



The Mixed Medieval Arts

Name	Demon Ghoul			Race	Demon			Loot	Matched Black Horn			Level	4
Body	9	Arms	9	Legs	9	R-Mana	25	S/SC	8	Gold	40	XC	40
Negate Win													1

Arm Light Lv2(“Deflect” 2 handed, 3x/day), Medium Lv2(“Deflect 10S” Thrown/Bow, 3x/day), Heavy Lv1, Small Lv2(can Sling Shield, stops 1st,3rd,5th damage from behind), Large Lv1(can use Large Shield)

Weap Short Sword Lv2(Paired), Long Sword Lv1, One Handed Mace Lv2(Paired), Ball & Chain Lv2(Paired), One Handed Axe Lv2(Paired), Great Sword Lv1, Great Axe Lv1, Great Flail Lv1, Great Mace Lv1

Racial Spell Teleport Lv2(“Teleport 20S”, Arms out to side , 6x/day a letter T)

Ability Skill Blood Lust Lv2(Kill 2 Targets in 30S receive +2 HP to assign to Limb)

Ability Skill Hide in Shadows Lv2(Motionless & un-noticed in shadow for 10S, signal 'Hidden' for 6M, May not move, 3x/hr)

Ability Skill Blind Fighting Lv2(Can negate first 6S of any variation of 'Blind', 6x/hr)

Ability Skill Cannibalism Lv2(Must be injured, 30S removing heart from Dead, Eat heart, +2 HP to assign to Limb/Body of choice, 6x/hr)

Ability Skill Punch for Damage Lv2(Punch gloves, Hit Target, “Punch for Damage”, Target receives 1 HP, 1/6S)

Ability Spell Deflection Lv2(CT-3S, SS -1, “Deflect 45S”, You or Target by touch are immune to all hand and bow launched projectiles)

Ability Spell Sorrow Lv1(CT-6S, SS -2, Throw rice, “Sorrow 10S”, Target overwhelmed with grief no Skills, Spells, Prayers etc.)

Ability Spell Stench of the Dead Lv2(CT-3S, SS -1, Throw rice, “Stench of the Dead 20S”, Any Target hit performs no actions other than defending themselves and retching)

Ability Spell Paralyze Limb Lv1(CT-3S, SS -1, Touch Target Players limb, “Paralyse 10S”, 0 HP damage)