



The Mixed Medieval Arts

Name	Porcupine				Race	Were-Creature				Loot	PC Racial Loot			Level	3
Body	9	Arms	8	Legs	9	R-Mana	15	Psi/PsiC	5	S/SC	5	Gold	50	XC	50
Were-Form Hit Bonus: B/A/L:2													Negate Win	2	
Light Lv1(can use Light armour), Medium Lv1 (+2 +2 +2)															
Knife Lv2(Paired), Short Sword Lv2(Paired)															
Impale Lv3('Bear Hug' or grapple with Target for 3S, “Impale”, 6 Body HP, 9x/hour)															
Skill	Blind Fighting Lv3(Can negate first 15S of any variation of 'Blind', 9x/hour)														
Skill	Hide in Shadows Lv2(Motionless & un-noticed for 10S, signal 'Hidden' for 6M, may not move)														
Skill	Incorruptible Lv2(can negate any variation of Persuade, “Incorruptible”, 6x/hour)														
Skill	Punch for Damage Lv2(Punch gloves, Punch Target, “Punch for Damage”, Target receives 1 HP, 1/6S)														
Skill	Scent Lv3(Can smell all Hidden, Invisible & Astral Targets in 25' area for 3M each time used, 9x/hour, Can track by Scent by 2x sniff (sniff, sniff standing still) then 2x step (Step, step to Target) and repeat)														
Psi	Pain Lv3(FT- 4S, Psi-S -2, Throw rice hit Targets, “Pain 15S”, Target racked with pain and receives 1 HP damage,)														
Psi	Bio-Regeneration Lv2(FT-60S, Psi-S -2 for 1HP healed to Body OR -1 for 1 fully healed pair of Limbs, 60S motionless then 1 heal on self, Can be repeated multiple times with the 1M Focus Time between all heals,)														
Spell	Concealment Lv2(CT-3S, SS -1, “Concealment 20M”, May hide Loot in a non-Lootable area)														
Spell	Frighten Lv2(CT-3S, SS -1, Touch Target, “Fear 10S”, Target must flee for duration)														