



The Mixed Medieval Arts

Name	The Master				Race	Undead			Loot	White Bone		Level	9
Body	12	Arms	12	Legs	12	R-Mana	10	S/SC	32	Gold	90	XC	90
												Negate Win	4

Arm	All at Level 1
Weap	All Great at Lv 1, All One Hand at Lv 2, No Ranged weapons allowed
Racial Skill	Rise Lv3(Wait 1M after dying then Self Resurrect with Full HP, 3x/hour)
Skill	Back Stab Lv3(Up to 2 unaware Targets at once & Goes through Heavy Lv1-2 not 3, "Backstab", Target(s) receives 6 HP to body, 9x/hr)
Skill	"BRAINS!" Lv3(Must be injured, 30S removing Brain from Dead, 30S Eating Brain, 3 HP to assign to any injured area of your choice, Other UnDead may join in the 30S Brain feast & all receive HP bonus(es))
Skill	Punch for Damage Lv3(Punch gloves, Hit Target, "Punch for Damage", Target receives 1 HP, 1/3S)
Skill	See The Hidden Lv3("See the Hidden 9M", Signal with placing your Fist over your eyes, 9x/hour)
Skill	See The Invisible Lv3("See the Invisible 9M", Signal with placing Open hand over your eyes, 9x/hour)
Skill	Fearless Lv3(Can negate any variation of "Fear" 9x/hour)
Skill	Inner Bells Lv3(Must be affected by 'Sleep' for 3S, "Inner Bells", Cancels any remaining 'Sleep', 9x/hr)
Skill	Patience Lv3(Motionless & un-noticed for 10S anywhere, signal 'Hidden' for 9M, may not move, 9x/hr)
Skill	Create Zombie - Can make one of every type of UnDead once per hour up to level 8. One Level 1, one Level 2, one Level 3 etc. The Master can not make other Level 9 UnDead, NPC cards must be given and understood

- Skill** Create Voodoo Doll Lv3(Need Voodoo Doll with Lootable Body Part attached & within 20' of appropriate Target, Can create 9/day, each Body part may be used 3 times)
- ~~~Blind Lv3(Throw Rice, "Blind 40S", Target Player must close their eyes for 40S)
- ~~~Pain Lv3(Throw rice hit Multiple Targets, "Pain 30S", All Targets racked with pain for 30S and receives 1 Body HP damage)
- ~~~Peasants Death March Lv3("Peasants Death March 18M", 1 Dead Target becomes mindless animated corpse, Can't think or fight, Can follow simple directions and defend itself)
- ~~~Paralyze Limb Lv3(Eye contact, Squeeze Target Players limb on Doll, "Paralyse 40S", Corresponding Limb on Target Player may not be used for 40S, 0 HP damage)
- ~~~Persuade Lv3(2 finger Jedi wave that passes between eye contact, "Persuade 15M", Target will not remember the experience from the wave on, Anti-suicide & Anti-clan clause, Not allowed on PC's unless you are a NPC)
- ~~~Sleep Lv3(Eye contact with Target Player, Cover the Dolls head with your fist, "Sleep 3M", 1 HP damage or 3S shaking wakes them)
- ~~~Confusion Lv3(Throw Rice, "Confusion 40S", Player hit can perform no Skills, Magic, etc but they can still defend themselves.)
- ~~~Fear Lv3(Throw rice and hit Target, "Fear 2M", Target must flee for entire duration)
- ~~~Set On Life Drain Lv3(Maintain Point & eye contact for duration, "Set On Life Drain", Target receives 3 HP on every Targetable Area every 3S until dead, Target can be saved, +3 Body HP of healing to casting Character upon Targets death)
- Spell** Stench of the Dead Lv3(CT-3S, SS -1, Throw rice, "Stench of the Dead 30S", Any Target hit performs no actions other than defending themselves and retching)
- Spell** Set On Life Drain Lv3(CT- 6S, SS- 2, 10' to Target, Point & eye contact, "Set On Life Drain", Target Receives 1 Body HP every 3S until helped or dead, Receive +3 Body with Targets death or you can give those +3 Body HP to Target Player by Touch within the 30S Spell Retention Time,)
- Spell** Shadow Meld Lv3(CT- 3S, SS- 1, 10S in shadows motionless & undetected, 'Hidden 9M', Can move in shadows while Hidden but Spell is cancelled if you ever see part or whole of your own shadow, Can bring Target Player into the shadows with you by touch,)
- Spell** Levitate Lv3(CT- 3S, SS- 1, Spin up to 2' of rope overhead, "Levitate 9M", Can only be hit by ranged at 25' or more away, No movement but can drift with wind, Can be cast on Target Player by touch)

- Spell** Spell Stretch Lv3(CT- 3S, SS- 1, Re-announce original Spell with new added time, "Spell Stretch- (Insert original Spell name here) 3M".)
- Spell** ShockWave Lv3(CT- 12S, SS- 4, Heavy foot stomp on ground, "ShockWave", Targets in 10' must back up 5' and fall down, 2 uses/cast)
- Skill** Create Acid Lv1(Vial of rice/green chalk, Throw, Areas hit takes 6 HP disregarding armour, Create 3/hour)
- Skill** Excommunicate Lv3(Point at Prayer using Target up to 10' away, "Excommunicate 90S", No Prayers for 90S, 9x/hour)

The Seer's Skull

Every Master Zombie will appear with a Seers (See-ers) Skull. The Skull is 'sourced' from a high level Gypsy or Oracle, and has undergone an extensive magical ritual. The Skull is always heavily etched with magic circles and mystic symbols as evidence of this ritual. Once a day it will allow its owner to look into its empty eye sockets and see the paths of the future, and possibly send clairvoyant warnings of dangers soon to be. Additionally, the Skull will allow its owner to summon the ghost of its past. This Ghost no longer remembers its former existence, and has been driven quite mad through the magic energies bound to it, and through its centuries of restless death. The Ghost appears as a Level 4 Haunt, and must follow all rules applicable to Summoning (Stones and Bones battle of wills) and attaching (Place Skull against item/object for 3M to anchor the Ghost, then the Ghost must reconnect with the anchor at least once every minute there after). NPC card must be given and understood

- Skill** Necromancy Lv3(Body Parts attached to head/arm bands allows use of Racial Abilities, Player races parts have 3 uses each at Lv3, Summoned Monster parts can be used only once each, Necromancy can be performed 9x/hour
- Skill** Premonition Lv2(Present Seer Skull to GM, "Premonition 3", ask 3 questions within 3M, One use a day only)
- Skill** Summon Ghosts Lv1(Summons a Lv4 Haunt, Battle of Wills must be successful, Ghost must be anchored, Ghost then remains for 1 hour then retreats back into the Skull, The Haunt can be Summoned once a day only)