



The Mixed Medieval Arts

Name	Frost Pixies					Race	Faerie			Loot	Fae Wing (Lt Blue)			Level	4
Body	7	Arms	7	Legs	7	R-Mana	40	S/SC	15		Gold	40	XC	40	
*** Normal weapons have no effect on Faeries, only Enchanted/Blessed***													Negate Win	1	
Small Lv2(<i>can Sling Shield</i>), Medium Lv1(<i>can use Medium armour</i>)															
Knife Lv2(<i>can use paired Knives</i>), Short Sword Lv2(<i>can use Paired Short Swords</i>),Short Bow															
Skill	Create Wizards Fetish Lv2(Unique item with black tape and silver marker stores 6 extra Spells for use in your Spell Cycle, Spells can be recharged following normal rules for recharging Spell Cycles, 2x/hr)														
Spell	Fly Lv2(6x/hr ,“Fly 6M”, Spin up to 2' of rope overhead, Can only be hit by ranged at 25'+)														
Skill	True Sight Lv2(“ True Sight 6M”, Can see Hidden (Signal with Fist over eyes) & Invisible(Open hand over eyes), 6x/hr)														
Nat	Faeries Dance Lv2(CT- 3S, SS- 1, Eye contact and within 10' of Target, Throw rice, “Faeries Dance 1M”, Target full body dances against their will)														
Spell	Invisibility Lv2(CT- 6S, SS- 2, “Invisible 6M”, must signal Invisible with a raised 90 degree bend in the elbow and the hand open and splayed)														
Spell	Drop Lv2(CT- 3S, SS- 1, Throw rice at Target with hand held object, “Drop_(object)_”, Target must drop object to ground,)														
Spell	Ice Ball Lv2(CT- 3S, SS- 1, Must have Blue tennis balls, Hold Ice ball in hand and touch Target within the 30S Spell retention time, “Ice ball”, 3 HP damage, ~OR~, Throw at Target, “Ice Ball”, 3 HP damage)														
Spell	Lantern Light Lv2(CT-3S, SS-1, “Lantern Light 20M”, Flashlight of no more than 6 LED's in strength)														
Spell	Persuade Lv2(CT-3S, SS -1, 2 NPCs at once with a duel handed finger wave that must break eye contact between Character and both Targets, “Persuade 5M”, Target will not remember the experience from the wave on, Anti-suicide & Anti-clan clause, not allowed on PC's)														
Spell	Trip Lv2(CT-3S, SS -1, Throw rice hit Target in Legs, “Trip”, Target must fall down, 2 uses/cast within 30S)														

Spell Tongues of Truth Lv2(CT- 6S, SS- 2, Hold Targets eye contact & wrist for 10S, “Tongues of Truth 6”, ask 6 questions in 3M, Target must answer as they wish then “Truth” or “Lie”)
