for 10S then signal 'Hidden' in Can move in shadows while Hidden as long as your shadow is never visible, 6x/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 Lv1(Punch gloves, Hit Target, "Punch for Damage", Target received 1/9S )  Skill Scent Lv2(Can smell all Hidden and Invisible Targets in 25' area for 3M each time 6x/hour)			Were-Form Hit Bonus: B/A/L:1 Negate Win 0														
Sneak Lv2(Must be in shadows motionless & undetected for 10S then signal 'Hidden' to Can move in shadows while Hidden as long as your shadow is never visible, 6x/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 Lv1(Punch gloves, Hit Target, "Punch for Damage", Target received 1/9S )  Skill Scent Lv2(Can smell all Hidden and Invisible Targets in 25' area for 3M each time 6x/hour )	Arm		Knife Lv2(Paired), One Handed Mace Lv2(Paired), Short Sword Lv2(Paired)  Sneak Lv2(Must be in shadows motionless & undetected for 10S then signal 'Hidden' for 6M,														
Can move in shadows while Hidden as long as your shadow is never visible, 6x/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 Lv1(Punch gloves, Hit Target, "Punch for Damage", Target received 1/9S )  Skill Scent Lv2(Can smell all Hidden and Invisible Targets in 25' area for 3M each time 6x/hour )	Weap																
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 Lv1(Punch gloves, Hit Target, "Punch for Damage", Target received 1/9S)  Skill Scent Lv2(Can smell all Hidden and Invisible Targets in 25' area for 3M each time 6x/hour)	Racial																
not move)  Skill Incorruptible Lv1(can negate any variation of Persuade, "Incorruptible", 3x/hour)  Skill Punch for Damage Lv1(Punch gloves, Hit Target, "Punch for Damage", Target received 1/9S)  Skill Scent Lv2(Can smell all Hidden and Invisible Targets in 25' area for 3M each time 6x/hour)		Spell Blind Fighting Lv1(Can negate first 5S of any variation of 'Blind', 3x/hour)															
Skill Punch for Damage Lv1(Punch gloves, Hit Target, "Punch for Damage", Target received 1/9S)  Skill Scent Lv2(Can smell all Hidden and Invisible Targets in 25' area for 3M each time 6x/hour)		Skill															
1/9S) Skill Scent Lv2(Can smell all Hidden and Invisible Targets in 25' area for 3M each time 6x/hour)		Skill	Incorruptible Lv1(can negate any variation of Persuade, "Incorruptible", 3x/hour)														
6x/hour ) `		Skill														es 1 HP,	
Psi Calm Lv1(FT- 2S, Psi-S -1, Touch, "Calm", Negates any variation of 'Rage')		Skill		•	Can	smell	all H	Hidden	and Inv	visible	Targ	ets in :	25' a	area fo	r 3M e	each tir	ne used,
		Psi	Calm	ı Lv1(F	T- 25	S, Psi-S	S -1,	Touch	, "Calm"	', Nega	ites a	ıny vari	atior	of 'Ra	ge')		

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