

The Mixed Medieval Arts



Name	The Messenger					Race	Angel			Loot	White/Silver Feather			Level	2
Body	5	Arms	5	Legs	5	R-Mana	50	P/PC	8		Gold	20	XC		20
													Negate Win		0

Arm Light Lv1(can use Light armour)

Weap Knife Lv1(can use a Knife)

Racial Spell Fly Lv1(CT- 6S, SS- 2,“Fly 3M”, Spin up to 2' of rope overhead, Can only be hit by ranged at 25' or more away)

Skill Fearless Lv1(Can negate any variation of “Fear” 3x/hr)

Skill Rise Lv1(Wait 1M after dying then Self Resurrect with 1/1/1, 1x/hr)

Cleric Light Target Lv1(CT- 3S, PS- 1, “Light Target 30S”, Flashlight of no more than 6 LED's in strength, Negates Hidden on Target when shone on them)

Cleric Mystic Pidgeon Lv1(CT- 6S, SS- 2, Find available Service Worker, “Mystic Pidgeon 10M”, They will carry a 10S message to a Target for you)

Spell See The Astral Lv1(CT-3S, SS -1,“See the Astral3M”, Open hand under eyes,)

Psi Calm Lv1(FT- 2S, Psi-S -1, Touch, “Calm”, Negates any variation of 'Rage')

Skill Incorruptible Lv1(Can negate any variation of Persuade, “Incorruptible”, 3x/hr)

Skill Read/Write Circles Lv3(Understand(& able to use if bought with XC) all Protection, Summoning & Circles, Max Lv of Circle is Lv3)

Skill Read/Write Magic Symbols Lv3(Understands Level number and all Magic Symbols, Must first purchase Spells with XC for Scrolls/Potions)

Skill Scholar Lv3(Completely understands all Languages)

Skill Scribe Scroll Lv1(Need Scroll, Must follow all Magic/Holy Scroll rules as listed in the Enchantment section, Scroll Retention time is 3M after reading, 3x/hr)