



The Mixed Medieval Arts

Name	Fox					Race	Were-Creature			Loot	PC Racial Loot			Level	2
Body	6	Arms	5	Legs	6	R-Mana	15	Psi/PsiC	5	S/SC	5	Gold	40	XC	40
Were-Form Hit Bonus: B/L:2 A:1													Negate Win	1	

Arm

Light Lv1(can use Light armour), Medium Lv1 (+2 +2 +2)

Weap

Knife Lv2(Paired), Short Sword Lv2(Paired)

Racial

Patience Lv2(Motionless & un-noticed for 10S anywhere, Signal 'Hidden'(Arm out, bent at 90 with fist in air) for 6M, Movement cancels the Hidden effect, 6x/hour)

Skill

Blind Fighting Lv2(Can negate first 10S of any variation of 'Blind', 6x/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)

Spell

Eyes of All Lv2(CT- 6S, SS- 2, "Eyes of All 6M", Can see Hidden,(Signal with Fist over eyes), Invisible(Open hand over eyes) & Astral(Open hand under eyes))

Spell

Shadow Meld Lv2(CT- 3S, SS- 1, 10S in shadows motionless & undetected, 'Hidden 6M', Can move in shadows while Hidden but Spell is cancelled if you ever see part or whole of your own shadow,)

Psi

Sixth Sense Lv1(FT- 2S, Psi-S -1, "Sixth Sense – Everyone in 10 feet Answer me!", All Target Players in 10' must make a sound)