



The Mixed Medieval Arts

Name	Tin			Race	Golum			Loot	Diamond w/Wire		Level	2
Body	5	Arms	5	Legs	5	R-Mana	5		Gold	20	XC	20
											Negate Win	0

Weap All at Lv1, No Ranged

Racial Spell Mend Self Lv1(CT- 6S, SS- 2, “Mend Self 1”, receive +1 Body OR +1 both Arms OR +1 both Legs)

Skill Dim Witted Lv1(Immune to Persuade & Fear, No Spell Cycle/Mana pool, Read/Write, Apprentice or Mentor allowed)

Skill Pure Will Lv1(Can self dispel any variation of Blind and/or Sleep up to 3x/hr)

Skill Punch for Damage Lv1(Punch gloves, Hit Target, “Punch for Damage”,1 HP, 1/9S)

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

Skill Thick Skulled Lv3(negate any variation of “KnockOut” except for Pressure Point K.O., 9x/hr)

Skill Defensive Formation Lv1(You & 2 Targets within 3' immobile for 10S,“Defensive Formation 3M”, All in ranks Body+1, Arms+1, Legs+1, Can move together but all must stay within 3' of you, 3x/day)

Skill Formation Lv1(Immobile chain of ranked Targets within 3 feet of you and each other, You in centre, Hold for 10S, “Formation 3M”, All in ranks Body+1, Arms+1, Legs+1, 3x/Day)

Skill Master Formation Lv1(Chain of ranked Targets, You in centre for 10S, “Formation 3M”, All in ranks Body+1, Arms+1, Legs+1, Formation may be mobile, 3x/Day)

Skill Sharp Eye Lv2(Survey for 10S, Signal “See Hidden 1M” and/or “See Invisible 1M”, Your movement cancels Sharp Eye, 6x/day)