



The Mixed Medieval Arts

Name	Steel			Race	Golum			Loot	Diamond w/Wire			Level	7
Body	14	Arms	14	Legs	14	R-Mana	5		Gold	70	XC		70
											Negate Win		3

Arm

All Shields Lv1

Weap

All at Lv1, No Ranged

Racial Spell

Mend Self Lv3(1/min "Mend Self 3", receive +3 Body OR +3 both Arms OR +3 both Legs)

Skill

Dim Witted Lv3(Immune to Persuade, Fear, Tongues of Truth (I don't know) & all Psionics, No Mana pool, Read/Write, Apprentice or Mentor allowed)

Skill

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

Skill

Punch for Damage Lv3(Punch gloves, Hit Target, "Punch for Damage",1 HP, 1/3S)

Skill

Rise Lv3(Wait 1M after dying then Self Resurrect with 3/3/3, 3x/hr)

Skill

Thick Skulled Lv3(negate any variation of "KnockOut" except for Pressure Point K.O., 9x/hr)

Skill

Battle Charge Lv3("War cry" & run at least 10' into combat, Body+3, Arms+3, Legs+3, 9x/hr)

Skill

Defensive Formation Lv3(You & 8 Targets within 3' immobile for 10S,"Defensive Formation 9M", All in ranks Body+1, Arms+1, Legs+1, Can move but all must stay within 3' of you, 9x/hr)

Skill

Haymaker Lv3(Punch gloves and a 2 hand hit, "Haymaker", 3 HP to hit Area, 9X/hr)

Skill

Impale Lv3(3S study, Hit Medium armoured (or less) Target in body with Great Weapon that has a minimum 6"thrusting blade, "Impale", Target receives 6 HP, 3x/hr)

Skill

Punch for Push Lv3(Gloves, Hit Target with 2 hand strike, "Push", Target receives 0 HP but Target must fall back 5' and fall down, 9x/hr)

Skill

Break Lv3(Hold Target Limb for 3S, "Break", Limb receives 3 HP regardless of Armour, May attempt multiple breaks in a row 3S apart, 9x/hr),

Skill

Sharp Eye Lv3(Survey 10S, Signal "See Hidden 1M" and/or"See Invisible 1M", Movement cancels Sharp Eye, While Sharp Eye is active share effects by touch to a Target Player, 9x/hr)

Skill

Decapitate Lv3(3S study, Hit Target upper Arm,(no Heavy Lv3), "Decapitate", 6 HP, 3x/hr)