



The Mixed Medieval Arts

Name	The Jinn					Race	Demon			Loot	Matched Black Horn			Level	8
Body	14	Arms	14	Legs	14	R-Mana	25	S/SC	16		Gold	80	XC		80
													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	Great Sword Lv3(Hit Target Weapon 3 times,"Weapon Break", Repair Weapon or Midnight fixes Weapon, 3x/day & Hit grounded Target in body, "Run Through", Target receives 6 HP, 3x/day)
Weap	Great Mace Lv3(Hit shield 3x,"Shield Break", 3x/day & Hit Body/Shield, "Push", Knocked back 5' and fall down, 3x/day)
Weap	Great Axe Lv3(Target Limb,"Amputate",6 Limb HP,3x/day & Target upper shoulder,"Decapitate",6 Body HP,1x/day)
Weap	Great Flail Lv3(Hit Target Weapon, "Disarm", Weapon must be dropped, 3x/day & Hit grounded Target on Body, "Crush", Target receives 6 HP damage, 1x/day)
Weap	PoleArm & Spear Lv3(PoleArm-"Amputate", Spear-"Blind 10s", either/or for a total 3x/day & Both Pole and Spear can hit Target in Body, "Impale", Target receives 6 HP, 1/day max)
Weap	Knife Lv3(can use a paired & pommel on Target shoulder, "Blind 10s", 3x/day)
Racial Spell	Teleport Lv3("Teleport 30S", Arms out in a letter T, 9x/hr)
Ability Skill	Blood Lust Lv3(Kill 2 Targets in 30S receive +3 HP to assign to Limb)
Ability Skill	Hide in Shadows Lv3(Motionless & un-noticed in shadow for 10S, signal 'Hidden' for 9M, May not move, Can Hide another Player with you, 3x/hr)
Ability Skill	Druids Song Lv3(No one in 30' and off trail, Hum/sing,/chant for 1M then Receive 1 Prayer back to your Prayer Cycle for every 1M 'performing', 9x/hr)

Ability Skill	Master Herbalism Lv3(Green wrap & black symbols on bottle, Can create 9/hr, Potions listed below) ~~~Astral Projection Lv3("Astral Projection 9m", Player must signal Astral with Arms overhead in 'Big A' or a full facial veil, 1x/Potion) ~~~Fly Lv1("Fly 9M", Spin up to 2' of rope overhead (or whatever you have) to signal Flying, Can only be hit by ranged weapons from 25' or more away, 1x/Potion) ~~~Stone to Flesh Lv3(Returns Petrified Targets to flesh with full Body HP, Limbs remain as they were before, 1x/Potion) ~~~Crush Lv3(Hit Grounded Target Body with 2 hand Great,"Crush", Target receives 6 Body HP, Can Crush Heavy Armour Lv1-2 but not Heavy Lv3, 1x/Potion) ~~~Persuade Lv3(2 finger Jedi wave between eye contact, "Persuade 9M", Target will not remember the experience from the wave on, Anti-suicide & Anti-clan clause, not allowed on PC's unless you are a NPC, 1x/Potion) ~~~Resurrection Lv3("Resurrection 3", Dead Target now alive with +3 Body, +3 Arms, +3 Legs, 1x/Potion) ~~~Empowered by Faith Lv3(CT- 9S, PS- 3, White 6"x4" patch with Green symbols, "Empowered by Faith 30M", Weapon now 'Enchanted' & extends Touch Spells, 1x/Potion) ~~~Eyes of All Lv3("Eyes of All 9M", Can see Hidden, (Signal with Fist over eyes), Invisible (Open hand over eyes) & Astral (Open hand under eyes), 1x/Potion) ~~~Forest Form Lv3(Touch two trees for 15S, Raise fist in air, "Sanctuary 9M", Impervious to damage though bubble can be 'popped' , 1x/Potion)
Earth	Cloud of Burning Ash Lv3(CT- 9S, PS- 3, Throw rice 360 x 3 spins, "Cloud of Pain 20S", Any hit take 1 HP and can only defend themselves for 20S)
Spell	Cloud of Dust Lv3(CT-6S, SS -2, Throw Rice 360 for 3 revolutions, "Cloud of Blind 9S", all Targets hit are affected)
Air	Cloud of Slumber Lv3(CT- 3S, SS- 1, Throw Rice 360 for 3 revolutions, " Cloud of Sleep 3M", all Targets hit are affected)
Air	Cloud of Stench Lv3(CT- 6S, SS- 2, Throw Rice 360 for 3 revolutions, " Cloud of Stench 45S", all Targets hit are affected)

Fire	Cloud of Toxins Lv3(CT- 6S, SS- 2, Throw rice 360 x 3 spins, “Cloud of Confusion 20S”, Can only defend themselves for 20S)
Air	Set On Electrify Lv3(CT- 6S, SS- 2, Throw Rice 360 x 1 revolution of Arm and hit multiple Target Player Body, “Set on Electrify“, Target takes 1 Body HP every 3S until helped or dead)
Water	Set On Drown Lv3(CT- 6S, SS- 2, Throw Rice 360 x 1 revolution of Arm and hit multiple Target Player Body, “Set on Drown“, Target takes 1 Body HP every 3S until helped or dead)
Fire	Set On Fire Lv3(CT-6S, SS-2, Touch up to 2 Targets within 1M, “Set on Fire“, Target Receives 1 Body HP every 3S until helped or dead)
Earth	Set On Quicksand Lv3(CT- 6S, PS- 2, Touch up to 2 Targets within 1M,“Set on Quicksand“,Target receives 1 Body HP every 3S until helped or dead in 15S)

Magic Symbols needed for Potions

Astral Projection, Eyes of All, Eyes of the Scholar, Fly, Heart Rip, Persuade, Resurrection, Sanctuary, Stone to Flesh