



The Mixed Medieval Arts

Name	The Gorgon					Race	Devil			Loot	Forked Black Tongue			Level	7
Body	12	Arms	11	Legs	11	R-Mana	20	P/PC	16		Gold	70	XC	70	
													Negate Win		3

Arm Light Lv3(can "Deflect" 2 handed Great or Mass weapon, 3x/day & can "Deflect" Thrown Magic and Flintlocks, 3x/day as well)

Weap Knife Lv2(can use paired Knives)

Weap Short Bow, 1 HP

Weap Great Axe Lv3(Target Limb,"Amputate",6 Limb HP,3x/day & Target upper shoulder,"Decapitate",6 Body HP,1x/day)

Weap Long Bow, 1 HP

Weap Javelin, 1 HP

Racial Skill Pure Will Lv3(Can self dispel any variation of Blind, Sleep, Pain, Persuade, Fear and/or all Set On's, up to 9x/hr)

Ability Skill Fly Lv3("Fly 9M", Spin up to 2' of rope overhead, Only hit by ranged at 25' or more away, 9x/hour)

Ability Skill Sneak Lv3(You and Target Player (if desired) must both be in shadows motionless & undetected for 10S then 'Hidden' for 9M, Can move in shadows while Hidden, 9x/hr)

Ability Skill Advanced Traps Lv3(Can make Step-Spikes & Step-Mines, can place no more than 9 Advanced traps in a 10'area)

Ability Skill Blind Fighting Lv3(Can negate first 9S of any variation of 'Blind', 9x/hr)

Ability Skill Create Acid Lv3(Vial of rice/green chalk, Throw, Areas hit takes 6 HP disregarding armour, Create 3/hr)

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Ability Skill Create Goblin Dust Lv3(Rice Vial, Throw, "Blind 10S", can create 9/hr)

Ability Skill	Master Traps Lv2(Can make Rockfalls, Multi-Step-Spikes and Trip-Acid, can place no more than 6 traps in a 10'area)
Ability Skill	Shank Lv2(Hit up to 2 un-armoured Targets in Back with Knife, Must be undetected, “Shank”, Target receives 3 HP to body, 6x/hr)
Cleric	Sharp Eye Lv3(CT- 3S, PS- 1, Survey for 30S, Signal 'See Hidden' and/or'Invisible' for 1M, movement cancels Sharp Eye, While Sharp Eye is active share effects by touching a Target Player)
Earth	Chameleon Lv2(CT- 6S, PS- 2, Motionless & un-noticed for 10S anywhere, signal 'Invisible' for 6M, may not move)
Earth	Cloud of Dust Lv3(CT- 6S, PS- 2, Throw rice 360 x 3 spins, “Cloud of Blind 20S”, Must close eyes for 20S)
Nat	Earthbound Lv3(CT-9S, PS- 3, Rope up to 2', Throw hit Target in Legs, “Entangle 1M”, 1 or both Legs (if both were hit) frozen in place)
Cleric	Petrify Lv3(CT- 9S, PS- 3, Must have Eye contact and throw rice, “Petrify 9M”, Living statues can not be damaged in any way but they can be moved by the combined effort of 2 Giants, 2 Trolls or a Giant and a Troll)
Earth	Self Petrify Lv3(CT- 3S, PS- 1,“Self Petrify 3H”, Living statues can not be moved or damaged in any way, Living statues can not be damaged in any way but they can be moved by the combined effort of 2 Giants, 2 Trolls or a Giant and a Troll)
Earth	Stone Skin Lv3(CT- 6S, PS- 2, “Stone Skin 15M”, You are now Immune to 1 handed non-enchanted weapons and receive +3/+3/+3 for 15M or lost normally)
Earth	Stone to Flesh Lv3(CT- 3S, PS- 1, Returns up to 2 Petrified Target to flesh with full HP)