



The Mixed Medieval Arts

Name	Walker				Race	Undead				Loot	White Bone				Level	2
Body	5	Arms	4	Legs	4	R-Mana	10	S/SC			Gold	20	XC		20	
* Spd – Normal Walk max – Combat must be performed at reduced speed*													Negate Win	0		

Arm

All at Level 1

Weap

All Great at Lv 1, All One Hand at Lv 2, No Ranged weapons allowed

Racial Skill

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

Skill

“BRAINS!” Lv1(Must be injured, 30S removing Brain from Dead, 30S Eating Brain, 1 HP to assign to any injured area of your choice, Other UnDead may join in the 30S Brain feast & all receive HP bonus(es))

Skill

Punch for Damage Lv1(Punch gloves, Hit Target, “Punch for Damage”, Target receives 1 HP, 1/9S)

Skill

See The Hidden Lv1(“See the Hidden 3M”, Signal with placing your Fist over your eyes, 3x/hour)

Skill

See The Invisible Lv1(“See the Invisible 3M”, Signal with placing Open hand over your eyes, 3x/hour)

Skill

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

Skill

Inner Bells Lv1(Must be affected by 'Sleep' for 3S, “Inner Bells”, Cancels any remaining 'Sleep', 3x/hr)

Skill

Patience Lv1(Motionless & un-noticed for 10S anywhere, signal 'Hidden' for 3M, may not move, 3x/hr)